CPSC 362 – Assignment
Project Part 1
Due Date: 10/11/2017

Group Name:

Group Members:

_____

Pre-Game Planning

In agile software development, a **planning game** is a meeting attended by both IT and business teams that is focused on choosing *stories* for a release or iteration. A story is selected based upon which estimates of which stories will provide the most business value given development estimates.

Planning Poker Cards: Effective Agile Planning and Estimation

Planning Poker (Poker Game) in Scrum brings together multiple expert opinions for the agile estimation of a project. In this type of agile planning, we include everyone from programmers, testers and database engineers to analysts, user interaction designers and more. Because these team members represent all disciplines on a software project, they're better suited to the estimation task than anyone else.

At the start of this agile planning exercise, each estimator is given a deck of Planning Poker cards. Each card has one of the valid estimates on it, for example: 0, 1/2, 1, 2, 3, 5, 8, 13, 20, 40, 100 and infinity.

For each user story or theme to be estimated, a moderator (usually the product owner or an analyst) reads the description. There will be some discussion, where the product owner answers any questions the estimators have. But the goal of Planning Poker in Scrum is not to derive an estimate that will withstand all future scrutiny. Instead, we want a valuable estimate that can be arrived at inexpensively.

After discussion, each estimator privately selects a Planning Poker card representing his or her agile estimation. Once each estimator has made a selection, cards are simultaneously turned over and shown so that all participants can see one another's estimate.

Estimates will likely differ significantly. And that's OK. The highest and lowest estimators explain their perspective so that the team can know where they're coming from. The moderator takes notes during this agile planning session that will be helpful when the story is programmed and tested.

After discussion, each estimator re-estimates by selecting a card. Often, the estimates will converge by the second round. If not, repeat the process until the team agrees on a single estimate to use for the story or these. It rarely takes more than three rounds in agile estimation to reach the goal.

Backlog Grooming/staging

The team (or part of the team including the product owner) meets regularly to "groom the product backlog", in a formal or informal meeting which can lead to any of the following:
• Removing user stories that no longer appear relevant

- Creating new user stories in response to newly discovered needs
- Re-assessing the relative priority of stories
- Assigning estimates to stories which have yet to receive one
- Correcting estimates in light of newly discovered information splitting user stories which are high priority but too coarse grained to fit in an upcoming iteration

<mark>Submit your First Iteration Documentation:</mark>

1. A Cover Page: Project Title, Group name, Team members, submission date, course title, instructor name
2. Table of Contents (chapter titles, page numbers)
3. Revision History - Who did what and the date
4. Project Plan (1-2 page). E.g. vision, Scope, what, why, who, when, estimation, resources, etc.
5. User Story (5 user stories)
6. User story for 5 non- functional requirements
7. Use-case (textual) - descriptions for each requirement
8. Use-case diagram
9. Sprint Backlog Screen shots of your Trello Kanban-Board or if you have not used Trello take a photo of your papers and add them to your WORD file.
10. Explain how did your team work on <u>Pre-game Planning</u> (Write 2-3 paragraphs explaining how did your team planned for this sprint)
11. Explain how your team worked on <u>staging or grooming</u>: identifying requirements and prioritizing them for the First iteration. (Write 2-3 paragraphs)
12. Write about your development process and explain the documentation activities related to this phase.
13. User manual – Screen shots of your working product with explanation on How to use your system *(Step by step screenshot for each <u>user story</u>)*
14. References (list references here, and cite them in appropriate places in the report)

***Submit your document on TITANium through the link.