

Assignment 2

Iteration 1

This assignment covers the first of the three sprints that make up your FIT2101 project. It is worth 10% of your final mark for FIT2101. In it, you'll be expected to follow Agile principles and practices in order to create a runnable program that you can show your client.

Planning your sprint

The story-writing workshop in Week 5's workshop should have left you with the beginnings of a product backlog¹. Before the sprint can begin, you must also create a *sprint backlog*.

Conduct a sprint planning meeting as described in the Week 5 notes and other online resources to estimate your client's most highly-valued user stories and decide how many of them your team will commit to implementing. Your Product Owner will need to consult the client so that you can select those stories that they value most highly – don't assume that you know best!

You can use any technology you like to store and manage your sprint and product backlogs, but make sure that your facilitator has access.

Working on your product

Implement the stories in your sprint backlog. We suggest that you commit your changes frequently, remembering to provide a descriptive comment for each commit, then push or issue a pull request when your task or feature is complete. This is how version control systems are typically used in industry, and good use of git will earn you marks.

As you work on your software, follow the policies in your Project Plan. Continue to log each team member's time on the project and the tasks each person completes.

Agile principles

Bear the principles of Agile development in mind as you create your software. You won't be able to follow them all (for example, it's unlikely that your team will be able to meet with your client on a daily basis) but you'll be able to follow some of them.

Wrapping up the sprint

At the end of the sprint, you must demonstrate your software at a *sprint review*. This should take place in your regular workshop time – note that most of the facilitators for FIT2101 have many other commitments and are unlikely to be able to arrange alternative timeslots. If your class is early in the week, take this into account when planning your velocity for this sprint and consider starting Sprint 2 earlier.

After the sprint review, conduct a *retrospective* to decide on any changes that might need to be made to your policies and practices. Make sure you update your Project Plan – your marker will be looking at it to see if it's been followed.

¹If you didn't create a product backlog then, you must do so now.

Assessment

Your team will be marked on:

- the software you demonstrate at your sprint review (**Note:** this will be worth approximately one quarter of the marks for this milestone)
- requirements management – this includes
 - how well your user stories and their prioritization reflect the wishes of your client
 - the quality of the user stories in your sprint backlog (it's okay if the product backlog contains some stories that aren't Ready)
- your development practices, including
 - your compliance with your Project Plan
 - your use of git
 - adherence to Agile principles

You will also be marked *individually* on your contribution to the team's effort. **This will account for half of your available marks**, and will cover both the extent and the quality of your contribution². Your marker will consider your teammates' feedback along with other evidence such as the extent of your contributions on git and your behaviour in class.

²Note: you **don't** need to do more than your fair share to achieve a pass here.