

Hands-On – Lab. 2.1

Agile Project (Scrum) & Trello Platform

- Defining an Agile Team
- Tools Setup
- Activities Definition

November 2, 2022



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- **Goals**

- This exercise has as main objective to start the project development management process of the curricular unit, according to the Agile Scrum methodology.
 - In this sense, we will resort to **Trello** online platform for managing the flow of work.
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- **Note:** It is acceptable that the exercise is not completed in full in the class allocated for this purpose. In this case, the work must continue, and any doubts will be clarified during the next class or on opening hours announced, or agreed

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- **Tools**



- Slides from lectures & Youtube videos
- Official site of the organization Scrum.org (<http://www.scrum.org>)
- Official site of the Scrum Alliance organization (<http://www.scrumalliance.org>)
- Official website of the Trello platform (<http://www.trello.com>)
- **Scrum Guide book**, by Jeff Sutherland and Ken Schwaber (<https://scrumguides.org/>)

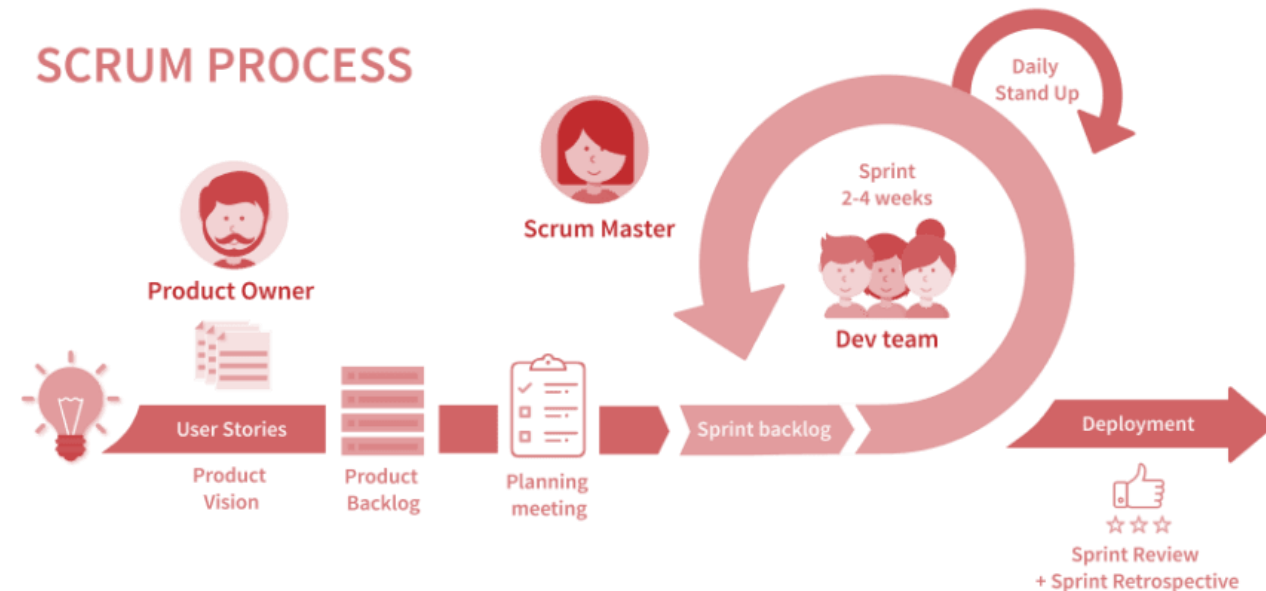
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• Introduction

- The Scrum methodology aims to organize the work of teams with a view to increasing the respective productivity and product quality. Essentially, it is based on collaboration, self-organization, self-sufficiency, flexibility, and aptitude diversity within teams
- The Trello platform allows you to organize and visualize the flow of work to develop by each group throughout the curricular project. One of the advantages of this platform is concerned with streamlining the notification process and cooperation between the various members of the group



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• Tasks

a) Trello

- The Trello platform is available at <https://www.trello.com>
- Start by creating an account at no cost and then proceed with an initial exploration of the platform

b) Agile Scrum

- First of all, remember the Scrum concepts by consulting the respective class slides/notes. Then, together with the other members of your working group, start to establish the organizational work model, within the framework of the Scrum methodology. The group must take into account the following:
 - The roles to be played by each member of the group, and when. In addition to the development team, we have the:
 1. **Product Owner** - responsible for the connection with the "final customer", and with a decisive opinion on the needs of the project, in the definition of the importance of the tasks contained in the Product Backlog and their execution priority
 2. **Scrum Master** - with responsibility in the team's adherence to Scrum principles
 3. **Events** - The times when the various Scrum events occur (in addition to the Daily Scrum): Sprint, Sprint Planning, Sprint Review, Sprint Retrospective. These events will be regular and within a time window.

Note: The whole process is dynamic. We are just in the initial phase of it.

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• Tasks

c) Team and boards creation in Trello

1. One of your workgroup members must create a team on the Trello platform for the group. This task presupposes the indication of the respective team members
2. Create one or more boards on the Trello platform to contain information about the referenced elements: **Sprint, Sprint Planning, Sprint Review, Sprint Retrospective, Product Backlog, Sprint Backlog, Increment**
3. The boards created must be associated with your team (some of which should have template features). Note that a board can contain information about various Scrum events and/or artifacts. That is, there is no explicit relationship between the number of boards created and the number of events and/or Scrum artifacts. Above all, it is important that the information is transparent and easy to use and analyze
 - Examples : <https://trello.com/w/inspiringboards> , <https://trello.com/templates>
4. Improve the created boards, with the inclusion of lists and cards, which will characterize the tasks to accomplish. In this phase, test the validity of several features and/or concepts, namely:
 - **Lists.** In addition to the traditional categories - To do, Working on, Done - incorporate other types of lists suitable for a software project
 - **Checklists.** Use the Checklist functionality to control the execution of the various activities, in detail, into sub-activities
 - **Tags.** Define a set of labels to use in the project, not only for clarity of classification as well as to facilitate the identification of task details
 - **Color codes.** Give the colors for the labels to be used on the list cards
 - **Task execution effort.** Define the way to associate with a task the effort involved in its execution, in order to obtain a measure of relative effort. For example, keep in mind the concept of story points
 - **Deadlines.** Incorporate warning mechanisms regarding task execution deadlines. Consider the use of colors and activate notifications
 - **Assigns tasks.** Discuss and establish a policy for assigning tasks to the members of the group

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• Tasks

d) Power-Ups and Browser extensions

1. The Trello platform allows the integration of external functionalities, through specific applications called **Power-Ups**, as well as browser extensions
 - **Note:** In the free Trello version, it is only possible to incorporate one Power-Up per board
2. See available Power-Ups at <https://trello.com/power-ups/all>
3. On a board associated with software development tasks, embed the GitHub Power-Up for managing activities related to GitHub (<https://github.com>) that we will use later
4. Install the Plus for Trello extension for the Chrome browser, and evaluate its usefulness in managing from the project (<https://www.plusfortrello.com>). In particular, check the Visualize graphical work evolution through *burndown charts*
5. Finally, if you like, use and test other extensions and Power-Ups

END

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