

Agile Process Insight

Team7. 김우재, 노은솔, 박용수, 이수빈, 이예나

Contents

- Our Scenario
- Our Team's Problem
- Our Team's Agile Process

Our Scenario



Purpose

Continuous & fast contents Deployment

High user's satisfaction

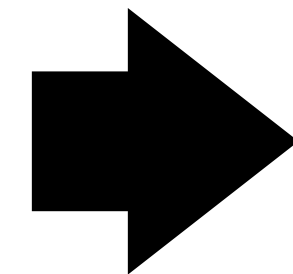
Problems

Insight on past 8week

Ambiguos roles

Unorganized documents

Cold(즉흥적) design



역할, 담당 구분 없이 전원 공동 작업

개발 방향 변동 시 팀원 간 공유 어려움

즉흥적인 설계

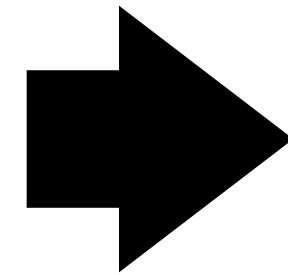
Insight

Insight on past 8week

Ambiguos roles

Unorganized documents

Cold(즉흥적) design



Consider Agile Process

초반 완벽한 설계 및 요구사항

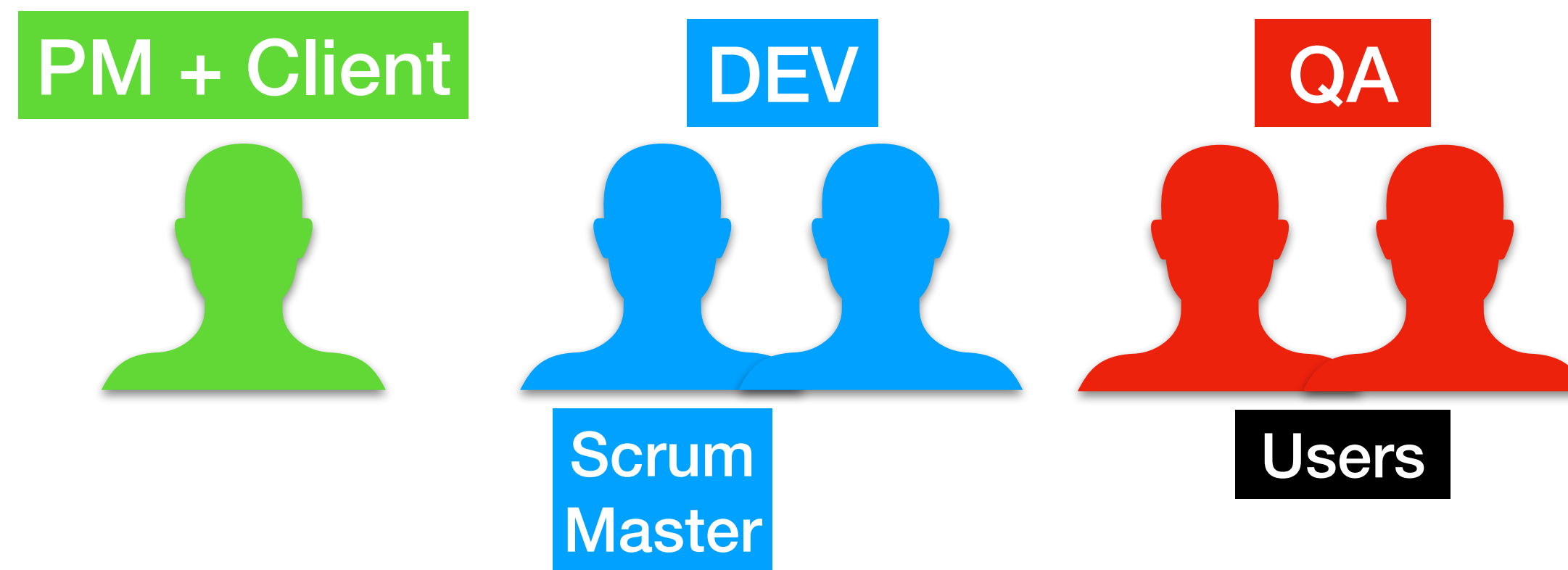
Waterfall Model ?

