Scrum Simulation

Project: “Develop a Campus App”

Scenario:

“Your team has been hired to develop a mobile app for your university campus. The app will include features to help students, faculty, and visitors access campus services easily.”

Product Vision

“Empower university students with a centralized and user-friendly mobile app that simplifies campus life by providing seamless access to essential resources, helping them stay informed, organized, and connected.”

Product Goal

Product Goal #1

“Create a prototype of a mobile app that enables students to securely log in and view at least 5 upcoming campus events and their details.”

#1 Measurable Outcomes:

- The app design includes a **login screen** with fields for username and password.
- The app design includes an **Event Notifications** screen with a list of at least 5 events, showing a title, date, time, and description.

Product Goal #2

“Design a mobile app that allows students to securely log in, access a personalized weekly course schedule, and report lost items to improve their campus experience.”

#2 Measurable Outcomes:

- The app design includes a **secure login screen** with basic error handling (e.g., incorrect password).
- The app includes a **Personalized Course Schedule** showing at least 5 courses in a weekly layout.
- The app includes a **Lost-and-Found** feature to report or view at least 3 lost items.

Product Goal #3

“Develop a mobile app that supports secure login, personalized event recommendations, and a social integration feature to enhance student engagement.”

#3 Measurable Outcomes:

- The app includes a **secure login screen** with basic session management (e.g., logout option).
- The app includes a **Recommendation System** that lists at least 3 personalized events based on predefined preferences.
- The app includes a **Social Integration** feature, such as a group chat or a peer coordination tool.

Product Backlog Items

Must-Haves (High Priority)

1. **Login/Authentication System** (Basic login with email and password).
2. **Event Notifications** (Display upcoming campus events).
3. **Course Schedule** (Personalized timetable for students).

Nice-to-Haves (Medium Priority)

4. **Lost and Found** (Report and find lost items).
5. **Library Integration** (Check availability of books, reserve study rooms).

Extras (Low Priority)

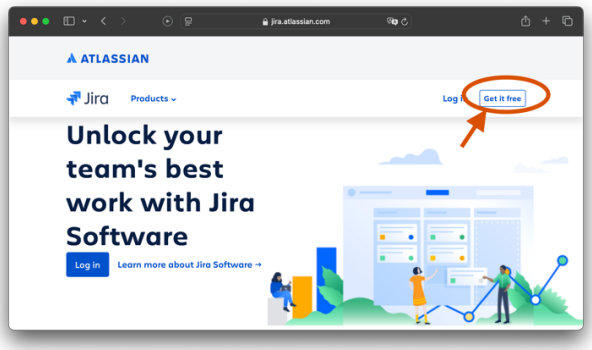
6. **Car Parking Availability** (Show available parking spots in real time).
7. **Campus Chat** (Messaging system for students and faculty).

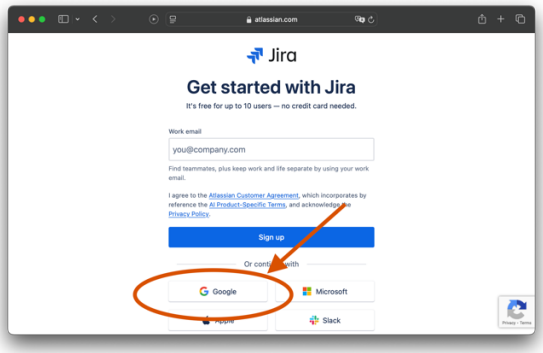
Initial DoD for the Simulation

Category	Definition of Done
Acceptance Criteria Met	All backlog items selected for the Sprint meet the criteria agreed upon during Sprint Planning.
Prototype Completeness	Each screen of the paper prototype is sketched and clearly labeled with consistent design elements.
User Flow Demonstration	The prototype demonstrates a clear and logical user flow for the Sprint Goal (e.g., login to dashboard).
Collaborative Input	Each team member has contributed to at least one aspect of the prototype (e.g., drawing or feedback).
Peer Review Passed	Another team has reviewed the prototype and confirmed its clarity and functionality.
Presentation Prepared	The team is ready to explain their prototype, including how it meets the Sprint Goal, during Sprint Review.

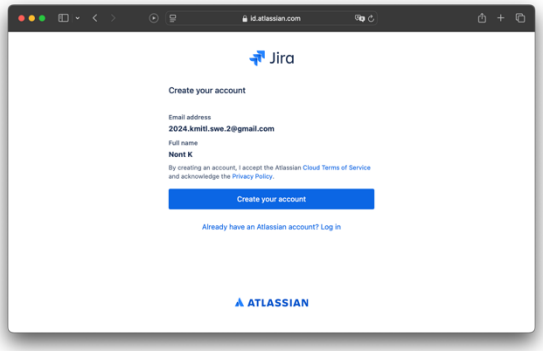
Sign up for Jira

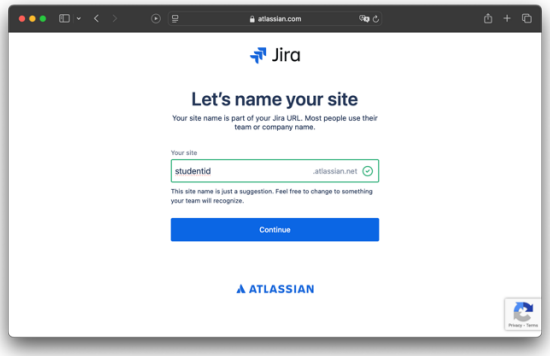
1. Visit Jira's website http://jira.atlassian.com and click on the **"Get it free"** button.
2. Choose to sign up using any google account.



