

Lab 1 - Agile Party Planning

Process

Run the project as two sprints. At the end of the first sprint, you will present your initial proposal to the client, who will give feedback. You should incorporate the feedback into the second sprint. At the end of the second sprint you'll present your final proposal.

At the end of the simulation, we'll have a project review, where you can reflect on the approach taken, what worked well, what didn't work so well, and anything you would do differently next time.

Timings

Timings for each sprint will be confirmed by the tutor.

Things to consider...

- What roles do you need, who will do them? Scrum master? Product owner?
- How will you keep track of everything? Will you use any software (e.g. Trello)?
- How often / in what way will you communicate with the client?
- How often will you have a daily stand-up meeting?
- What is your overall product backlog?
- What is the priority of each item in the backlog?
- What is the effort estimate for each item? What system will you use to express estimates?
- Do any items need to be broken down into smaller tasks?
- What items will you put into the first sprint backlog?
- How will you present your proposal to the client? (Slides? Shared Google Doc? etc?)

Initial brief from the client

The client has supplied the initial brief for the project...

- Pool party
- Budget £200,000
- 200 people attending
- Food and drink served
- Entertainment provided
- Party to take place 13 weeks from now