Team Agile Process

SCRUM + XP

Team Agile Process

SCRUM + XP



Sprint 초기

PM + Client



Product Backlog	Sprint Backlog	Test
Implements Something	Task 1	
	Task 2	
	Task 3	
	Task 4	

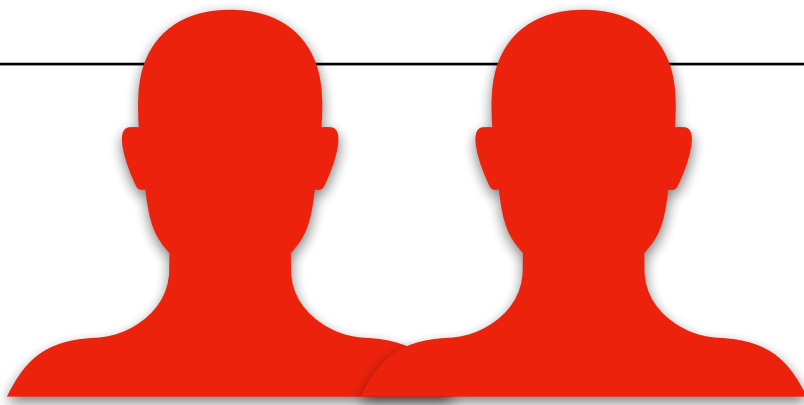
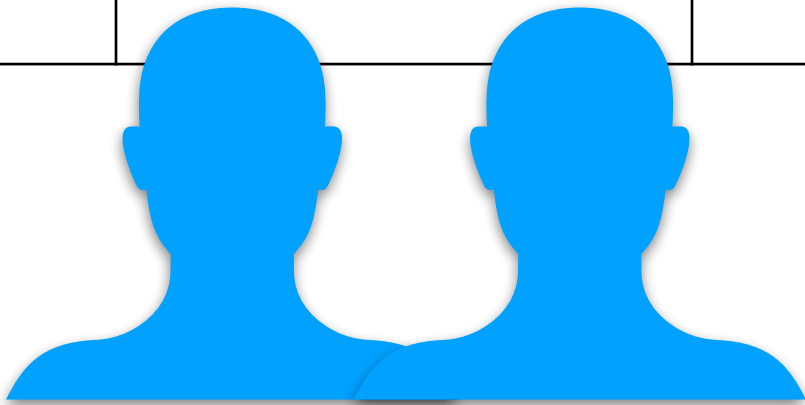
Backlog