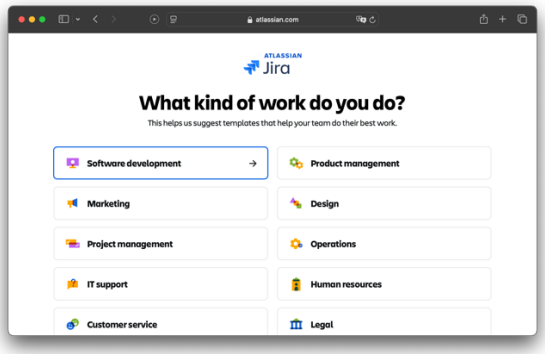


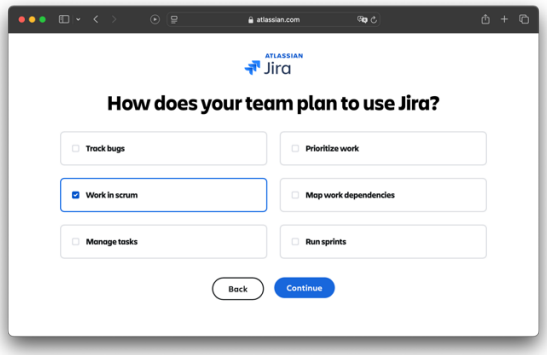
3. After the verification of google account, click on the button to create your account
4. Provide your student ID for your Jira site in the format of sitename.atlassian.net. Click **"Continue"** after ensuring the name is available.



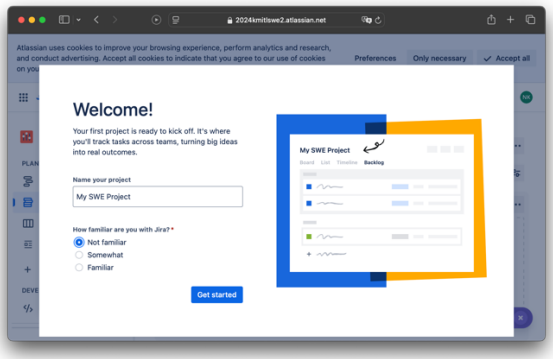


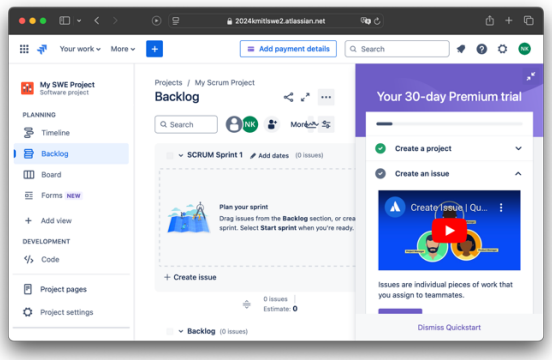
5. Choose "**Software Development**".
6. Choose "**Working in Scrum**" and Click "**Continue**".





7. Provide any name for your project, e.g., My SWE Project.





Activities

1. **Sprint Planning (10 minutes): Sprint Backlog and Sprint Goal**
    - Teams review the backlog and select items they can complete in one sprint (prioritize Must-Haves).
    - Each team estimates effort (e.g., small = 1 point, medium = 2 points, large = 3 points) and plans their workload.

2. **Work (5 minutes):**
    - Teams work collaboratively on their chosen backlog items.

3. **Daily Scrum (5 minutes): Sprint Backlog**
    - Each team pauses midway to share:
    - What they've done.
    - What they're working on.
    - Any blockers.

4. **Repeat 2. and 3. One time: Increment**

5. **Sprint Review (10 minutes): Product Backlog**
    - Each team presents their app prototype to the Stakeholders (another team).
    - Stakeholders provide feedback, introduce new requirements, or ask for improvements.
    - Example feedback: "Add icons to the menu."

6. **Sprint Retrospective (5 minutes): Actionable improvements, Definition of Done**
    - Teams discuss:
    - What went well.
    - What could improve.
    - Actions for the next sprint.

Event	Inspection	Adaptation	Participants	Timebox
Sprint Planning	Product Backlog, Product Goal, Definition of Done	Sprint Backlog, Sprint Goal	Scrum Team	8 hours for a 1 month Sprint
Daily Scrum	Progress toward Sprint Goal	Sprint Backlog	Developers	15 minutes
Sprint Review	Increment, Sprint, Product Backlog, Progress toward Product Goal	Product Backlog	Scrum Team, Stakeholders	4 hours for a 1 month Sprint
Sprint Retrospective	Sprint, Definition of Done	Actionable improvements, Definition of Done	Scrum Team	3 hours for a 1 month Sprint