Process Overview

Neronet

Toolbox for managing the training neural networks

CSE-C2610
Software Project

Aalto University

December 3, 2015

Aalto University
School of Science
and Technology

Outline

Outline

Sprints

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.)

Events

Time	Event	Participants
30.10. 16-18	Project kickoff	team + PO
13.11. 15-17	Sprint 0 demo	team + Coach
16.11. 11-13	Sprint 1 planning	team + PO
04.12. 16-18	Progress review I	team + PO + Coach

All events, locations, agendas and other details are uptodate in Google Calendar.

Outline

Overview

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

Sprint review

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

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
- give feedback to sprint team leader

Daily scrums

On Wednesdays 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 before the next Scrum

Work plans are adjusted depending on input.

Teamwork sessions

Most weeks, we'll

- have a Scrum and a 6h session on Wednesdays
- have a Scrum and a 5h session on Fridays
- do some individual work remotely to cover up any missed sessions

Team sessions are mainly held in Maari.

Outline

Overview

Used practices and tools:

- Testing & quality assurance: DoD
- Communication: Email, Flowdock, Hangout/Skype, WhatsApp
- Backlog management: Agilefant
- Time tracking: Agilefant
- Version control: GitHub
- Collaboration: Floobits, ShareLaTeX, Google Drive
- Motivation: Team Spirit Recap

Quality assurance

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

We use the following channels:

- Email - communication that involves the PO and Coach
- Flowdock - general forum for everyday discussion
- WhatsApp/Phone - urgent team communication
- Skype/Hangout - remote teamworking sessions

The Sprint team leader communicates with the PO and Coach.

Backlog management

Agilefant is used for all backlogs.

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

Time tracking

We track our worktime with Agilefant. We log each work session duration to the story or task we worked on.

Version control

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*

Collaboration

When we work simultaneously on the same documents we use Floobits, ShareLaTeX, or Google Drive depending on the document.
Floobits is connected to a Git repo clone which facilitates when working with many files. It is particularly suitable for collaborative code level planning and code reviews.

Motivation

Team Spirit Recap:

- Mission: Why we exist
  - Create useful software for Pyry (and others)
  - We are doing this project to learn: software development, requirements engineering, architecture, project management, quality assurance, Scrum, communication with client
  - We want grade five, quality award
- Values: What we believe in and how we will behave
  - Superior quality
  - Self-development
  - Respect
  - Achievement
- Vision: What we want to be
  - We want to see ourselves as the best of the course teams
  - We want to win the Quality award!
  - We want to get grade 5+.
  - We want to get an awesome reference (GitHub repo) that we can market on our future job applications.

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