

# CS353 Team Project

## Week 12

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# Plan

week	date	content
3	15/09/2021	Introduction
4	22/09/2021	Scrum, team allocation, initial introductions
5	29/09/2021	Supervisor allocation, project decision , Special Projects
6	06/10/2021	Project sign off, Sprint 1, Week 1. Sprint Planning
7	13/10/2021	Sprint 1, Week 2
8	20/10/2021	Sprint 1, Week 3. Sprint Review, Sprint Retrospective
9	27/10/2021	Sprint 2, Week 1. Sprint Planning
10	03/11/2021	Sprint 2, Week 2
11	10/11/2021	Sprint 2, Week 3. Sprint Review, Sprint Retrospective
12	17/11/2021	Sprint 3, Week 1. Sprint Planning
13	24/11/2021	Sprint 3, Week 2
14	01/12/2021	Sprint 3, Week 3. Sprint Review, Sprint Retrospective
15	08/12/2021	Sprint 4, Week 1. Sprint Planning
16	15/12/2021	Sprint 4, Week 2
17	22/12/2021	Sprint 4, Week 3. Sprint Review, Sprint Retrospective
18	29/12/2021	Wrap up, submission deadline ?

Presentation Q&A

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Sprint 4. Test Driven Development, Version control, Documentation

Sprint 3. Story Maps, Testing Testing Testing

Sprint 2. User Stories and how they influence development. Task estimation. Burndown Charts

Sprint 1. What is the project, who is the team, what has been done similar, what is Agile/Scrum, what is a first simple approach.

# User-Story Map: Mobile App Feature for Depositing Checks

## 1. Activities:

High-level tasks users can do in the digital product

Check account balance

Deposit a check

## 2. Steps:

Steps users go through to complete the activity above

Log in

Access accounts

Enter mobile deposit details

Sign check

Photograph check

Submit deposit

Confirm deposit

Enter username or email

View account balances

Choose account

Read tips for taking check photos

Enable camera access

Confirm deposit

View confirmation message

## 3. Details:

Granular, discrete interactions to complete the step above

Enter password

See pending transactions

Enter deposit amount

Turn phone horizontal

Understand amount available

Receive email confirmation

Press login button

Open new account

View transaction limits

Take photo of front & back

Cancel deposit

Initiate forgot password

See legal disclosures

Send check to bank via drone

Autofill numbers

Get instant access to all funds

View deposit in past deposits

Toggle remember me

Get savings advice

View past deposits

Review error messages

Receive text message

# Testing

Nominate a 'Lead Test'

This person investigates

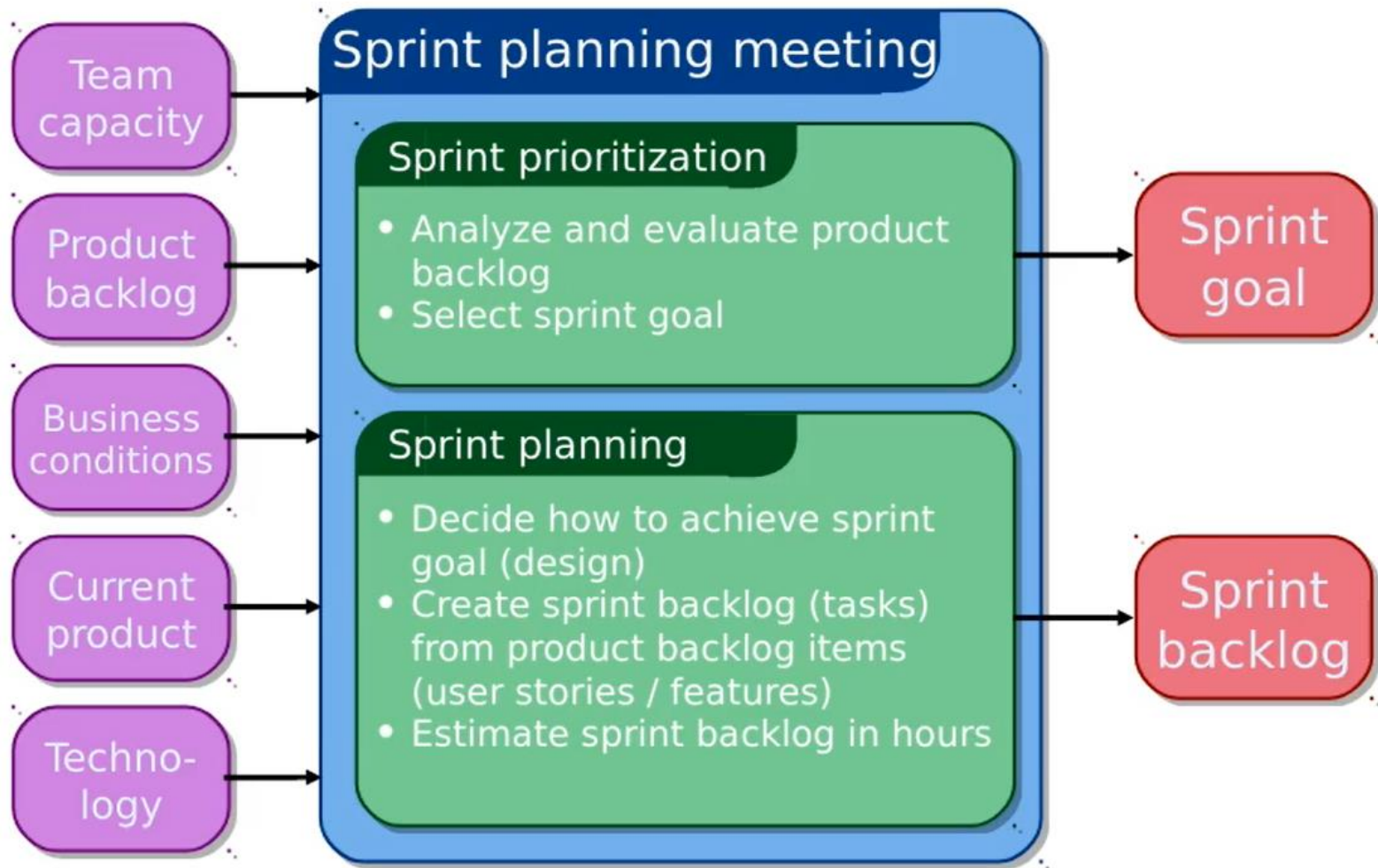
**Unit testing** -units (or functions) tested in isolation. Eg. Junit

**Sanity testing.** –Test the software to see if it behaves sensibly

**Integration testing.** Evaluate how well different layers of software interact. Is correct data being passed, is it secure, does it remember the right things

**Acceptance testing.** Test with typical users to see if it meets their needs

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# Sprint planning

- Team selects items from the product backlog they can commit to completing
- Sprint backlog is created
  - Tasks are identified and each is estimated (1-16 hours)
  - Collaboratively, not done alone by the ScrumMaster

As a vacation planner, I want to see photos of the hotels.

Code the middle tier (8 hours)  
Code the user interface (4)  
Write test fixtures (4)  
Code the foo class (6)  
Update performance tests (4)

# Today

1. Think about any new user stories and user maps
2. Investigate formal testing
3. Prepare for Sprint Planning meeting
4. Carry out ASSESSED sprint planning meeting
5. Have Sprint planning meeting (**arrange with a supervisor**)
  1. Discuss outcomes from sprint review and retrospective
  2. Analyse product backlog
  3. Decide sprint goal and how to achieve it
  4. Estimate hours for new tasks, including TESTING
  5. Create Sprint Backlog
  6. Estimate sprint backlog in hours