Team 11

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

CSE-C2610 Software Project Aalto University

14th Oct 2015

Process Overview

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Weeks

Recurring event

Events

Practices

Overview Information





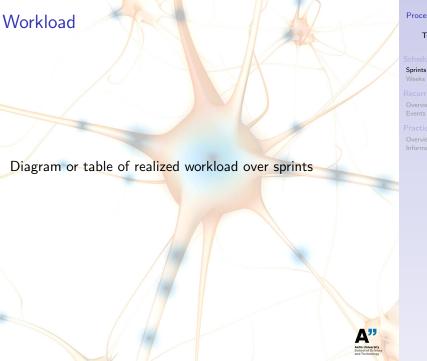


S	Start	End	D	Sa	Te	Tu	Jo	Ju	li	Ma
0	19.10.	13.11.	25	50	35	35	35	35	35	35
1	13.11.	4.12.	21	30	33	33	33	33	33	33
2	4.12.	11.1.	38	30	33	33	33	33	33	33
3	11.1.	1.2.	21	15	33	33	33	33	33	33
4	1.2.	29.2.	28	15	33	33	33	33	33	33
5	29.2.	21.3.	21	15	33	33	33	33	33	33
6	21.3.	11.4.	21	20	25	25	25	25	25	25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

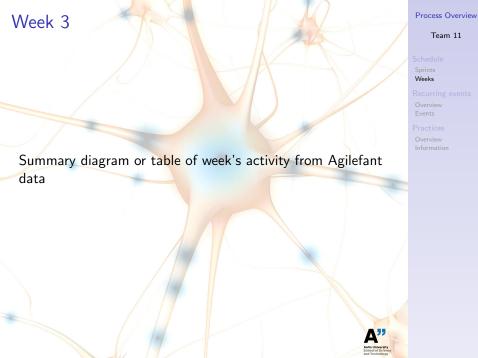




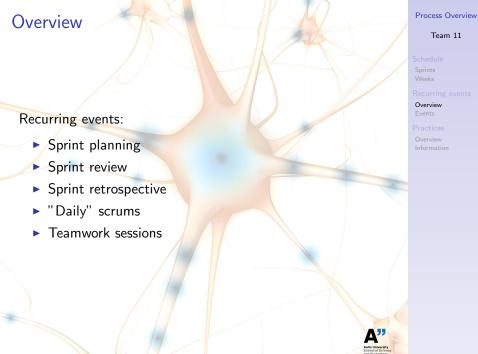
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A sprint planning session is organized at the start of each sprint.

- 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 Bls from the product backlog to the sprint backlog
- 3. After it, the team
 - chews the BIs into smaller bits
 - assigns effort estimates on the bits (planning poker)
 - assigns a developer and a reviewer to each bit



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



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

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Teamwork sessions

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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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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.

The DoD is available here: FIXME

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.



Backlog management

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Agilefant is used for all backlogs. When defining Bls we specify

- 1. story points (by team)
- 2. value (by PO)
- 3. effort estimates (by team)
- 4. initial assignees (by team)

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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.

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We use Git with GitHub with branches:

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

Our development process has four steps:

- 1. We assign a developer and reviewer for each story
- 2. The story assignee develops the story in a new branch
- 3. He makes a merge request once his work is ready for review
- 4. The reviewer merges the story to the sprint only when it meets the DoD