

# CS353 Team Project

## Week 10

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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 ?

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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.

# Final Product Demo

Live presentation or submitted Video?

There are merits in both...

Being able to present your work live, and be questioned is an important skill.

As is...

Preparing a video screencast demo. (there will still be questions)

...so, I will let you decide.

VOTE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

# User Stories

Before you start Sprint 2...investigate and generate User Stories

A set of 'conversations' about how users might interact with the software

As a < type of user >, I want < some goal > so that < some reason >

As an **editing Lecturer**, I want **to be able to share documents without using moodle** so that **I have a more robust method to disseminate notes**

200 example user stories on moodle

From:

<https://www.mountangoatsoftware.com/uploads/documents/example-user-stories.pdf>

# Planning Poker

- A variation of Wideband Delphi
  - 1: Assemble a group of experts (around 10)
  - 2: Give each estimator a deck of cards (usually 0, 1, 2, 3, 5, 8, 13, 20, 40, and 100)
  - 3: Moderator reads a description of the user story. The product owner can answer questions from estimators.
  - 4: Each estimator selects a card and places it face down on the table. When all estimates are in, the cards are flipped over.
  - 5: If the estimates vary widely, the owners of the high and low estimates discuss the reasons why their estimates are so different. All estimators should participate in the discussion.
  - 6: Repeat from step 4 until estimates converge to within some predetermined threshold.

# 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.

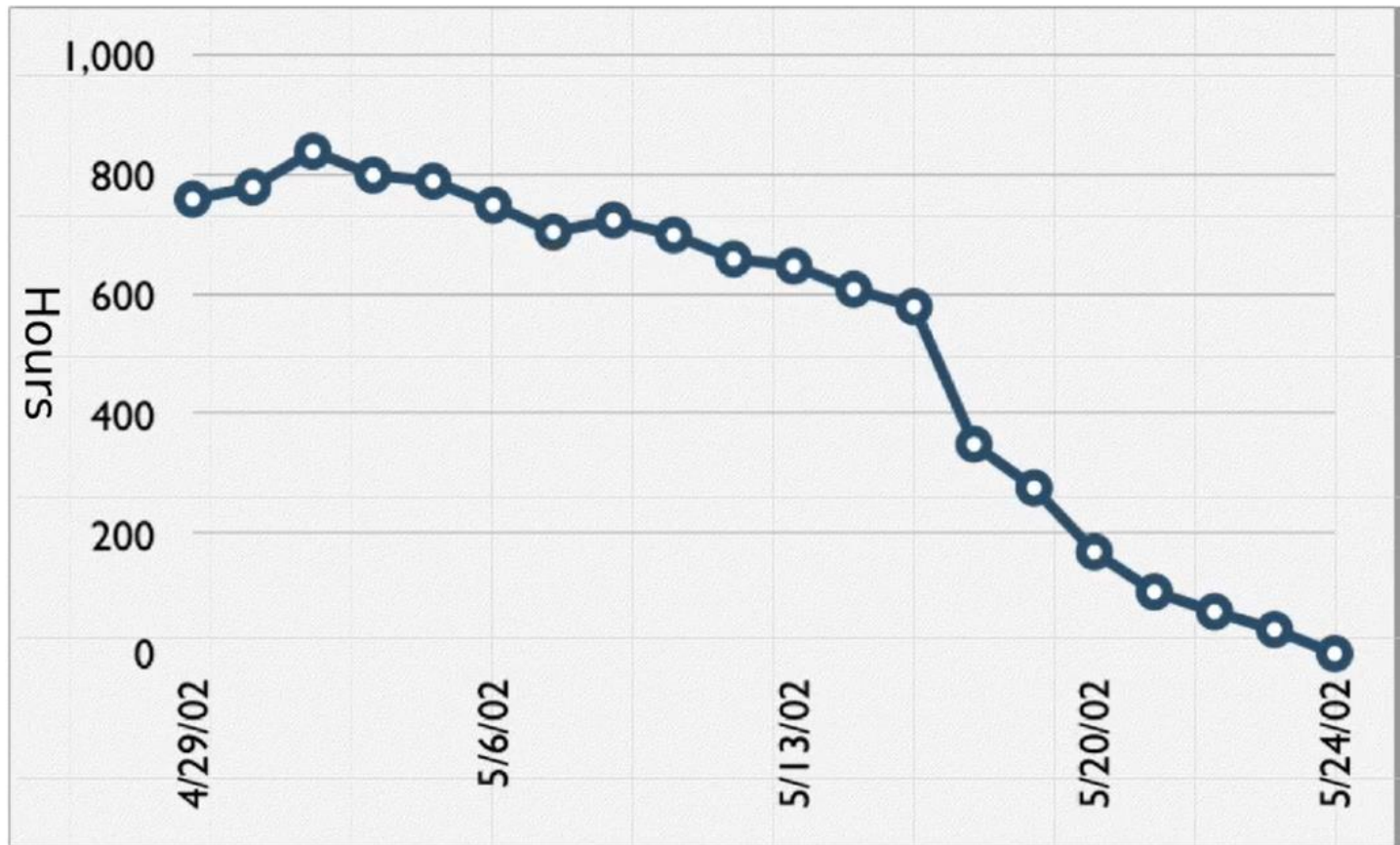
Code the middle tier (8 hours)  
Code the user interface (4)  
Write test fixtures (4)  
Code the foo class (6)  
Update performance tests (4)

