Process Overview

Team 11

Project 2
Toolbox for managing the training
neural networks (Pyry Takala)

CSE-C2610 Software Project
Aalto University

14th Oct 2015

Outline

Outline

Sprints

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S	Start	End	D	Sa	Te	Tu	Jo	Ju	Ii	Ma
0	19.10.	13.11.	25	50	35	35	35	35	35	35
1	13.11.	4.12.	21	30	33	33	33	33	33	33
2	4.12.	11.1.	38	30	33	33	33	33	33	33
3	11.1.	1.2.	21	15	33	33	33	33	33	33
4	1.2.	29.2.	28	15	33	33	33	33	33	33
5	29.2.	21.3.	21	15	33	33	33	33	33	33
6	21.3.	11.4.	21	20	25	25	25	25	25	25

Note

▶ S2 includes exams (7.-18.12.) and holidays (23.12.-1.1.)

▶ S4 includes exams (15.-19.2.)

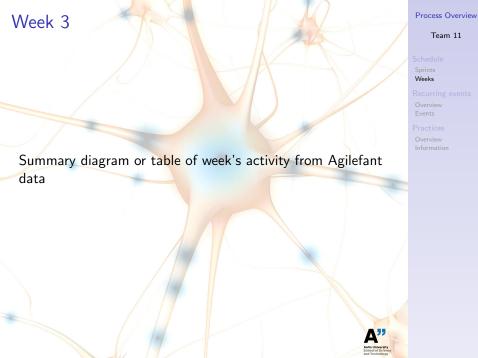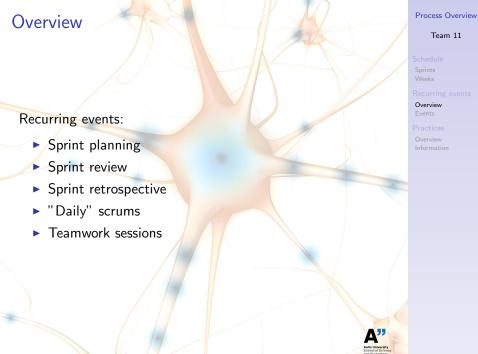▶ S6 includes exams (4.-9.4) and is reserved for mainly polishing & documenting for final review (11.-13.4.)

Workload

Diagram or table of realized workload over sprints

Week 1

Summary diagram or table of week's activity from Agilefant data

Week 2

Summary diagram or table of week's activity from Agilefant data

Week 3

Summary diagram or table of week's activity from Agilefant data

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Recurring events:

- Sprint planning
- Sprint review
- Sprint retrospective
- "Daily" scrums
- Teamwork sessions

Sprint planning

A sprint planning session is organized at the start of each sprint.

1. Before the session
   - the PO makes sure the product backlog contains an ordered list of items with a description and a number depicting business value
   - the team plays planning poker to define effort estimates (story points) for each BI
2. During it the team and the PO
   - briefly define the increment's purpose, the sprint goal
   - move BIs from the product backlog to the sprint backlog
3. After it, the team
   - chews the BIs into smaller tasks
   - assigns effort estimates on the tasks by planning poker
   - assigns a developer and a reviewer to each task

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Sprint review

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At the end of each sprint, we

- demonstrate the stories we were able to get *done*
- adapt the product backlog based on the results, if needed

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Sprint retrospective

After the sprint review, we

- ▶ evaluate and rank teamwork practices
- ▶ discuss how teamwork could be improved
- ▶ remove/replace any bad practices
- ▶ plan implementation of new improvements

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Daily scrums

On Mondays and Fridays we have a scrum in which everyone quickly explains what

- they did since last Scrum
- problems they have encountered
- they plan to do next

Teamwork sessions

Most weeks, we'll have

- ▶ a quick remote Scrum on Mondays
- ▶ a 2h session on Wednesdays
- ▶ a Scrum and a 7h session on Fridays (Tuomo would prefer splitting this)

In addition, we do individual work remotely.

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Used practices and tools:

- ▶ Testing & quality assurance: DoD
- ▶ Communication: Flowdock, Email, WhatsApp
- ▶ Backlog management: Agilefant
- ▶ Time tracking: Agilefant
- ▶ Version control: GitHub

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Quality assurance

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We guarantee quality by making

- ▶ sure team members adhere to the DoD.
- ▶ each member responsible for the quality of the code he reviewed.
- ▶ the PO is responsible for the business value of sprint goals and BIs and for making sure the team understands them.

Communication

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We use the following channels:

- Flowdock - general forum for everyday discussion
- Email - communication with PO and Coach
- WhatsApp/Phone - urgent team communication

The SM communicates with the PO and Coach.

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Backlog management

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Agilefant is used for all backlogs.

- Version 1 - the product backlog
- Sprint 0-6 - the sprint backlogs

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Time tracking

We track our worktime with Agilefant by logging each session duration as effort spent to a story or task.

Version control

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We use Git with GitHub with branches:

- **stable** - tested and working version
- **sprint** - increment work in progress
- story*X* - story work in progress

Our development process has four steps:

1. We assign a developer and a reviewer for each story
2. The developer solves the story in a new branch
3. Then he asks the reviewer for a merge review
4. The reviewer determines whether the work meets the story requirements and the DoD
   - if not, he asks the developer to continue working on it
   - if yes, he merges the story branch to the sprint branch and the developer marks the story as *done*

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