Sprint 초기

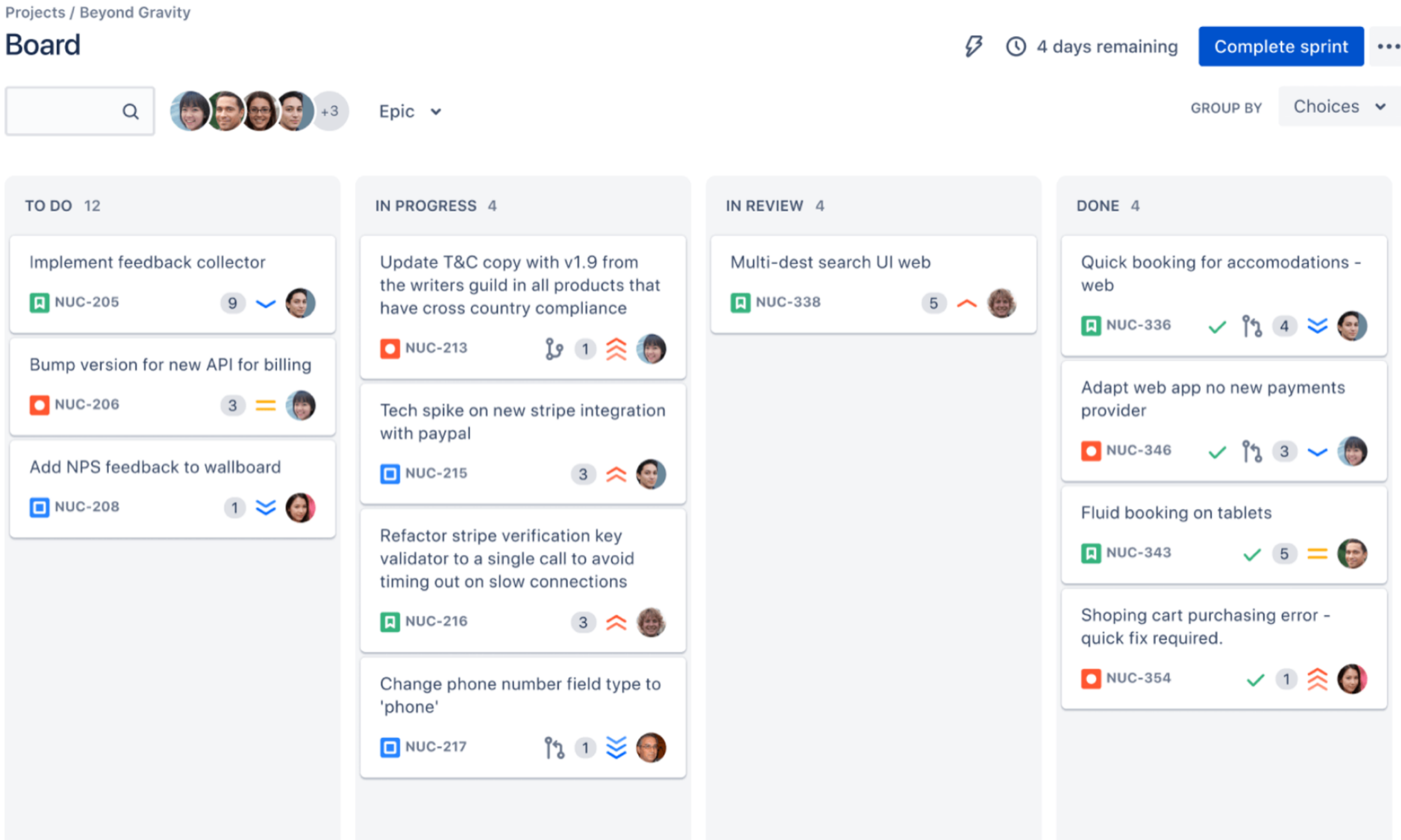
PM + Client



Product Backlog	Sprint Backlog	Test
Implements Something	Task 1 Task 1'	Scenario 1
	Task 2	Scenario 2
	Task 3	...
	DEV	QA

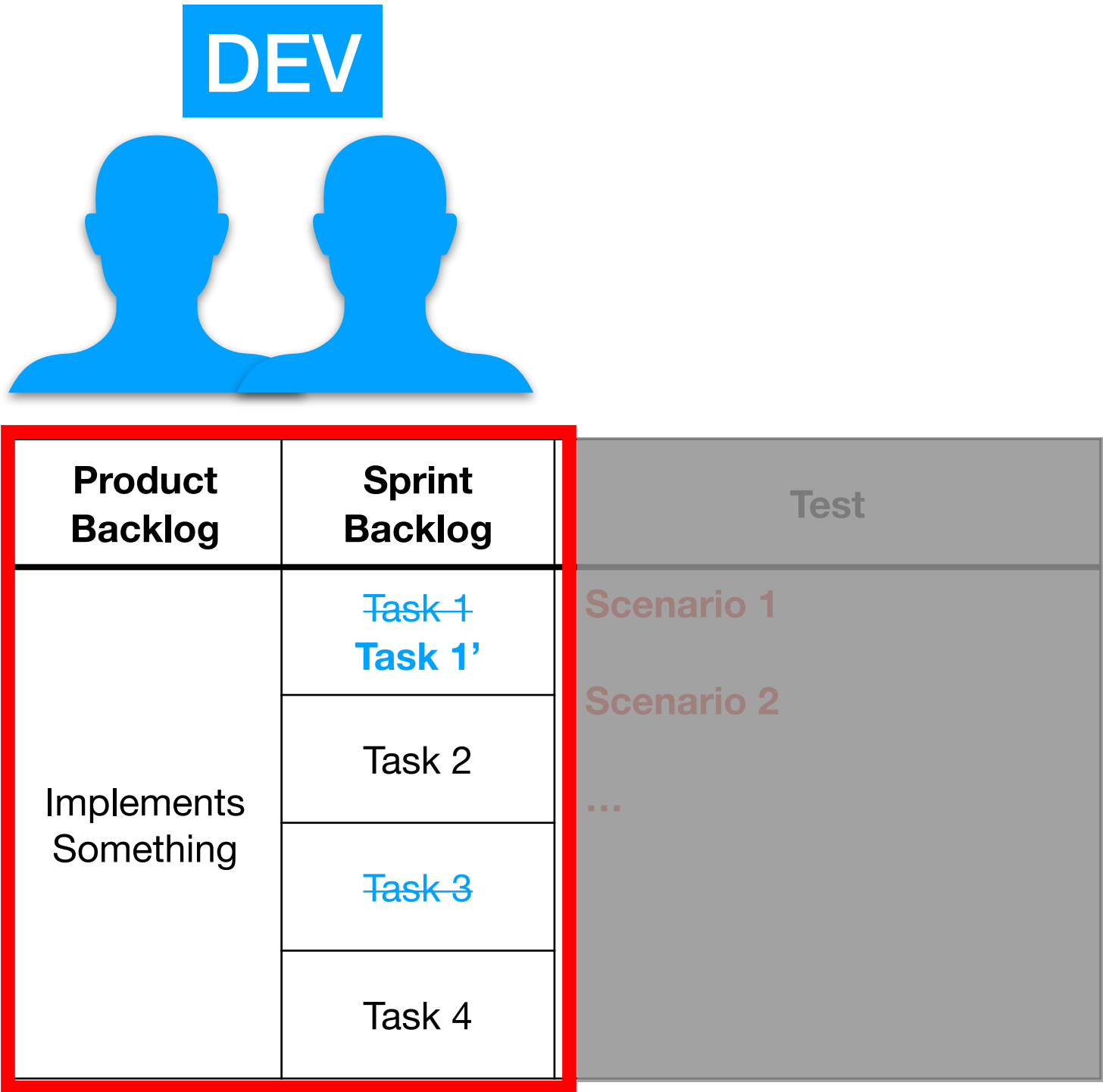


Sprint 중반



Scrum Board

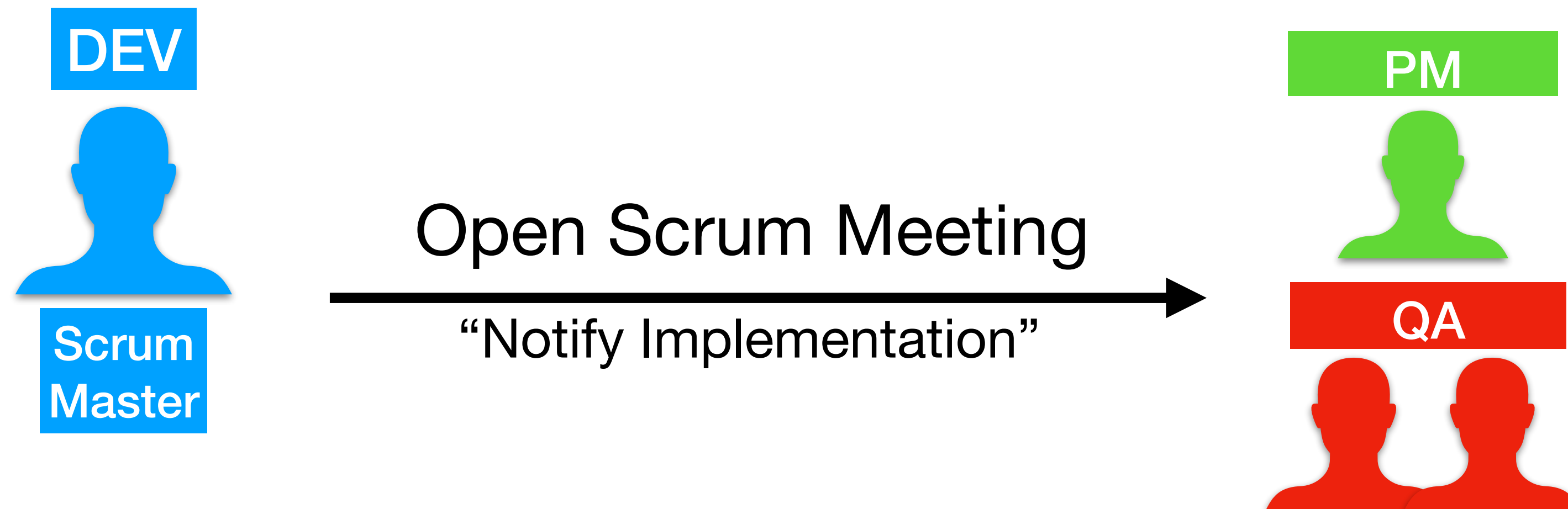
Sprint 중반



references Backlog →

Design
Pair Programming
Documentation

Sprint 중반



Sprint 중반

Three Question, in scrum meeting

1. What have you done?

