Relazione partita Scrumble

La partita di scrumble effettuata dal Team 1 è stata realizzata utilizzando le 11 User Stories del progetto da realizzare per l'esame; per rendere il tutto più simile possibile all'esame, il tempo massimo per la realizzazione di tutte le storie era di tre sprint.

I ruoli del gruppo erano i seguenti:

Alex Caraffi – Project owner

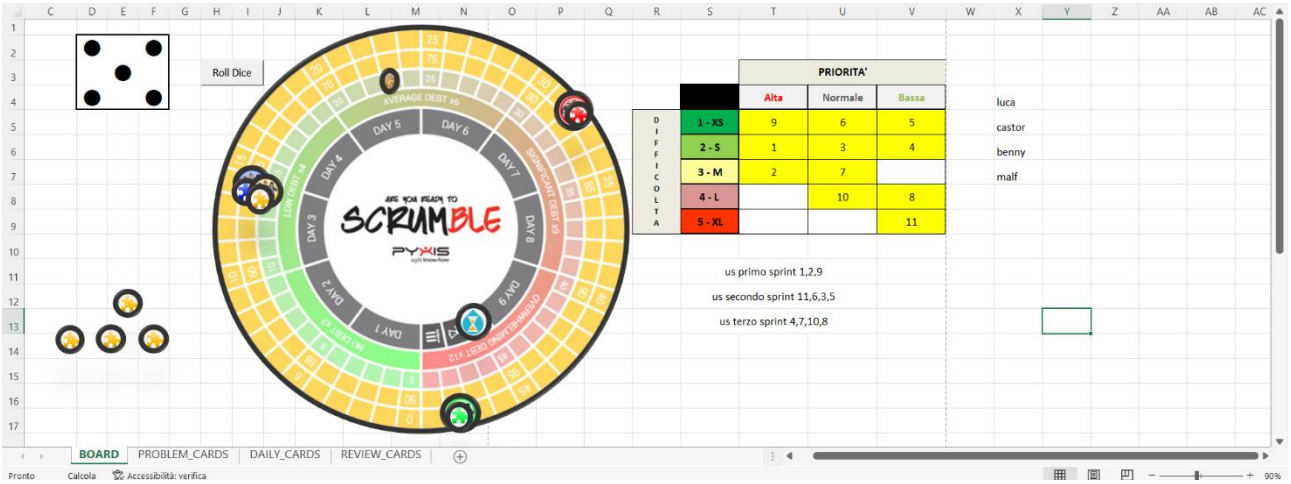
Fabio Zanichelli – Scrum master

Antonio Benevento, Francesco Malferrari, Francesco Castorini, Luca dall'Olio – Development team

Nel primo sprint sono state le storie 1,2 e 9. Esse erano considerate non difficili dal team, e ciò si è tradotto anche nel gioco; il primo sprint si è infatti concluso con tutti i task completati e il debito tecnico azzerato.

Nel secondo sprint sono state realizzate le storie 11, 6, 3; successivamente è stata aggiunta dal project owner anche la storia 5, vista la situazione vantaggiosa che si era creata. Il secondo sprint viene concluso con tutte le storie svolte e 14 di debito tecnico.

Viste le regole imposte ad inizio gioco per rendere questo più simile al progetto, tutte le storie rimanenti sono state fatte nel terzo ed ultimo sprint. L'obiettivo è stato raggiunto nonostante sia stato sacrificato del debito tecnico. Di seguito lo screenshot della partita al termine dell'ultimo sprint (stories realizzate, debito aumentato).



Successivamente è stato svolto il questionario; di seguito le domande e le risposte.

QUESTION	METRIC
Do team members understand the Scrum roles?	Knowledge of Scrum roles by questions
Do team members feel they learned the process?	Opinions from the participants
Does everyone keep up with the other players?	Check during every sprint retrospective if every one is on point
Are the game mechanics linear and repeatable?	Opinions from the participants
Do team success in completing the game?	Number of User Stories completed
Do team members efficiently estimate during sprint planning?	Uniformity in evaluating the size and the priority of user stories
Do team members know each other better?	Level of players' serenity throughout the game
Does the game let all players cooperate?	Contribution of every player during the game
Do team member consult each other about a topic?	Sharing of ideas
Do team members encourage collegues in need?	Players explain something other players don't understand
Does PO help the team?	Quality of PO's advices to get better in the next sprints
Does the team come up with good ideas?	Effectiveness of sprint retrospective
Do team members behave well when facing a problem?	Level of the technical debt at the end of the game
Does team organize their tasks properly?	Average of tasks left at the end of each sprint
Does PO plan efficiently the Sprint Backlog?	Average of tasks left at the end of each sprint

QUESTIONS	EVALUATION	Zanichelli	Caraffi	Castorini	dall'Olio	Benevento	Malferrari
Q1	**1** = *no idea of the Scrum roles* **5** = *perfect knowledge of the roles and their jobs*	5	5	4	4	5	4
Q2	**1** = *couldn't repeat the game* **5** = *could play the game as a Scrum Master by himself*	3	2	1	3	4	3
Q3	**1** = *totally lost* **5** = *leads the game driving the other players*	5	4	3	5	5	5
Q4	**1** = *feels the game is unrepeatable* **5** = *feels the game could be played in any situation*	3	1	1	4	4	3
Q5	**1** = *0 to 3 stories* **2** = *4 to 6* **3** = *7 to 9* **4** = *10 to 12* **5** = *13 to 15*	4	4	4	4	4	4
Q6 ONLY DEV TEAM	**1** = *abnormal difference from the other players* **5** = *coherent and uniform with the group most of the time*	-	-	5	5	5	5
Q7	**1** = *never speaks with the other players* **5** = *talks friendly to anyone in every situation*	4	5	4	5	3	3
Q8	**1** = *never puts effort in doing something* **5** = *every time is willing to understand what is going on*	5	4	3	4	5	5
Q9	**1** = *never asks for an opinion* **5** = *wants to discuss about every topic*	4	1	4	4	4	4
Q10	**1** = *not involved by the game* **5** = *always makes sure everyone is on point*	3	3	4	3	5	4
Q11 ONLY FOR PO	**1** = *poor/absent advices* **5** = *wise and helpful suggestions when is required*	-	5	-	-	-	-
Q12	**1** = *doesn't express opinions during retrospective* **5** = *feels the retrospective fundamental to express opinions*	2	5	5	5	5	5
Q13	*On the game board, if the debt pawn is on the lowest stage, the evaluation is* **5**, *for every higher stage it decreases by 1*	3	4	3	5	5	4
Q14 ONLY DEV TEAM	*Calculate the average of tasks left for each sprint:* **1** = *21+* **2** = *16-20* **3** = *11-15* **4** = *6-10* **5** = *0-5*	-	-	5	5	5	5
Q15 ONLY FOR PO	*Same evaluation as* **Q14** *for the PO*	-	5	-	-	-	-