

Comp2151- Agile Software Development

Group Project (25%)

Schedule and Due Dates:

- Last day to join a group **Feb 18, 2024**
- **Sprint1**- Report submission Sunday **March 31, 2024**
- **Sprint2**- Report submission Sunday **April 14, 2024**
- **Sprint Review Sessions** (via Zoom):
 - Tue **2 April**, 2024
 - Wed **3 April**, 2024
 - Tue **9 Apr**, 2024
 - Wed **10 Apr**, 2024
 - Fri **12 Apr**, 2024

Project Synopsis

Your team will simulate a real life SCRUM (agile) project development Framework for this course project. Your client ABC Rental Management Inc. owns multiple rental properties across Canada. They want to develop a software system to support their business activities. A **System Service Request** has been provided to you by the client (copied in the Project Folder) and you will use this document as a starting point.

The first task in a software development project, always, is collecting the requirements and you will start your project with this task. Your contact person is **Abid Rana, Operations Manager** for ABC Rental Management (role played by the Instructor) and your team should collect requirements from him through interviews.

Lecture classes after week-5 would have a dedicated 45 minutes at the end of each class for Project and you should use that time to collect requirements or discuss your progress with the client/instructor and present your teams progress (schedule for weekly presentations will be released later). Your group may also request to book individual online appointments for this purpose.

This project simulates a real world project so therefore I am providing you minimum instructions and your grade will reflect your team's effort to collect and elicit the project requirements and capture all necessary functionalities and use cases (as you have learned in details in the previous courses) and the overall quality of your project report/work.

Please be extra careful in the case any **“coincidental”** similarities of your project report with another group. Please read college policy for further details on cheating and plagiarism.

Submission Instructions:

- Please create (and submit via D2L BrightSpace before the deadline) a comprehensive Project Report (a single Pdf file) containing a cover page with the group number and all students' names, and student IDs and the following deliverables and submit as **Sprint1 by March 31, 2024** and then refine it based on the feedback received by the Product Owner (Abid Rana) during your sprint review session and submit the second (and final) report by Apr 14, 2024 (midnight)

- The report should also contain a Table of Contents with Page Numbers.
- You may use various software (MS Project, Excel, Draw.io, Visual Paradigm, Moqups etc) for different items in the project but please **DO NOT** submit those files separately. Add screenshots of those items in your Project Report.
- I expect your group to create a professional industry standard report so please pay attention to these instructions, proper formatting and organization. [Poorly formatted or disorganized reports may get a 10% penalty]

Deliverables:

1. Write the Business Case for your project [use the template from the following website; also has been provided in your Blackboard Project Folder]. Create the **first 4 sections only** [The Executive Summary, Business Case Analysis Team, Problem Definition, Project Overview]
(<https://www.projectmanagementdocs.com/template/project-initiation/business-case>)
2. Create Product Vision statement. Please use the following template.
<https://www.visual-paradigm.com/scrum/how-to-write-scrum-product-vision/>
3. Create an Agile Team charter for your team.
(<https://www.projectmanagementdocs.com/template/agile-templates/agile-team-charter>)
4. Create user personas for each category of users (minimum 3 per user type).
5. Create user stories (minimum 15).

6. Create prioritized product backlog with Story Points (as in Lab3)
7. Estimate **Story Priority** for each user story using the following **two (2)** Scrum Techniques: **(as in Lab4)**
 - a. **Business Value-Addition**
 - b. **MoSCoW**
8. Estimate **Story Point** for each story using the following **two (2)** Scrum Techniques:
 - a. **SCRUM Poker**
 - b. **T Shirt Sizes**
9. As part of the quality management, Create **acceptance criteria** for each user story. [Lab5]
10. Create an Implementation plan consisting of a comprehensive tasks list by doing a **Story to Task mapping**. Create a Table in which u first add a story from the Backlog (item no 7) and then add all tasks for this story and repeat for all stories. **[as shown in the Lab6 example]**
11. Create a user interface in terms of a web application (wireframes or actual web pages/forms) for your group's case study. Create **sufficient number of screens** to capture the entire functionality of the system and implement every user story and all required business processes for the system under design.

12. Create a Project Retrospect Report. Paraphrased summary from Scrum Process Framework:

Creation of Project Retrospect Report completes the project formally. Organizational stakeholders and Scrum Core Team members assemble to retrospect the project and identify, document, and internalize the lessons learned and challenges faced during the process. Often, these lessons lead to the documentation of Agreed Actionable Improvements, to be implemented in future projects.