2. What to do?

3. In sprint, what problem do you have?

After Scrum meeting

PM + Client

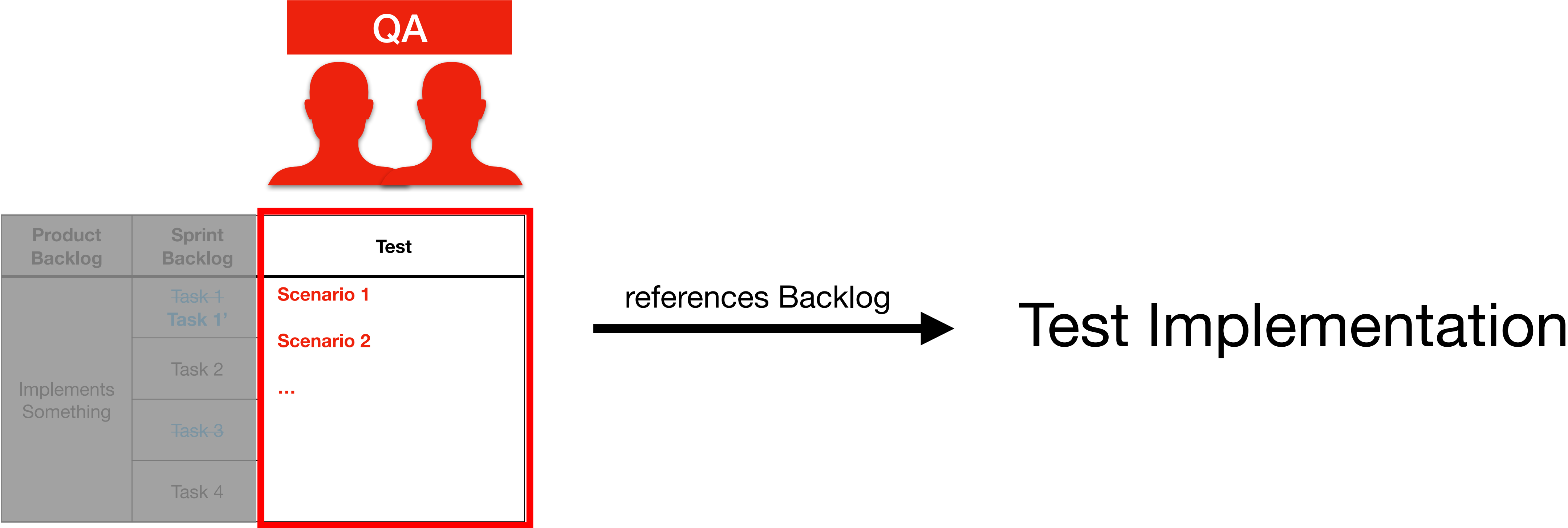


Product Backlog	Sprint Backlog	Test
Implements Something	Task 1 Task 1'	Scenario 1
	Task 2	Scenario 2
	Task 3	...
	Task 4	

