Project Kickoff

Siddharth Kaza

Towson University, Computer and Information Sciences

Overview of project development process – Week 0

▸ **Story writing (in class)**

 ▸ Act as customers

▸ **Collaboration tools**

 ▸ Blackboard (groups)

 ▸ Git (for groups)/subversion

 ▸ Story template

Overview (cont.)

- Project planning meeting
  - Story prioritization (customer role, in class)
  - Scrum master assignment for each sprint

- Sprint 1 (look at the schedule on timing)
  - Sprint planning meeting (in class)
  - Release 1 (demo to instructor and upload to repository)
  - Sprint review meeting (with instructor)
  - Sprint retrospective (in class)

Overview (cont.)

- Sprint 2 (Week 8 & 9)
- Sprint 3 (Week 9 & 10)
- Sprint 4 (Week 11 & 12)
  - Project Demos
- Sprint 5 (Week 13 & 14)
- Sprint 6 (Week 15)
- Project Presentations (Week 16)

ActiveRecord

AJAX

Mobile views

Web Services, REST, APIs

Scrum master responsibilities

▸ The Scrum Master is responsible for the success of the project for that sprint.

▸ He/she helps increase the probability of success by helping the Product Owner select the most valuable product backlog in the sprint planning meeting.

  ▸ A backlog is the set of stories committed to in that sprint

▸ Helping the Team turn that backlog into functionality during the sprint.

  ▸ Responsible to make sure everybody is on track.

▸

The Sprint Planning Meeting

Time boxed to 20 minutes

1. Product Owner (your team) selects the ideal backlog for the coming Sprint

2. Developer Team decides what they can commit to delivering in the Sprint.
   - Team decides a scrum master
   - Product Owner answers questions but does not direct the team's choices
   - The outcome is the Sprint Backlog (uploaded to blackboard)
     - Team break the stories into tasks and selects assignments
     - Each team member commits hours

The Sprint Review Meeting

- Time boxed to 10 minutes.
- Team demonstrates product increment to product owner's satisfaction.

- Artifacts needed in class:
  - Working Project
  - Updated Stories

The Sprint Retrospective

- Time boxed to 10 minutes.
- Team, Scrum Master, and (optionally) Product Owner review the last Sprint
- What went well?
- What can be improved?
  - Don't find solutions during this time
- Actionable items are presented to the Product Owner for prioritization as non-functional requirements.

- Artifacts updated:
  - Stories updated and new stories added with priority.

Week 0

- Writing stories for your projects
- First we will go through a small example

Project – Writing stories

- Stories help you divide the project into smaller parts while:
  - assigning priority to functionality
  - dividing implementation among team members
  - providing clear test cases that define the completion of tasks

- Stories are written in lay language by the user with help from the developer.

- Each story has an *actor, action,* and *achievement*
  - Format: As an *<actor>*, I want to *<action>*, so that *<achievement>*
  - Example: As an user, I want to login to the system and see my addressbook contacts.

Web Addressbook - Example

- Idea – Create a web based address book where a user can enter, store, delete, and display contact information.

Stories for the Web Addressbook

▸ The login routine

  ▸ **Priority:** Mandatory

▸ As a user, I should be able to enter the login and password to login and see the address listing. If the login and password is incorrect then I will see an error message. As a logged in user, there should also be a logout button to logout.

▸ See more example stories for this project under the 'project' link on blackboard.

▸

Strategy – to code this

▸ Break the story up into tasks

▸ Assign stories and/or tasks among team members

  ▸ Each team member commits hours

▸ Compete tasks within fixed time durations (weekly?)

▸ Follow the "**keep it simple AND stupid**" principle

▸ Refactor continuously!

Prioritizing User Stories

▸ Many different ways to do this, including:

  ▸ Minimum Market Feature Set

  ▸ Business Value First

  ▸ Bang for the Buck

  ▸ Technical Risk First

  ▸ Defer Risk

  ▸ Vote

▸ There is no correct way!

▸

Project

- Make all the stories for your project
  - Download the 'Stories Template' from the blackboard under project
  - Rename the document to your Group <Number> Stories.docx
- Prioritize the stories
- Break the stories to be implemented in the next 2 weeks into tasks
- Put this document on Blackboard under your group number
  - As you implement your project, keep updating this document