Minecraft Simulation

Sprint 6/7

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As a group, we felt that one of our strongest points in the assignment was the backlog grooming portion. It worked very well for us to walk through each user story that was part of the backlog and discuss as a team what effort we felt would need to be put into that story (we assigned this based on a 1-5 scale. The scale worked well for us as there weren’t an excessive amount of options to decide between and it allowed comparison between user stories and which we felt would be easy/difficult.

Our weakest point was our knowledge of Minecraft as a group. None of us had prior experience with the software and this slowed us down greatly during the sprints. If each team member studied the game or knew more about the game prior to starting the sprints, we feel that we could have built our park much more efficiently.

The agile process was implemented properly for the preparation of the sprint but fell short in the virtual environment creation. The meetings spent discussing the product to be built (park) and backlog grooming were properly formatted and carried out according to agile practices. The actual sprints, however, did not follow proper agile processes using the virtual environment. This was due to lack of knowledge of the Minecraft software. In a typical agile setting, the developers would be familiar with the tools and would ideally not be slowed down by team members needing to first learn how to use the tools necessary for building. Had our team been familiar with Minecraft, we feel that we could have properly implemented agile processes. However, we were not able to and lack of Minecraft knowledge is why.

Our main takeaway from this exercise is that agile works very well for preparing a project. We were able to set our goals for the project and divide the goal into several smaller goals in the form of user stories without any major issues. The agile processes led to a format that opened up greater communication between the team and clarity between the needs of the product owner and the abilities of the development team. The product owner made clear guidelines for the project and the developers knew exactly what was expected of them. Additionally, the product owner was part of the discussion in estimating what could be done in a sprint and knew what to expect of his development team. Therefore, our major takeaway is that the agile process is important in business as it keeps everyone involved on the same page and working together toward a common goal. This takeaway is a lesson learned from this exercise that can be applied in our future professional environments whether we are using agile processes or not.