

# Process Overview

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**AMOS B01**

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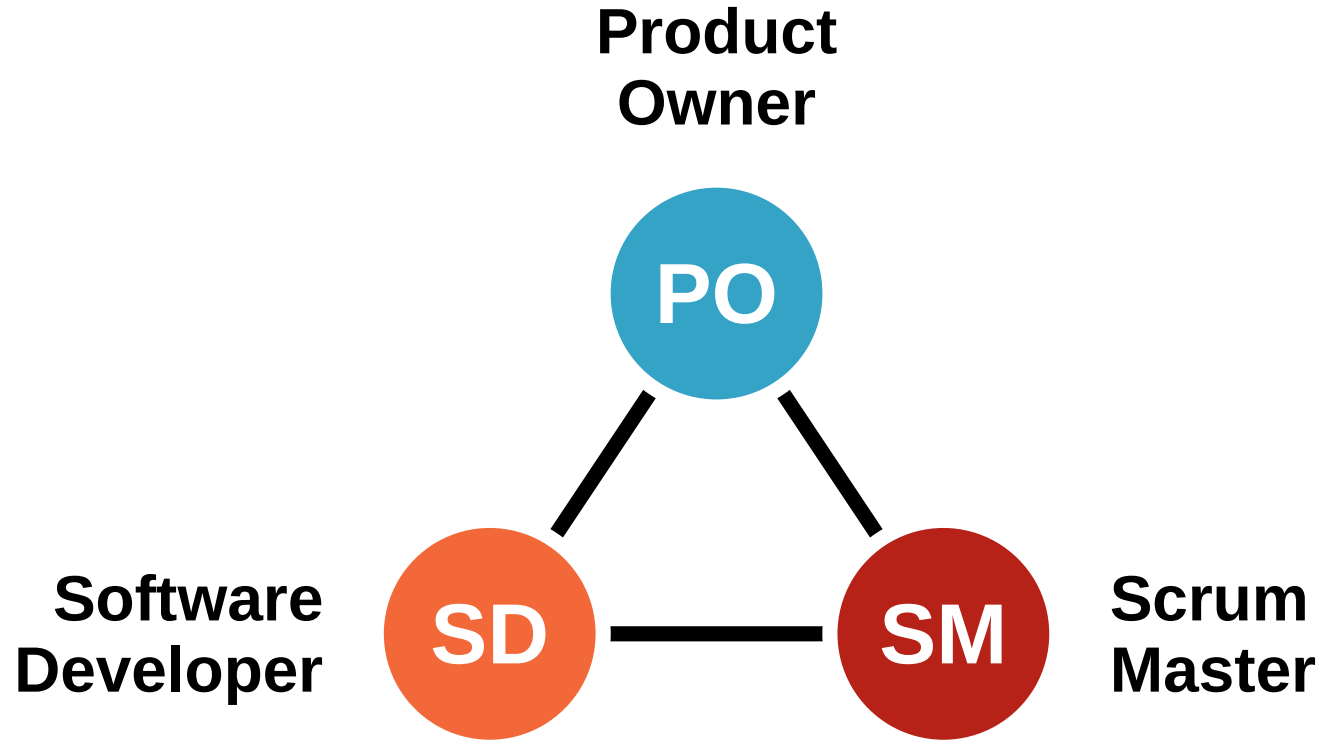
**To deliver useful software at the end of the project that can be developed further.**

- 1. Scrum Process Practices**
- 2. XP Technical Practices**

# Scrum in Student Projects

- Challenges
  - Widely differing abilities and experiences
  - Not 100% on project, but in multiple courses
  - Transient rather than persistent teams
  - Not available at same place, not at same time
  - Sometimes extrinsically motivated (grades)
- Solution
  - Context-aware instantiation of framework
  - Supporting teach team, coaching

# Scrum Roles



# Core (“Committed”) Role Responsibilities

- Definition of **product owner**
  - Holds overall responsibility for the product being developed
  - Provides product vision and product requirements
  - Plans and helps plan development and tracks progress
- Definition of **software developer**
  - Holds overall responsibility for design and implementation of product
  - Estimate complexity (“size”) of product features to be implemented
  - Organizes and allocates design and implementation tasks
- Definition of **Scrum master**
  - Holds overall responsibility for following Scrum properly
  - Is responsible for tracking and resolving impediments
  - Observes and coaches team members and skills
- Together they form the Scrum team

