

Things to do

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# Bootcamp

## Getting sprint 0 started!

Team 11

Project 2

Toolbox for managing the training  
neural networks (Pyy Takala)

CSE-C2610 Software Project  
Aalto University

14th Oct 2015

# Outline

## Things to do Overview Artifacts

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### Things to do

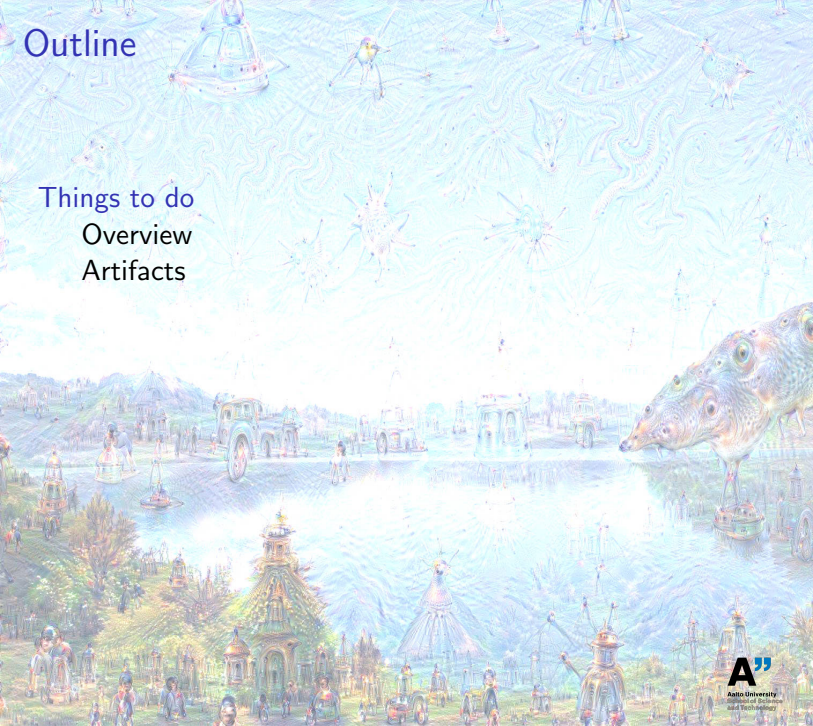
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## Things to do in Sprint 0:

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# Overview

Things to do in Sprint 0:

1. Make drafts of required artifacts.

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# Overview

## Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team

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# Overview

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## Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team
3. Review them with the coach

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Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team
3. Review them with the coach
4. Review them with the PO

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Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team
3. Review them with the coach
4. Review them with the PO
5. Interview other researchers and IT staff

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## Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team
3. Review them with the coach
4. Review them with the PO
5. Interview other researchers and IT staff
6. Finish the artifacts



## Things to do in Sprint 0:

1. Make drafts of required artifacts.
2. Review them with the team
3. Review them with the coach
4. Review them with the PO
5. Interview other researchers and IT staff
6. Finish the artifacts
7. Get ready for sprint 1

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# Artifacts

Artifacts to prepare:

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# Artifacts

Artifacts to prepare:

1. Product Vision

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# Artifacts

Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog

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# Artifacts

Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
3. Process Overview

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# Artifacts

Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
3. Process Overview
4. Technical Overview

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Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
3. Process Overview
4. Technical Overview
5. Definition of Done

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## Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
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5. Definition of Done
6. Progress/Final Report

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## Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
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5. Definition of Done
6. Progress/Final Report
7. Learning Diary

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1. Product Vision
2. Product & Sprint Backlog
3. Process Overview
4. Technical Overview
5. Definition of Done
6. Progress/Final Report
7. Learning Diary
8. Test Session Charter

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## Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
3. Process Overview
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5. Definition of Done
6. Progress/Final Report
7. Learning Diary
8. Test Session Charter

Enough work

## Things to do

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Artifacts to prepare:

1. Product Vision
2. Product & Sprint Backlog
3. Process Overview
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5. Definition of Done
6. Progress/Final Report
7. Learning Diary
8. Test Session Charter

Enough work for **everyone**, huh!?

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# Product Vision

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- ▶ relatively easy
- ▶ why, what and for whom
- ▶ improved with the PO

Workload: 3 hours of pairwork for a good draft.

# Product & Sprint Backlog

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- ▶ more cumbersome

- ▶ need to learn about Trello

Our team: <https://trello.com/sdpt11>

Should also check these: a, b

- ▶ Workflow:

1. create product & sprint backlogs in Trello
2. add user stories and items like "design an architecture"
3. meet PO for review

Workload: 3 hours of pairwork?

# Process Overview

- ▶ involves lots of decisions
- ▶ needs input from all team mates
- ▶ probably takes a lot of time

Workload: 6 hours of pairwork?

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# Technical Overview

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- ▶ involves brainstorming, googling and making charts
- ▶ misdesigns get fixed as we learn more

Workload: 3 hours of pairwork?



# Definition of Done

- ▶ involves some decisions
- ▶ otherwise easy

Workload: 3 hours of pairwork?

# Other artifacts

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The remaining artifacts aren't needed yet:

- ▶ Progress/Final Report
- ▶ Learning Diary
- ▶ Test Session Charter

Should be kept in mind though.

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# Notes

Some notes:

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# Notes

Some notes:

1. Scheduling meetings is difficult!

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# Notes

Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.

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# Notes

Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.
2. Independent working is effective!

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Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.
2. Independent working is effective!  
10% team + 50% mate + 40% alone, remember?

