

Software Engineering 2 Group 17

Demo Sprint 1 process

Process - Macro Statistics

Number of stories

o Committed: 4

o Done: 4

Total points

o Committed: 16

o Done: **16**

• Nr hours

o Planned: 20h 15m

• Spent: **33h 15m**



Process - Detailed Statistics

- Hours per task
 - o Average: 2h
 - O Standard deviation: 1h 25m



- There are 4 tasks not included in the stories
 - Total hours estimation: 8h 15m
 - Total hours spent: 13h 45m
- Total task estimation error ratio
 - No testing: 20h 15m / 33h 15m =**0.6**
 - With testing (no hours estimation): $20h 15m / 40h 45m \sim 0.5$

Process - Stories overview

- Story #1 As a Customer I want to select the type of service so that I can fulfill my request
- Story #2 As a Customer I want to see ticket number being served so that I can know if it's my turn
- Story #3 As a Customer I want to see the number of people in queue for each service so that I can know how many people are in line
- Story #7 As an Officer I want to <u>call the next Customer</u> so that I can serve him

Process - Detailed Statistics

Story ID	Number of tasks	Points	Total hours estimation	total hours spent
#1	3	5	4h 30m	8h
#2	2	3	2h 30m	2h
#3	2	3	1h	3h 30m
#7	3	5	4h	7h

Quality

• Unit Testing:

- Total hours estimated: /
- Total hours spent: 3h
- o Nr of automated unit tests: 8

• E2E/System testing:

- Total hours estimated: /
- Total hours spent: 30m

Code review

- Total hours estimated: /
- Total hours spent: 4h



Assessment

- All 4 Planned stories have been done
- Inexperience caused to underestimate some tasks, also some important tasks like Testing and Code reviewing were not estimated.



Learned lessons

- Preparing some common baselines for working on project.
- Improving communication with teammates.
- Select more descriptive definition of the tasks.
- Don't underestimate the time zones difference.



Improvement goals

• Consider all the aspects of the project by adding more opportune tasks, especially for testing and code reviewing, and try to be more descriptive to avoid any kind of ambiguity.

• Learn how to synchronize better as a team by communicating more often with other members and by making sure that everyone has a good understanding of what each is doing.

What we are proud of

• Achieving all the goals we have set with minimal number of errors.