# A sprint backlog

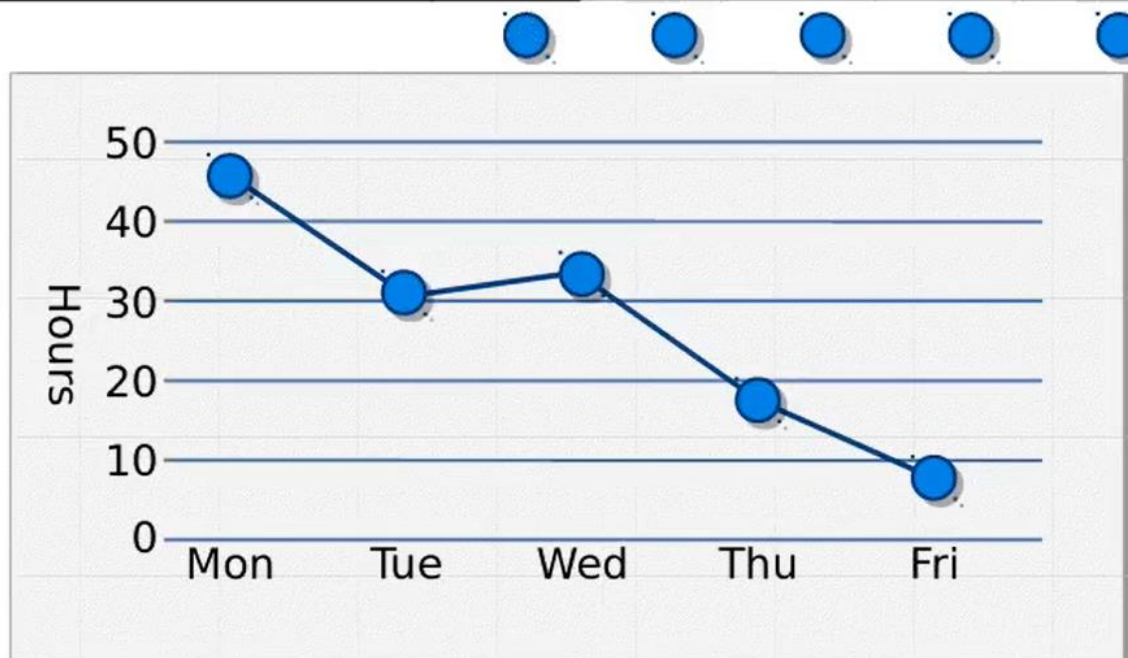
Tasks	Mon	Tues	Wed	Thur	Fri
Code the user interface	8	4	8		
Code the middle tier	16	12	10	4	
Test the middle tier	8	16	16	11	8
Write online help	12				
Write the foo class	8	8	8	8	8
Add error logging			8	4	



