Project planning and methodology

In order to make this project effective and agile, we are going to use SCRUM as software development method. We are also using Scrum in order to practice and learn more about the methodology. Due to this educative part, we might switch some roles/characters during the process. Scrum is an iterative and incremental agile software development method for managing software projects and product or application development (Wikipedia, 2012).

This project have the following characteristics:

Product Owner: Rikard Andersson.
Represents the stakeholders and the business and is responsible for prioritize items and adds them to the product backlog.

Scrum master: Emil Nyström.
Ensures that the SCRUM-process is followed, removes impediments, and protects the team from disruption.

Development team: Oscar Brodefors, Filip Askviken

According to Deemer et al (2010), Scrum structures development in cycles of work called Sprints. These iterative sprints are no more than one month each, and take place one after the other without breaks. The Sprints are time bound, a spring end on a specific date when the work has been completed or not. A sprint is never extended. In the beginning of each Sprint, a cross-functional team (the development team) selects items (requirements) from a prioritized list. The items needs to be finished at the end of the sprint and does not change during the sprint. After a sprint is finished, the team reviews the sprint with stakeholders and obtain feedback which can be incorporated in the next sprint. A sprint is done when the code is integrated, fully tested and potentially shippable (Deemer et al., 2010).

Starting Scrum
This project team started working with Scrum when the Product Owner formulated the product vision. Eventually, this evolved in a list of requirements and "to do's" called the product backlog. This backlog exists and evolves over time and is the road map for the project.

Daily Scrum
Every workday with the project will start with a short meeting of 15 minutes. The meeting aims to synchronize work and brief the others what you have done since last time. The meeting also aims to make

sure that everyone is highly involved in the different parts of the project.

Sprint planning

Every achieved sprint should have tags.

Sprint one
Aim: have a base for an application made. Only a short text string showed in the application. All requirements written.
Purpose: Starting to use the Android-interface
Requirements: none
Sprint length: one day
Deadline: 2012-04-04
Achieved: 2012-04-04
Obtained feedback and future improvement: none

Sprint two
Aim: Have a start-GUI with four buttons: Search, Store, Add book, Settings. Have a list implemented in the Store. Have a database and table set-up.
Purpose: Starting to use the Android-interface to a higher extent
Requirements: NF1
Sprint length: 1 week
Deadline: 2012-04-16
Achieved: 2012-04-16
Obtained feedback and future improvement: The database needs to work in order to get the list to work.

Sprint three - functionality for uploading a book
Aim: Have the GUI working with functions and activities. Functionality for uploading a book finished. Working synchronization with the database.
Purpose: Maintain the work in progress and development
Requirements: 1.1.1, 1.1.3, 1.1.4, 1.1.5, 1.1.6, 1.1.7, 1.2
Sprint length: 1 week
Deadline: 2012-04-24
Achieved:
Obtained feedback and future improvement:

Sprint four - integration with ISBN-numbers and uploading pictures for a book
Aim: Developing the functionality of the application by integration with ISBN-number and uploading pictures.
Purpose: Maintain the work in progress
Requirements: 1.1.2, 3.1
Sprint length: 1,5 week

Deadline: 2012-05-01
Achieved:
Obtained feedback and future improvement:

Sprint five - working buying request and search function
Aim: Developing user functionality
Purpose:
Requirements: All 2.X
Deadline: 2012-05-04
Achieved:
Obtained feedback and future improvement:

Sprint six -
Aim: Obtaining a working backbone, i.e client/server application
Purpose: getting the application working for real use
Requirements: none
Deadline: 2012-05-10
Achieved:
Obtained feedback and future improvement:

Sprint seven - add on benefits - auction
Aim:
Purpose:
Requirements:
Deadline: 2012-04-04
Achieved:
Obtained feedback and future improvement:

Sources
Wikipedia
Deemer, P, Benefield, G, Larman, C, Vodde, B (2010). *The Scrum primer*.
Scrum Training Institute, version 1.2.