

Process Overview

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AMOS B01

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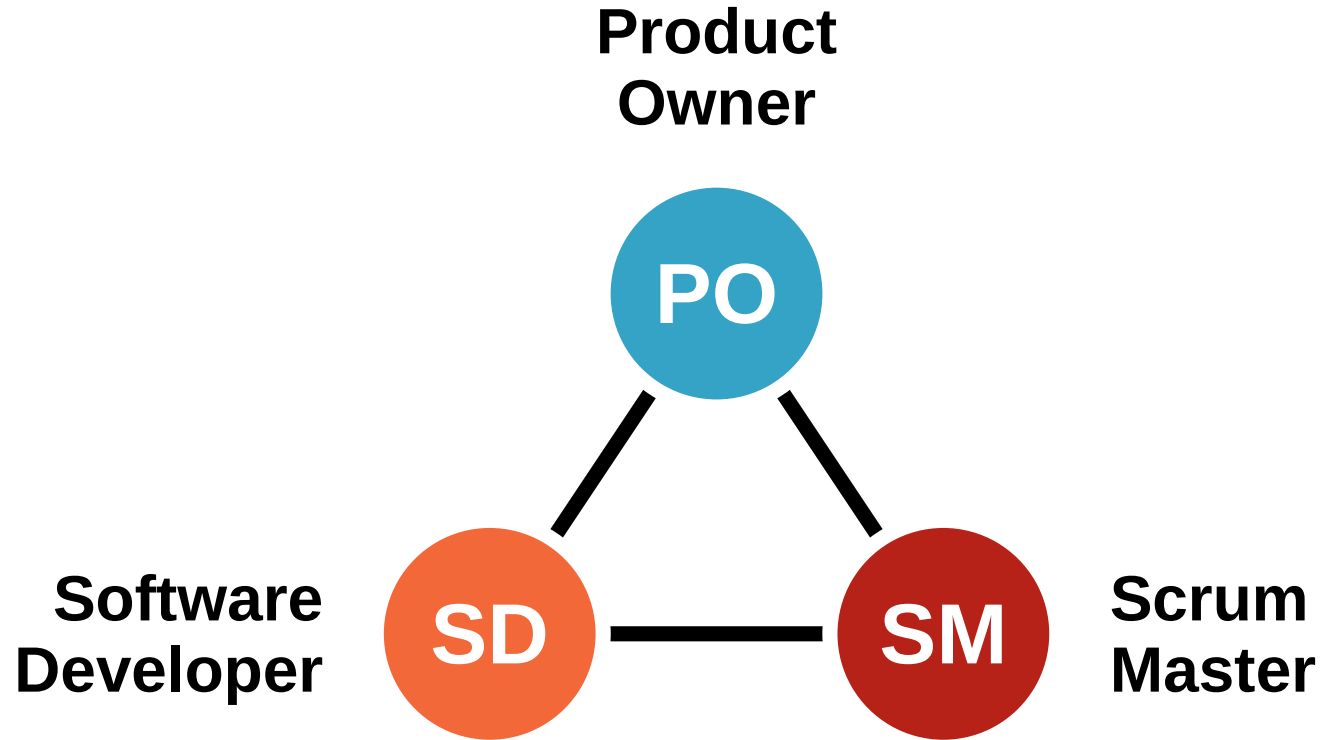
To deliver useful software at the end of the project that can be developed further.