# A sprint burndown chart

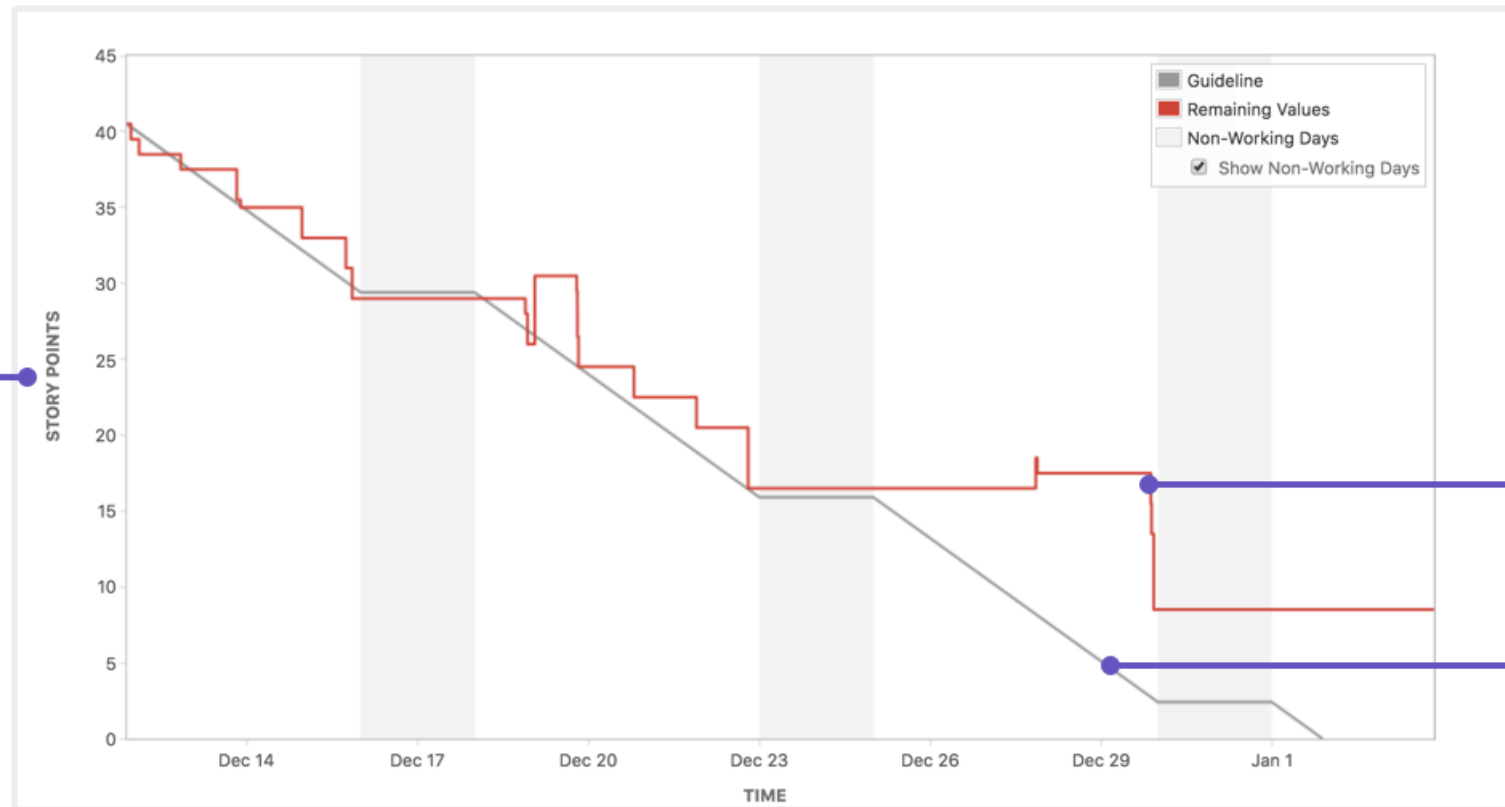



Tasks	Mon	Tues	Wed	Thur	Fri
Code the user interface	8	4	8		
Code the middle tier	16	12	10	7	
Test the middle tier	8	16	16	11	8
Write online help	12				