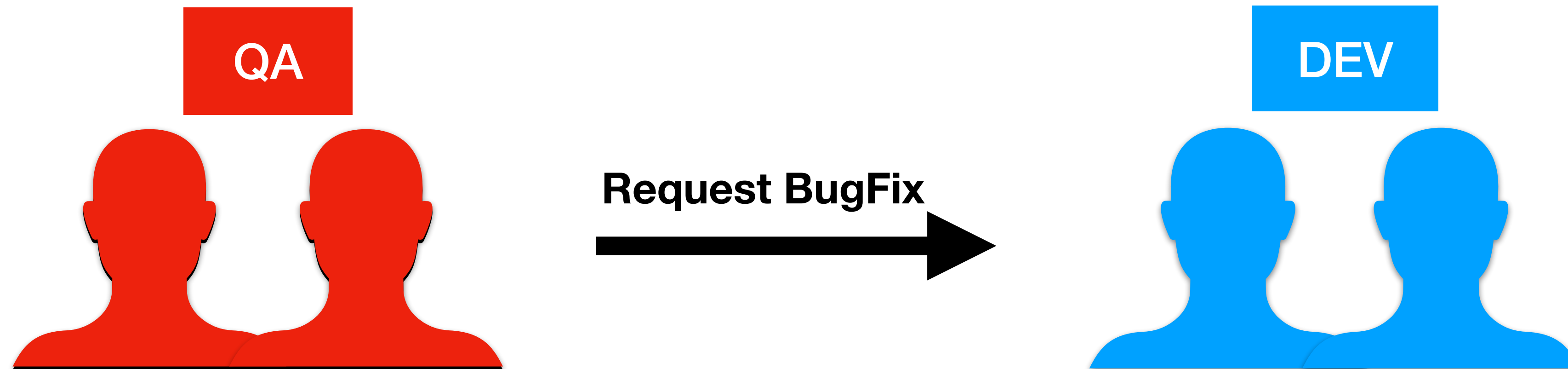


Assessment
Implementation

