DEPARTMENT OF ELECTRICAL AND COMPUTER ENGINEERING
UNIVERSITY OF BRITISH COLUMBIA
CPEN 391 – Computer Systems Design Studio
Winter 2020/2021 Term 2

Scrum Information

An important part of the development methodology we will use in this course is the *Scrum*. In industrial development projects, a scrum is a short stand-up meeting (5-10 minutes) that occurs at the start of every day. The purpose of the scrum is to ensure that everyone is working on high-priority tasks, to ensure that any roadblocks are recognized and dealt with as quickly as possible, and to ensure that everyone knows what everyone else in the team is working on. Without effective scrums, most development teams would end up unfocussed, leading to extended product cycles (i.e. missed deadlines) and integration nightmares. Most companies use scrums as an essential part of their development methodology.

In CPEN 391, your team will hold a scrum twice a week; the suggested time is *within the first half-hour of each lab session*. The results of the scrum will be recorded in a project management system, and made available to instructor/TA by request.

If someone in your group is missing, *have the scrum anyway*, and mark the group member as absent.

Each scrum should be run as follows:

1. Appoint one team member as "scrum master". The scrum master will lead the scrum inviting everyone to speak in turn. In industry, the role of scrum master is often fixed, however, in CPEN 391, you should rotate the scrum master role every lab to give everyone practice.
2. The scrum master calls on each group member (including himself or herself) one at a time. The group member should indicate (1) what they worked on since the last scrum, (2) what they are going to do before the next scrum, (3) and any potential roadblocks that are hindering their progress. Each person will speak for about a minute.
3. As each person speaks, the scrum master will record information on the attached Scrum Results sheet. The scrum master can do this during the scrum (not after the scrum is over). In order not to bog down the process, be very brief in the descriptions. Avoid the temptation to pass the sheet around and have everyone complete their own section; the Scrum Results sheet must be completed entirely by the Scrum Master.

A common danger, during a scrum, is to spend too long discussing potential issues or roadblocks. The purpose of a scrum is not to *resolve* roadblocks. If significant discussion is required, do this after the scrum is over, and only with the relevant participants.

If Person A doesn't understand how to do a specific task, but Person B does, do not spend time during the scrum having Person B explain the matter to Person A. Do this after the scrum is over. Also, do not use scrums to brainstorm about project ideas, or make decisions about product features; have these discussions after the scrum is over. Your CPEN 391 scrum should be no more than 5 minutes. If it is longer, you are doing something wrong.

During a scrum, *everyone must stand* (where not prevented due to mobility or health issues). This helps speed up the meeting, and helps remind you not to let the meeting go on a tangent. It will also make it clear to everyone else that you are having the scrum, and to leave you alone for 5 minutes. This is difficult to adhere in online meetings, but do your best.

Marking: If a team member is not present or does not contribute to the scrum, that team member gets a 0 for that scrum. If the team member is present and contributes, that team member gets a 1. Include the

scrum contribution and participation in your ipeer feedback. This feedback will contribute directly to marks distribution for each group member.

Scrum Results Sheet:

Team Number: 13 Date: February 12, 2021

Name #1	Harmeeta
	Since last scrum: - started working on how to verify bluetooth connection - setup virtual machine environment to download bluetooth emulator - setup python code using sockets to connect bluetooth
	Working on today: - continue debugging bluetooth connection - work through UART tutorial on Canvas
	Roadblocks: - python sockets not working as expected, VM emulator not compatible with Windows
Name #2	Alyssa
	Since last scrum: - progress on software AI algorithm - have a couple passing tests (initial board setup, sending board) - started pawn move generation algorithm
	Working on today: - finish writing modules for all pieces
	Roadblocks:
Name #3	Sofia
	Since last scrum: - prep for android app development phase - work through android tutorial on Canvas
	Working on today: - continue to debug bluetooth connection - successfully send information between android app and De1 board
	Roadblocks:
Name #4	Maddie
	Since last scrum: - progress on software AI algorithm - have a couple passing tests (initial board setup, sending board) - started pawn move generation algorithm
	Working on today: - finish writing modules for all pieces
	Roadblocks:
Name #5	Emily
	Since last scrum: - got mini bluetooth app working on physical phone - start progress on getting board to connect to phone
	Working on today: - complete Android tutorial - establish connection between De1 board and bluetooth app
	Roadblocks: