



# CN7021: Advanced Software Engineering

## Tutorial #3: Agile Software Engineering

by  
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### Tutorial Activities

This lab builds on the group work you started last week for Coursework Component 1. You will be working with your group members to apply Agile Project Management principles using one of Agile's methods, such as SCRUM or Kanban.

### Task 1: Coursework Project Management

#### 1.1 Create a Product Backlog

Using the SCRUM framework, collaborate with your group to develop a Product Backlog containing User Stories and Themes for both functional and non-functional requirements. Refer to the Requirements Catalogue provided on Moodle as a guide or template

#### 1.2 Initiate Your Project

Use an Agile Project Management Tool of your choice to plan and manage your sprints.

Recommended tools: -

- ScrumDesk (<https://www.scrumdesk.com/>)
- Trello (<https://trello.com/>)
- Monday.com (<https://monday.com/>)

Note: The maximum sprint duration should be two weeks

### Task 2: Create Your Agile Board

Create a Kanban or Scrum board using one of the tools above.

Steps:

1. Create an account using your UEL email address.

2. The Team Leader (Product Owner) should:

- Create the project board.
- Invite all team members and your Lab Tutor (using their UEL email).
- Add members by clicking the "Add Member" icon next to the board name.



Column	Description
Backlog	All tasks that need to be done (based on your requirements catalogue)
Sprint	Tasks planned for the current sprint
Doing	Tasks currently being worked on.
Review	Tasks completed but awaiting review by another team member.
Done	Tasks reviewed and confirmed as complete.

## Getting Started

Add all tasks from your requirements catalogue to the Backlog, prioritised using MoSCoW (Must have, should have, could have, Won't have).

Define your team roles: Product Owner (team leader) and Scrum Master (experienced member guiding the team).

First Task: Create a card titled "Choose group name" and move it to the Doing column.

## Next Steps

Once your project idea is finalised, discuss and refine your project requirements. Populate your board with User Stories and Tasks and begin implementing all identified functionalities.

Deadline: All functionalities should be implemented before Week 6, ahead of the Coursework Surgery in Week 7 (assessed as part of Component 1).

**Task 3:** Complete the Week 3 quiz uploaded on Moodle and ensure your score is uploaded as instructed.

## Directions:

1. Avoid Plagiarism
2. Copy-pasting (each other's work) is strictly prohibited (will be awarded 'zero')
3. Each students need to do the quiz individually



## Lab#3 Activity: Agile Software Engineering

Welcome to today's interactive lab session! This 5 –10 minutes activity is designed to reinforce your understanding of the key concepts we covered in our lecture #3. Please follow the steps below:

### 1. Join the Activity:

- **Link:** Open your browser and navigate to <https://forms.office.com/e/jWA4SqGNkq?origin=lprLink>
- **QR Code:** Alternatively, scan the QR code displayed on the slide using your smartphone.



### 2. Participate:

- Once connected, you will be prompted with a series of questions related to the topic.
- Take about 5 – 10 minutes to complete the questions. Your responses will help guide our class discussion and clarify any areas that need further review.

### 3. Engage and Discuss:

- After everyone has submitted their responses, we'll review the results together.
- This is a great opportunity to ask questions and deepen your understanding of topics.

Let's get started and make the most of this interactive learning experience!