

Jacob Resman
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During Lab 2 we learned about the Agile development process and did an activity that was similar. It was great to be in a group to learn about the Agile development process. I learn about how to discuss different stories and gain a consensus of how difficult different stories where. Much of our team was in a consensus on how hard different topics but for a few we were in disagreement. We had to stop and discuss why each said it was as difficult as it was especially for outliers. The number cards for my team represented, 1 was a small spelling change, 2 was a bit for code, 3 would be a couple hours of work, 5 was several hours of work, 8 would require a day of work, 13 would require several days of work, 20 would be a some research work and a bunch of code probably a weeks or more and ? would be not sure a bunch or research required. It was good to discuss but people were getting into too many technicalities about details and made the activity kind of useless. I felt like we didn't handle disagreement very well because everyone was try to talk and share their ideas and things got very off topic. The Scrum master didn't keep us on topic which was a problem.