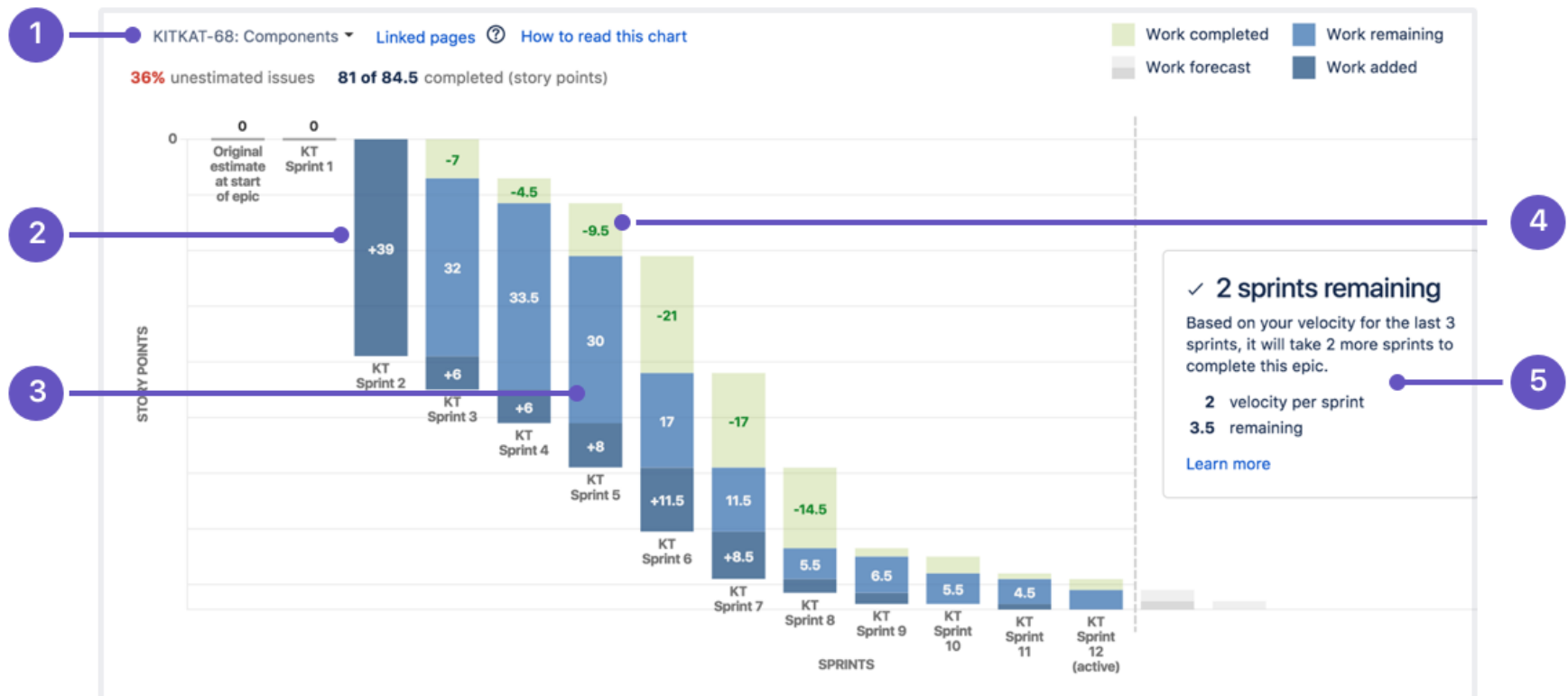
# Sprint burndown Charts – Jira website.

<https://www.atlassian.com/agile/tutorials/burndown-charts>



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- 1 **Estimation statistic:** The vertical axis represents the estimation statistic that you've selected.
  - 2 **Remaining values:** The red line represents the total amount of work left in the sprint, according to your team's estimates.
  - 3 **Guideline:** The grey line shows an approximation of where your team should be, assuming linear progress. If the red line is below this line, congratulations - your team's on track to completing all their work by the end of the sprint. This isn't foolproof though; it's just another piece of information to use while monitoring team progress.

# Project burndowns charts



# Project burndown charts

- 2 **Work added:** The dark blue segment shows the amount of work added to the epic in each sprint. In this example, work is measured in story points.
- 3 **Work remaining:** The light blue segment shows the amount of work remaining in the epic.
- 4 **Work completed:** The green segment represents how much work is completed for the epic in each sprint.
- 5 **Projected completion:** The report projects how many sprints it will take to complete the epic, based on the team's velocity.

# Today

1. Decide is live presentations or video.
2. If you haven't done Sprint Planning Meeting, do it first!
3. Have your 'Daily Scrum' meeting
4. Check and update burndown charts
5. Ask for feedback, user stories from TAs and MC
6. Initial Testing with third parties
7. Develop
8. Discuss progress with other groups
9. NO ASSESSMENT THIS WEEK