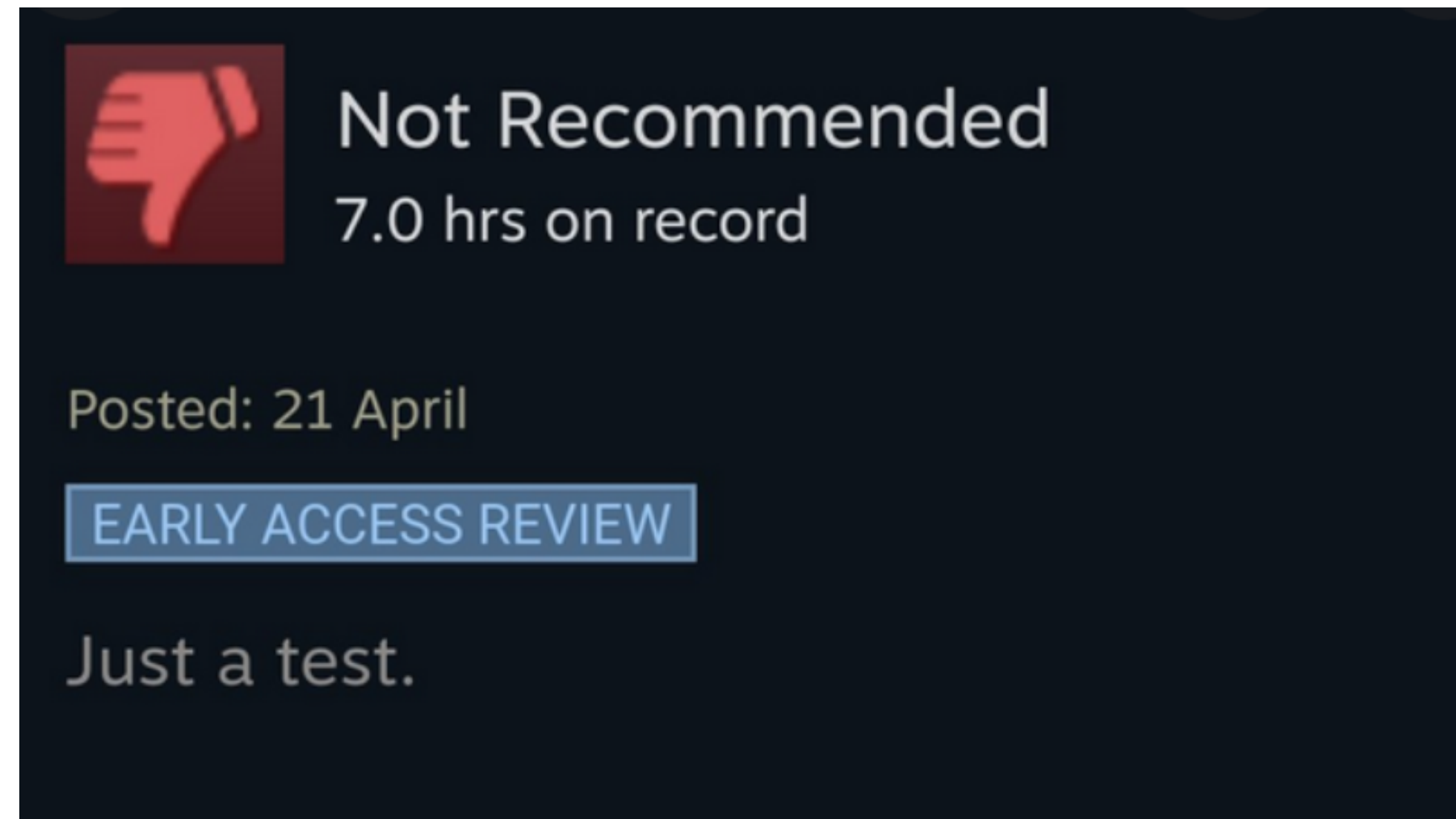
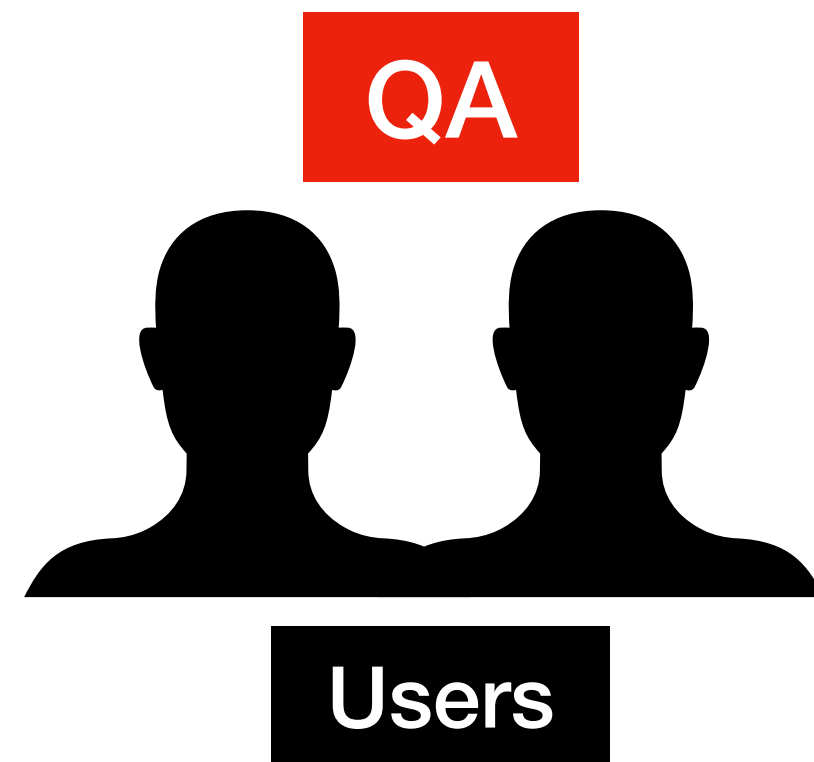
After Scrum meeting