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Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.
2. Independent working is effective!  
10% team + 50% mate + 40% alone, remember?
3. We agreed to aim for grade 5!

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Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.
2. Independent working is effective!  
10% team + 50% mate + 40% alone, remember?
3. We agreed to aim for grade 5!  
I'd rather use **less** than more time!  
How about you?

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Some notes:

1. Scheduling meetings is difficult!  
It takes time and not everyone is able to attend.
2. Independent working is effective!  
10% team + 50% mate + 40% alone, remember?
3. We agreed to aim for grade 5!  
I'd rather use **less** than more time!  
How about you?

So let's get working shall we!

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# Ideas

Ideas:

- ▶ Let's define subteams!

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# Ideas

## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!

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# Ideas

## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!
- ▶ Let's share work to subteams!

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## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!
- ▶ Let's share work to subteams!  
Clear distribution of workload + clear DL = results effectively!

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## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!
- ▶ Let's share work to subteams!  
Clear distribution of workload + clear DL = results effectively!
- ▶ Let's have subteam peer-review!

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## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!
- ▶ Let's share work to subteams!  
Clear distribution of workload + clear DL = results effectively!
- ▶ Let's have subteam peer-review!  
More discussion & better results while still effective!

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## Ideas:

- ▶ Let's define subteams!  
Swap coordination for more useful discussion & work done!
- ▶ Let's share work to subteams!  
Clear distribution of workload + clear DL = results effectively!
- ▶ Let's have subteam peer-review!  
More discussion & better results while still effective!

Hmmh..?

## Things to do

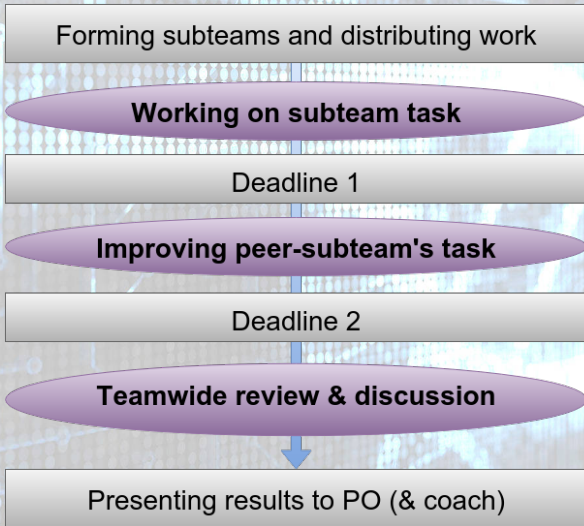
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# Subteams

How about:

ID	Members	Peer-reviewer
joma	Joona & Matias	juii
tetu	Teemu & Tuomo	joma
juii	Juho & Iiro	tetu

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# Subteams

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ID	Members	Peer-reviewer
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tetu	Teemu & Tuomo	joma
juii	Juho & Iiro	tetu

Note that we could change the subteams periodically so that everyone gets to really know everyone else well. Plus:

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# Subteams

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Note that we could change the subteams periodically so that everyone gets to really know everyone else well. Plus:

- ▶ You get to learn how others work and choose the best methods.

# Subteams

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tetu	Teemu & Tuomo	joma
juii	Juho & Iiro	tetu

Note that we could change the subteams periodically so that everyone gets to really know everyone else well. Plus:

- ▶ You get to learn how others work and choose the best methods.
- ▶ With a mate, many things are a lot easier!

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# Subteams

How about:

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tetu	Teemu & Tuomo	joma
juii	Juho & Iiro	tetu

Note that we could change the subteams periodically so that everyone gets to really know everyone else well. Plus:

- ▶ You get to learn how others work and choose the best methods.
- ▶ With a mate, many things are a lot easier!

It's about balancing team **power** and team **waste**:

$$1 + 1 \approx 2.5 \text{ but } 8 \text{ min} \times 7 \approx 1 \text{ hour}$$

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# Work allocation

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How about we distribute the work thus:

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---

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# Work allocation

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How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma

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How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma
Pro./Sprint Backlog	3	tetu

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# Work allocation

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How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma
Pro./Sprint Backlog	3	tetu
Process Overview	6	juii

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How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma
Pro./Sprint Backlog	3	tetu
Process Overview	6	juii
Technical Overview	3	joma

How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma
Pro./Sprint Backlog	3	tetu
Process Overview	6	juii
Technical Overview	3	joma
Definition of Done	3	tetu

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How about we distribute the work thus:

Work	Workload	Team
Product Vision	3	joma
Pro./Sprint Backlog	3	tetu
Process Overview	6	juii
Technical Overview	3	joma
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Fair?

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# Timeline

Forming subteams and distributing work

**Working on subteam assignments**

DL1: Mon 19th 23:59

**Improving peer-subteam's work**

DL2: Sat 24th 23:59

**Teamwide review & discussion**

Presenting results to PO (& coach)

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Main points:

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Main points:

- ▶ We've got a lot to do

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Main points:

- ▶ We've got a lot to do
- ▶ Meetings with PO & coach are more useful when we are prepared

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## Main points:

- ▶ We've got a lot to do
- ▶ Meetings with PO & coach are more useful when we are prepared
- ▶ Pairwork with peer review is the way to go

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## Main points:

- ▶ We've got a lot to do
- ▶ Meetings with PO & coach are more useful when we are prepared
- ▶ Pairwork with peer review is the way to go
- ▶ It's better to start working now

# Discussion



Thanks for your patience!

What did/do you think?

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