- 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

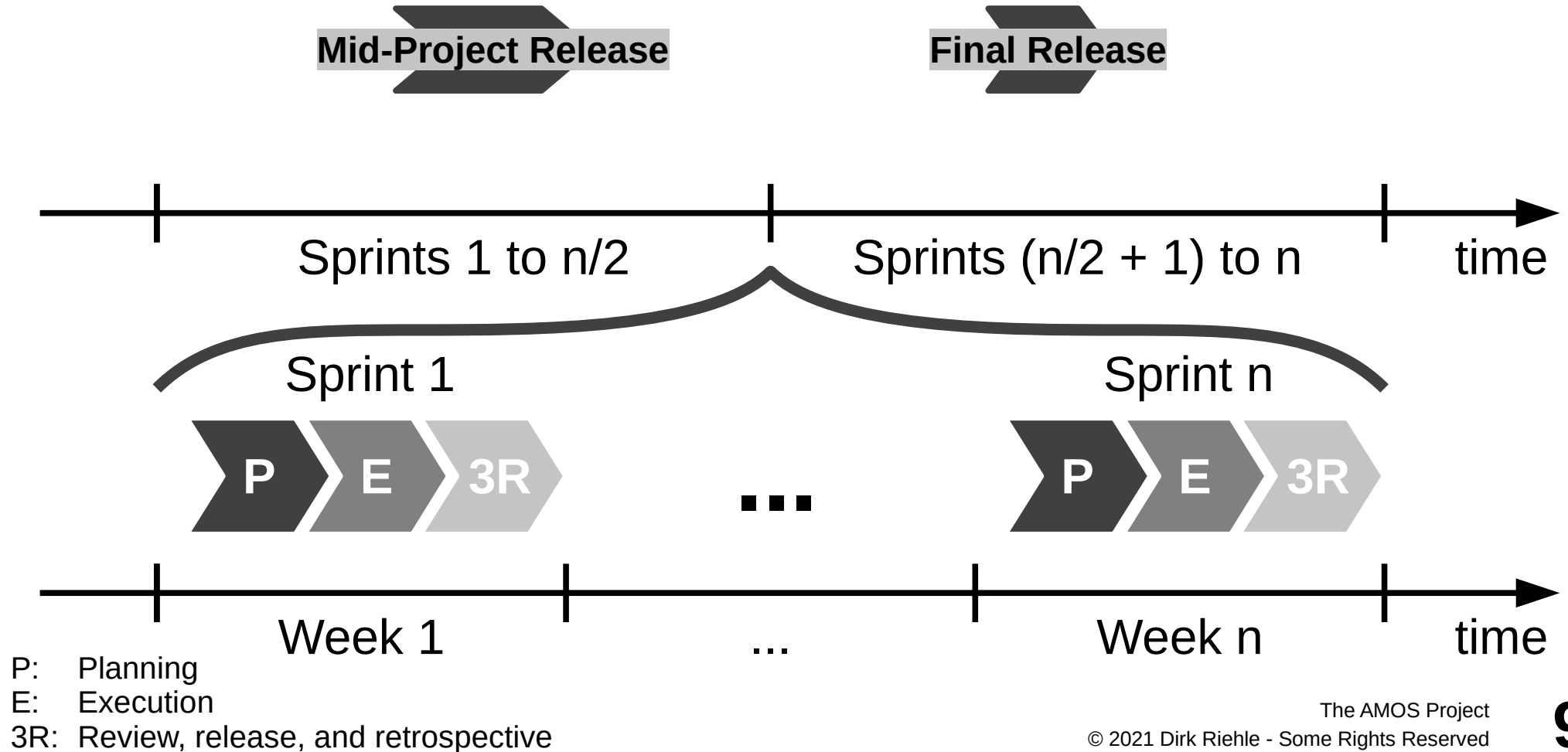
Additional Role Responsibilities

- 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>

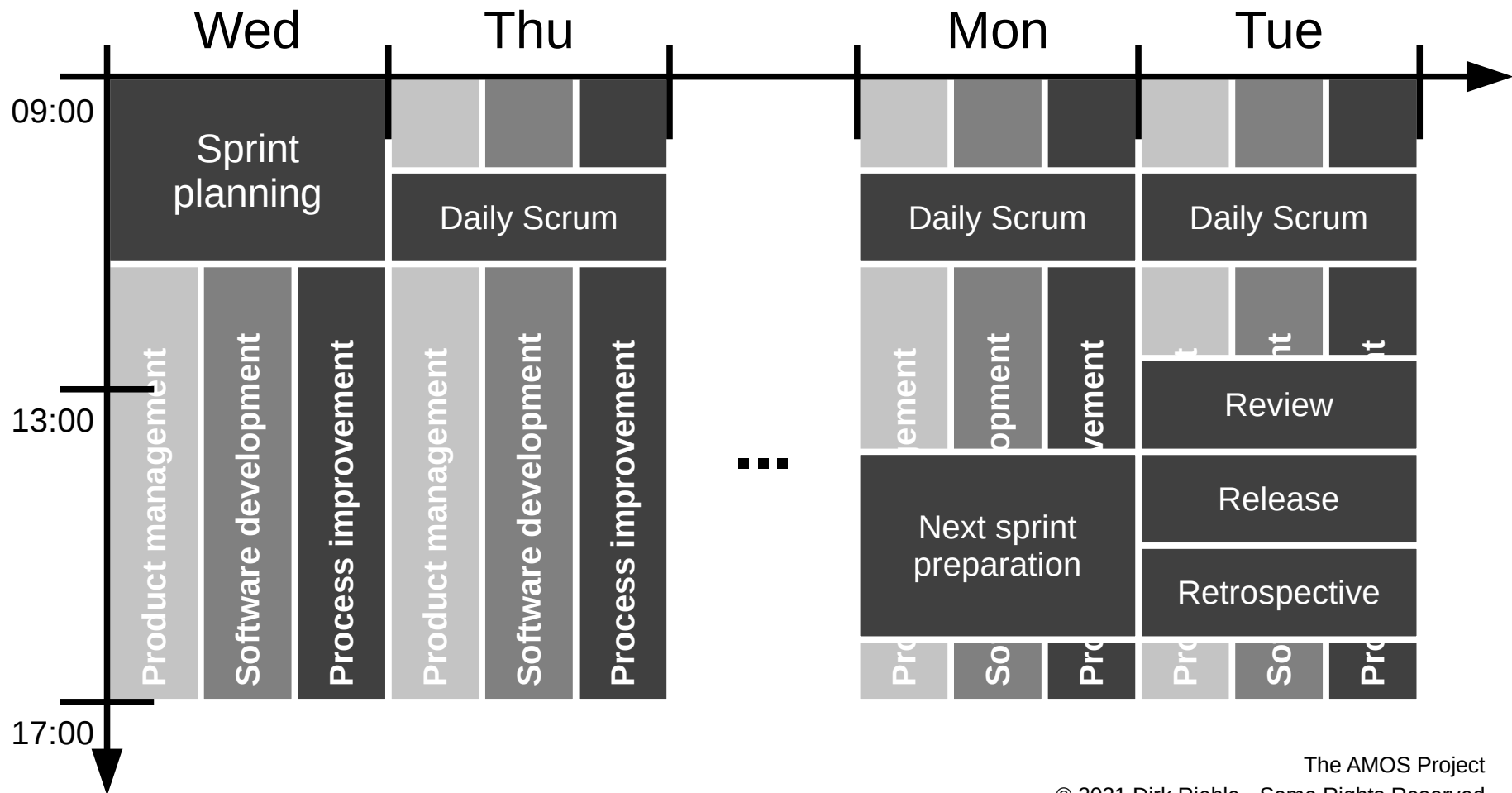
Overall Project Time-Line



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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