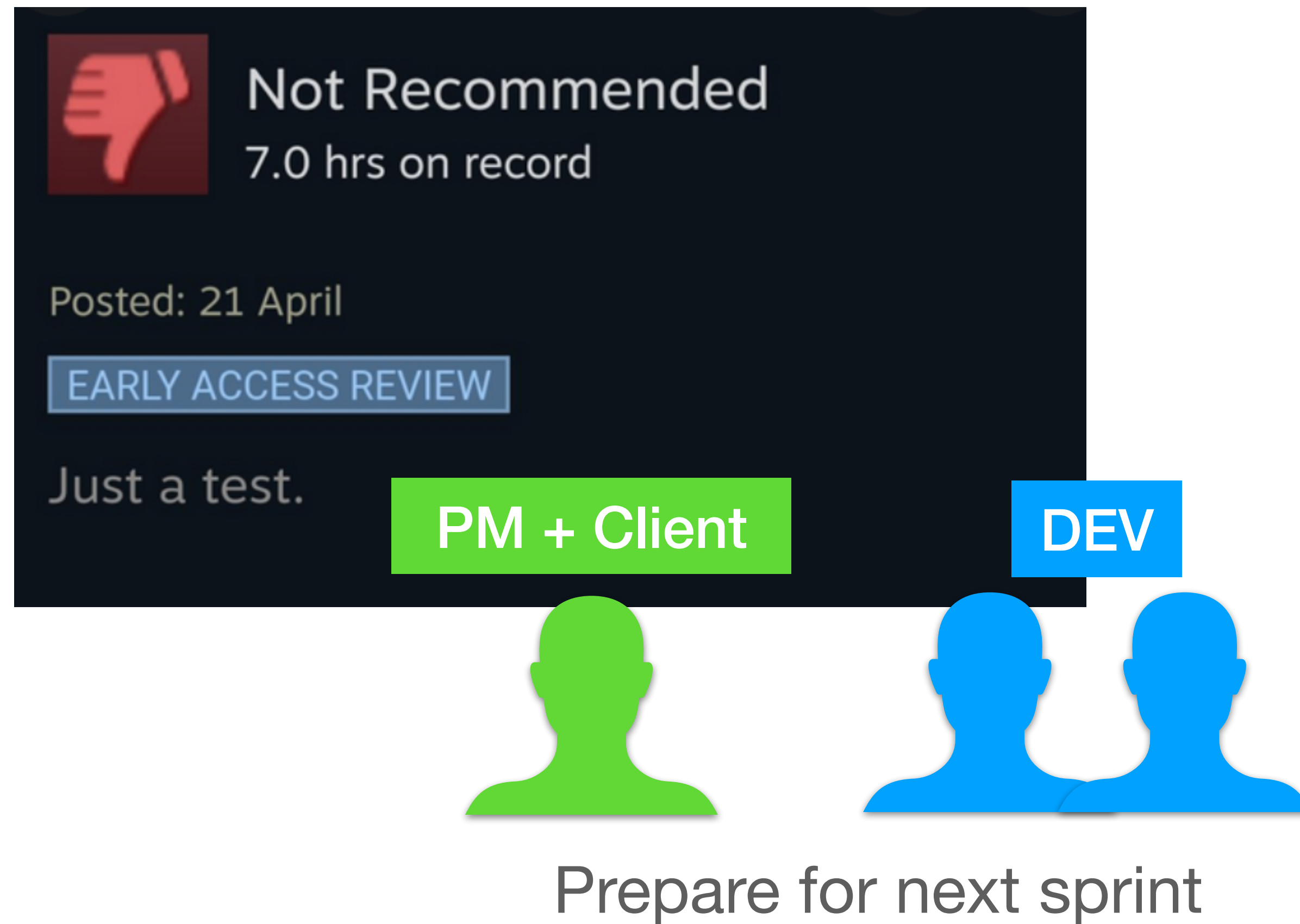
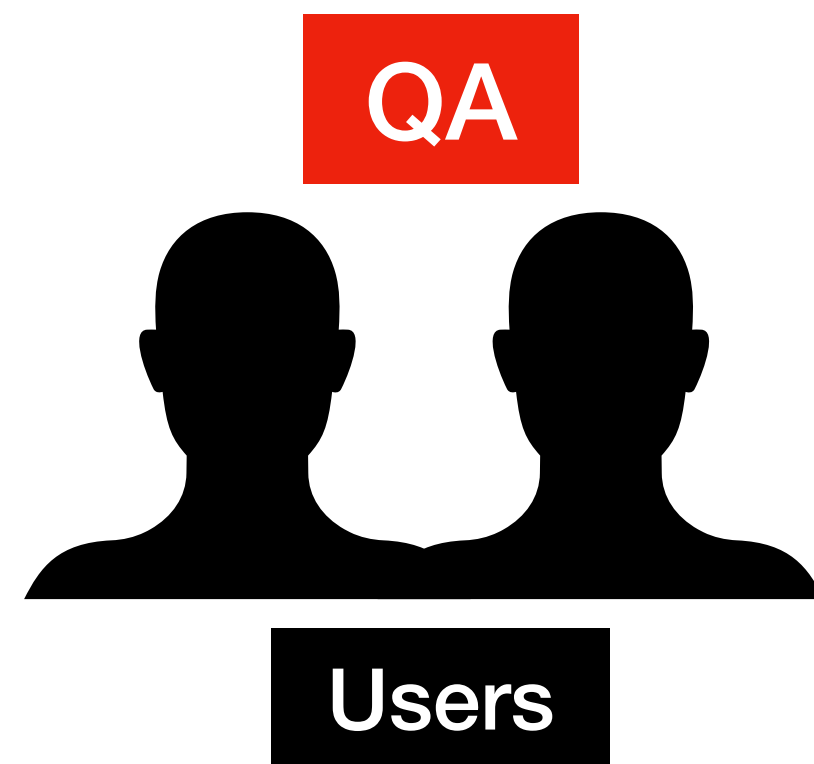
After Scrum meeting



Sprint 후반



Sprint 후반



Summary

Client	PM	Developer	Scrum Master	QA	User
요구사항 제안	백로그 작성	요구사항 기반 설계	기능 구현 후 데일리 미팅 진행	위험 시나리오 작성	간단한 게임 리뷰
	우선순위 부여	쌍 프로그래밍		TEST	