|  |  |
| --- | --- |
| XP Process Review | September 24  2011 |
| This document contains notes on Team Sneaker's implementation of Extreme Programming. | Craig Hokanson  George Dean  Jason Leng  Sion Chaudhuri |

# Contents

Introduction 3

Iteration 0 Summary 3

Iteration 0 Practices 3

Whole Team 3

Stories 3

Quarterly Cycle (Release Planning) 4

# Introduction

## Iteration 0 Summary

Team Sneakers has identified three XP primary practices that will help it become successful. The practice of “Whole Team” helps us to collaborate effectively, thinking about each remote member. The second practice of using “Stories” focuses our development, and helps us know what goals to accomplish. The last XP practice “Quarterly Planning” has been effective, as we have identified the scope of this project, and the methods for achieving that.

# Iteration 0 Practices

## Whole Team

Initially this practice was categorized as not applicable by our team; however, through a focused review, we’ve found that with some modifications it does fit our needs. Team Sneakers strives to keep an attitude of sharing and openness, our having all documents up on Google docs, where anyone on the team can access them and modify them, reflects this. We also set up a Google Calendar where we placed our availability, allowing all team members a view of the whole teams availability. We also schedule all our pair sessions, making sure to rotate with each other so everyone pairs together throughout the week.

Although each member of team Sneakers comes from a software engineering background, we currently work in different business sectors, which helps us bring different perspectives, ideas and technical expertise to the project.

## Stories

Team Sneakers utilizes an online system called Pivotal Tracker for managing our story cards. This enables us to effectively and collaboratively create and modify our stories, so they can represent a single piece of customer-visible functionality. With this tool, we can record the story title, description, acceptance tests, status, type, and associated tasks. For each story card we have set priorities, estimated difficulty, and performed preliminary assignments to iterations.

## Quarterly Cycle (Release Planning)

For this iteration we have worked towards a successful quarter in three ways. First, we have written stories that will guide and focus our development during the upcoming quarter. Second, we identified a subset of the Extreme Programming practices, which if followed, would help us be an effective team. In doing that, we looked at which practices would need to be modified for our remote team. Third, we have discussed a theme for this quarter, and have talked about how to incorporate that theme into our project development.