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Week 4

**Contains**: requirements and team working agreement brief

**Team Blade Runner**:

**Scrum Master** - Ion Cirnici G00374920

**Product Owner** – Luke Byrne G00373744

**Software Engineer** – David Allen G00375372

**Software Engineer** – Sam Brownless G00260547

**Product Tester** – Ammad Aslam G00365389

Blade Runner

Project Management

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# Features / User story

At first, we were struggling with what software or format to use when creating our user stories, we ended up deciding that we should just get a start and create some tangible ideas and requirements for the project.

We booked a room to discuss and develop individual user stories for the project. To create these, we brainstormed and divided the project into separate sections to be used as user stories. Using the basis of; As a… I want/need… So that… to fill out each user story to build our website from the ground up. It allowed us to come together to determine the project goals.

As seen below we used post it notes to get some ideas up for discussion.

A close up of a piece of paper

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# User story sizing

For sizing we decided it would be better to give the product owners and scrum master input as it would allow us different perspectives so that our sizing could be subjective.

We researched various sizing techniques and two agile techniques stood out, planning poker and t shirt sizes. The planning poker technique uses numbered cards to estimate the time allocated for each story and the t shirts sizes technique allows time scale to be estimated in

t-shirt sizes, such as small, medium and large. Compared to other more complicated techniques, these suited our needs allowing a quick way to gather a feel for the story points needed. For our team story sizing we came to a consensus and used a technique called planning poker which allows each member of the team to vote on the sizing of each story anonymously. To carry out this technique out we used a free web service called "planningpoker.com". We felt that this was the most user friendly and efficient service available to us.

A screenshot of a cell phone

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Our tool of choice planningpoker.com was a free to use tool, that’s allowed us to create a game out of our user stories.

Each member vote is anonymous and

A close up of a sign

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Each story allowed each member to size each goal individually. To give each story a unit measurement by requirement or difficulty

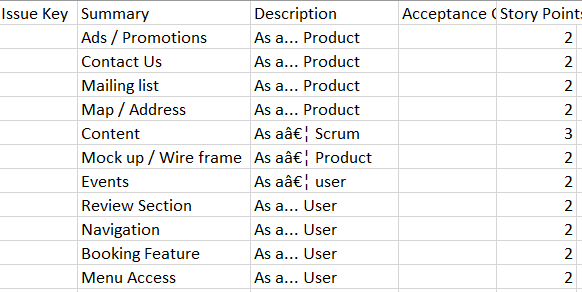
All members are involved in other assessments and projects. Therefore, it was best to have an achievable velocity for all members. The first sprint will be about two weeks, so that each unit within the story size, should consist of a day’s work. Meaning that with a two-week period of Monday to Friday would allow 10 units. But we will delve more into that once the sprint takes place.

Overall planningpoker.com was an easy to uses tool. Plus, once the game had been completed it gave access to the results from all members. Every vote for each story was recorded and broken down into an estimated average. Now we had an estimated story size for each user story and the results were unbiased and fair.

A screenshot of a social media post

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All results are exported into a pdf or excel file.



# Jira

As the user stories have been identified and the sizing has been completed, it can all be added to Jira. Jira is a work management tool that will allow all member to keep track of the project.

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A screenshot of a cell phone

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Each user story was added to the product backlog. Every user story was updated with a description, story estimates, etc. We are only touching on the benefits of the Jira software. Multiple options remain unused such as an ability to assign each task to a member and setting up multiple sprints and the velocity used with each sprint.

# User story definitions

### Ready

A story is created and agreed upon with input from the Project Owner. The team comes to an understanding of the criteria needed for the story, a rough idea of the length of time to complete the story and what tests will need to be performed once the story is complete.

### Done

The User Story has been prioritized by the Product Owner and is entered into the upcoming sprint. It is coded by the development team per the User Story criteria and is passed on to be fully tested and verified by the Testers. If the Testers give the okay the User Story is ready for release.

# Team working agreement

A meeting was arranged, where a brainstorming session took place to identify each member opinions on what a team working agreement should contain.

### TWA Content

A picture containing text

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A picture containing food

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Every idea was voted on. A consensus was made whether to be included in our final agreement.

The completed team working agreement below, contains a template for what is expected on our day to day work.

Every member contributed ideas that they thought would be beneficial to the team.  
The aim to create a team working agreement that encourages the team to come together and produce great results.

All topics and ideas identified, were discussed within the team, to see if it could be agreed on or even improved upon.

### Team Working Agreement

Courage

Openness

Commitment

Respect

Focus

* No blame, be respectful   
  – accountability
* Don’t be afraid to ask for help.   
  - also don’t assume, if you’re not sure, ask
* If you miss a scrum/meeting   
  – you agree to support decisions made in your absence
* All members are equal
* Shared responsibility   
  – sharing success and failure
* Every member agrees to turn up on time  
  – punctuality
* Keep in contact and agree to meet every week   
  - (day and place to be agreed upon)
* If unavailable for scrum/meeting   
  – notify members and keep up to date
* Every member to be involved
* Clear vision/Understanding   
  – all info available and working towards a common goal
* Continuous improvements   
  – adaptability
* Share experiences   
  – knowledge
* All ideas valid and to be agreed upon  
  - Consensus
* Feedback  
  - give and accept
* Don’t dismiss other members opinions   
  – instead listen and try to understand
* There are no stupid questions

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# GitHub

Link: <https://github.com/samBrownless16/BladeRunner_Project>

Artifacts are also stored in GitHub. GitHub contains the basic information for the project. Such as the definitions of ready and done, plus the user working agreement. Information is not as detailed as this report, containing all details, due to everything on GitHub being public and wanting to keep some privacy of member information.