

CS 6359 Object Oriented Analysis and Design

ACTIVITY INTRODUCTION TO SCRUM

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Random Piece Score VS Pre-planned Pieces Score

Random Piece Score	Pre-planned Pieces Score
600	700
400	700
500	800
400	700
700	900
600	800
800	800
700	1100
700	1000
600	1000

Round 1 average = 600

Round 2 average = 850

- **Compare the average score from round 1 and 2. Why is the score for round 2 score always higher?**

Scores of round 2 is significantly higher when compared to round 1. In the round 2 we have the option to choose the brick pieces. Hence, we have the flexibility to choose the brick which best suites the current situation. In the round1 random pieces are generated and one has to fit the random brick in best possible place.

1. How did you feel about the game play in the second round?

In the round 2 with the options to choose the bricks, it was little easier to play and hence score better than round 1. It also helped to plan the brick orientation in advance.

2. What are the similarities between the second round and scrum?

a. development team:

In scrum the development team decides how the set of tasks should be implemented. Similarly, in this game one can choose the bricks orientation and place.

b. product owner:

Product owner is the one who decides the set of features to be added in the backlog. Similarly, here the shuffling algorithm is providing the list of bricks to choose.

c. product backlog:

Product backlog is the list of features and tasks to be done. Here all bricks pieces represents product backlog.

d. sprint backlog:

Sprint backlog is the set of tasks to be carried for 2-3 weeks of time. That is current sprint. Here in the game the 4 brick options are like sprint backlog.

e. sprint:

In scrum one sprint means, a logical end to set of features or sub features. Here in the game each 4 piece iteration represents a sprint.

f. team velocity:

Velocity is a measure of the amount of work a Team can tackle during a single Sprint. Here in the game, points obtained in one game can be compared to team velocity.