Lego Activity 3

1. Team 4B (our team) did the first round and only covered 37% of the board, while team 4A scored 46% in the second round. In fact, every team A scored greater in the second round than the first round. This is because, even with a bad arrangement of pieces, the ability to decide when to place the pieces gives them more freedom to see what issues may arise.

2. Since we were the ones in charge of arranging the pieces in the second round, it was really hard to force bad moves. We ended up using smaller "filler" pieces in between the ones that were problematic just to fill in the board as little as possible. In the end, even while trying to be as mean as possible, they simply had too many options to fill the board and got a better score.

3. The similarities from this activity to the agile methodology are as follows:

   a. Development Team = this is represented by team 4A as they were in charge of building/developing the board in the second round.

   b. Product Owner = this is represented by team 4B whose job is to delegate blocks of the queue to team 4A in sections. In agile, the product owner sections off parts of the product backlog into the sprint backlog to be worked on in each sprint.

   c. Product Backlog = this is represented by the entire queue designed by team 4B that needs to be arranged onto the board, like parts of a project needed to be completed.

   d. Sprint Backlog = this is represented by the 5 block sections given to team 4A by team 4B. In agile, parts of the product backlog are sectioned off to be worked on for each sprint.

   e. Sprint = this is represented by the cycle of team 4A receiving a group of bricks, figuring out how to tackle/place each 5 block section of the queue, and repeating the process.

   f. Team Velocity = this is represented by the strict timer to complete the activity. It might have been better demonstrated by having a timer for each 5 block section, as each sprint is usually set to a specific interval (usually 1-2 weeks).