# Additional Role Responsibilities

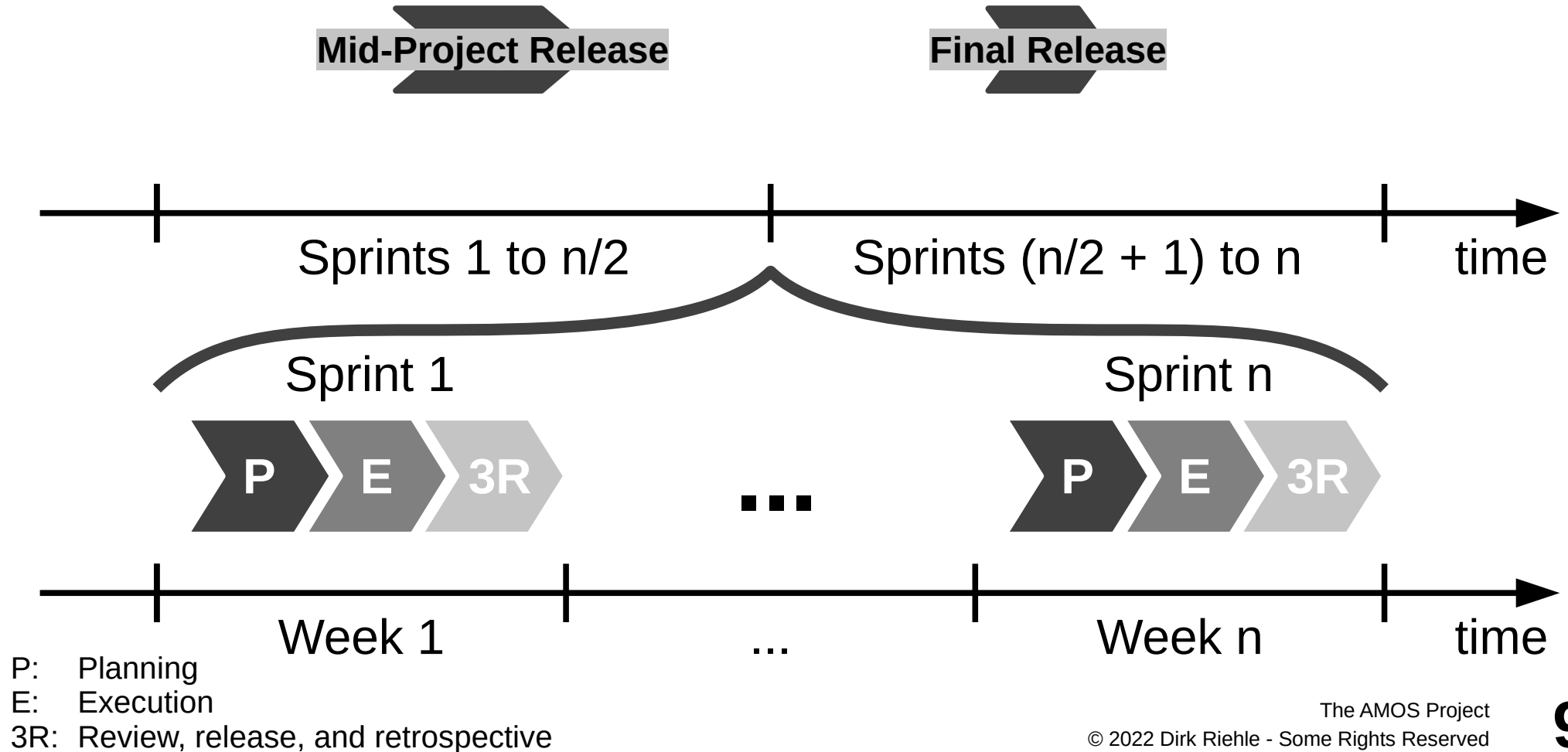
- Definition of **release manager**
  - Holds overall responsibility for reviewable and releasable product
    - Formerly called the review and release manager
  - Prepares the product for review in sprint review
  - Releases the product after agreement

# Industry Partner Responsibilities

- Definition of **industry partner**
  - Provides high-level requirements
  - Provides feedback in defined intervals
  - See **industry guidance** at <http://bit.ly/2lhUFRn>



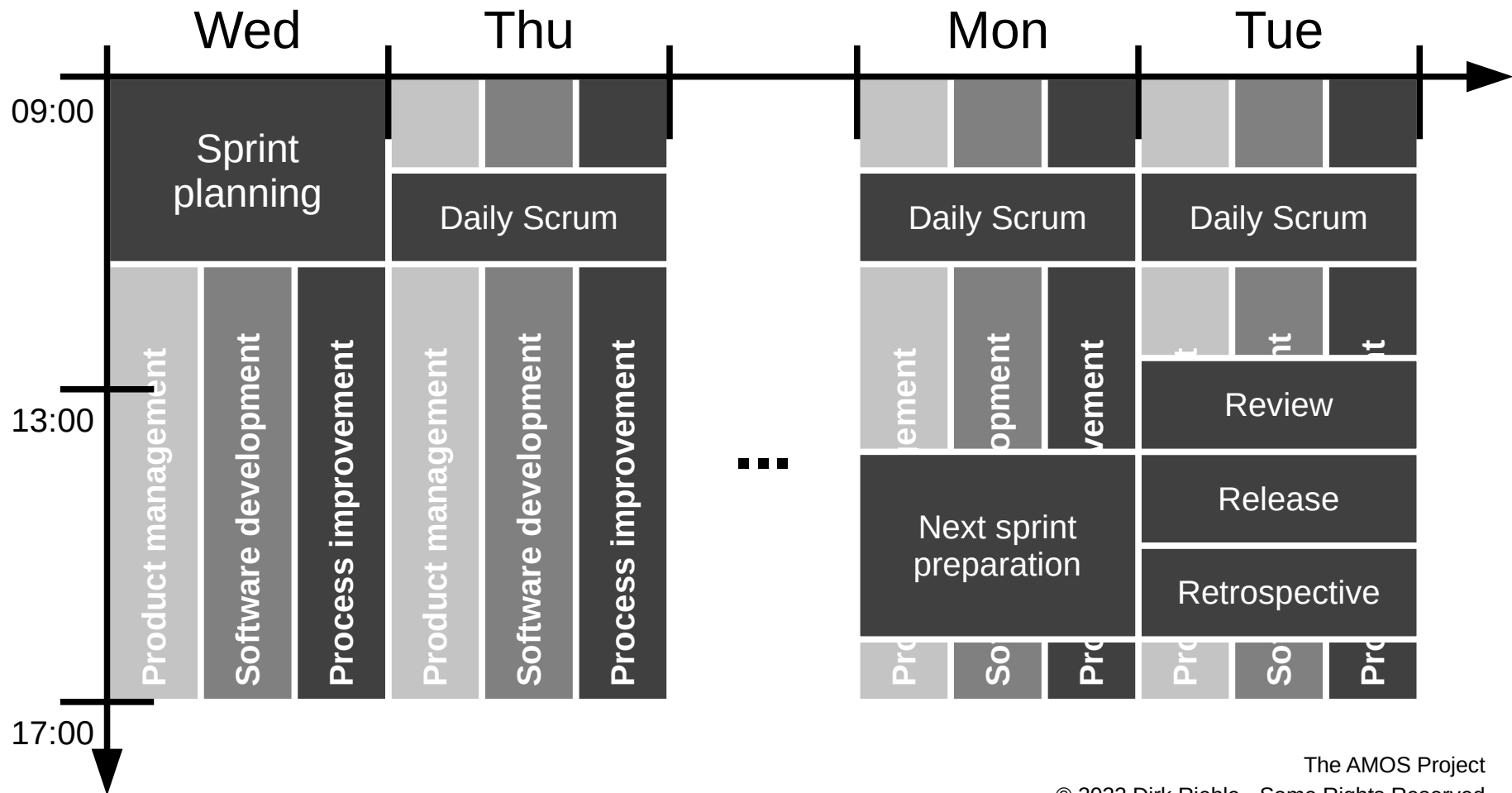
# Overall Project Time-Line



# Time-boxed Sequence of Releases

- Definition of **release**
  - A named, identifiable, consistent, and useful snapshot of the software and related relevant artifacts
- Definition of **sprint release**
  - A release used to gather feedback from industry partner to help steer the project (every week)
- Definition of **project release**
  - A release used to deploy for production (twice during the semester: mid-term and at end of semester)

# The Scrum Sprint (Conceptualization)



# Project Schedule

- See the **Schedule** tab of the **Course Organization** doc

# Thank you! Questions?

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