

# W03-2: Agile Deep Dive Part 2

CPSC 3720 Software Engineering  
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# Today's Objectives

- Quiz 1 TUESDAY
  - 35 Points
  - 20 minutes once started
  - Respondus Browser REQUIRED
    - Try out the Respondus Test Quiz!
- Quiz 1 Content Review
  - Kahoot!
- Agile Games!



# Quiz Review



# GAME TIME

## Pass The Ball



# Discussion

## Pass-the-Ball Debrief

- What did you learn from the game?



# Discussion

## Pass-the-Ball Debrief

- How did your table make decisions?
- Did you appoint a leader? How would things have gone differently if you had?



# Discussion

## Pass-the-Ball Debrief

- Would the results have been better with one 10 minute planning period at the beginning and one 10 minute play period?



# Discussion

## Pass-the-Ball Debrief

- Why do you think dropped balls cost 2 points?
- Did the team work **harder** or **faster** in order to achieve a higher score?





# Discussion

## Pass-the-Ball Debrief

- Did your score improve after the team learned about the score that the best teams achieve (200)? Why?



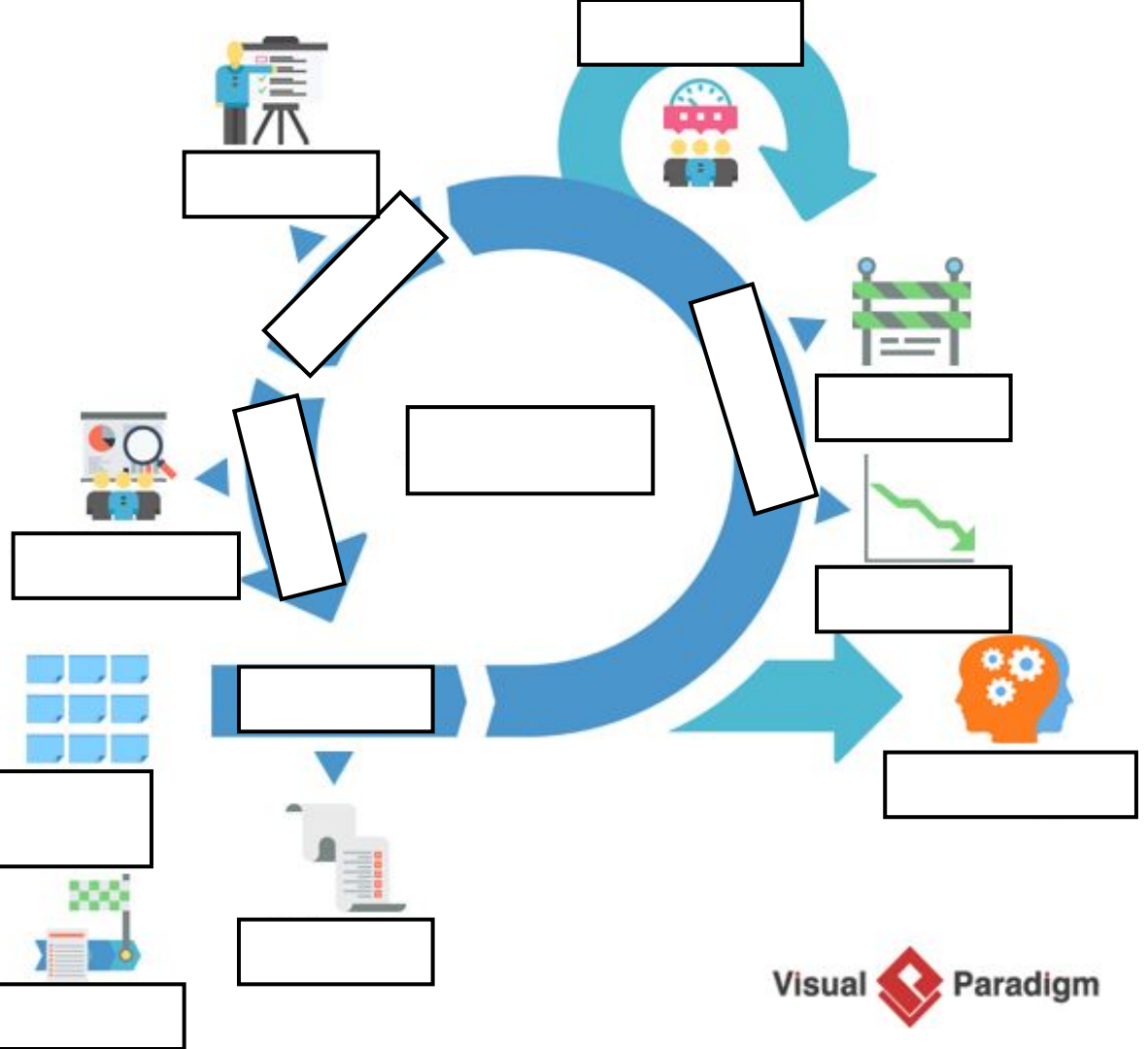
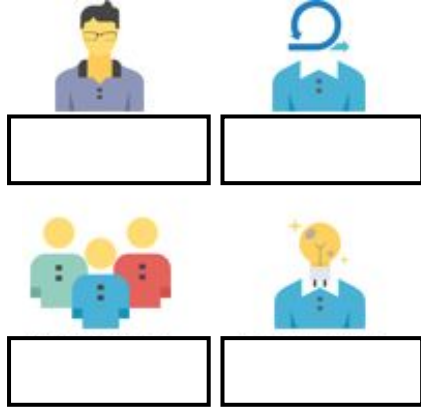
## Game 2: Scrum Labelling

- You have 3 minutes to label the chart
- Top scoring student(s) who have the most accurate answers will get 5 points extra credit!



- Trade your worksheet with a partner. Grant one point per accurate answer





# Next Time

- Quiz 1 (Lessons 1-4)
  - Tuesday Jan 28
  - ~20 minutes
  - Closed note
  - 35 points on Canvas
  - Respondus Browser required
- User Stories Deep Dives

