Software Engineering

L.EIC-ES-2021-22

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Extreme Programming Project
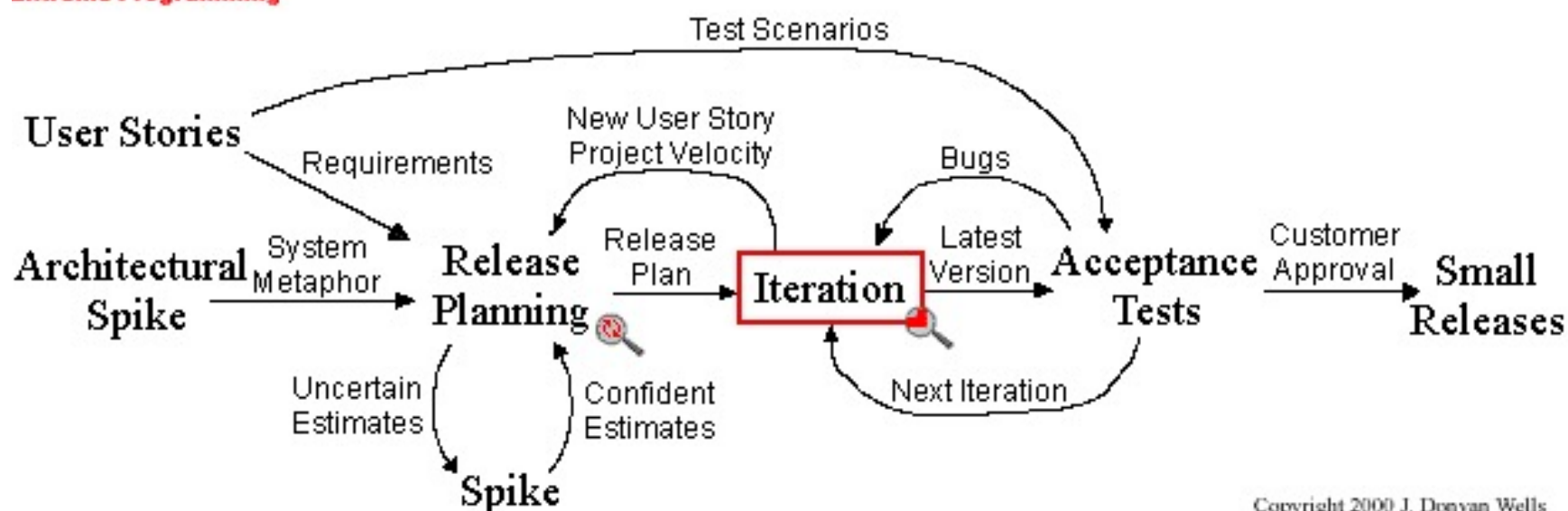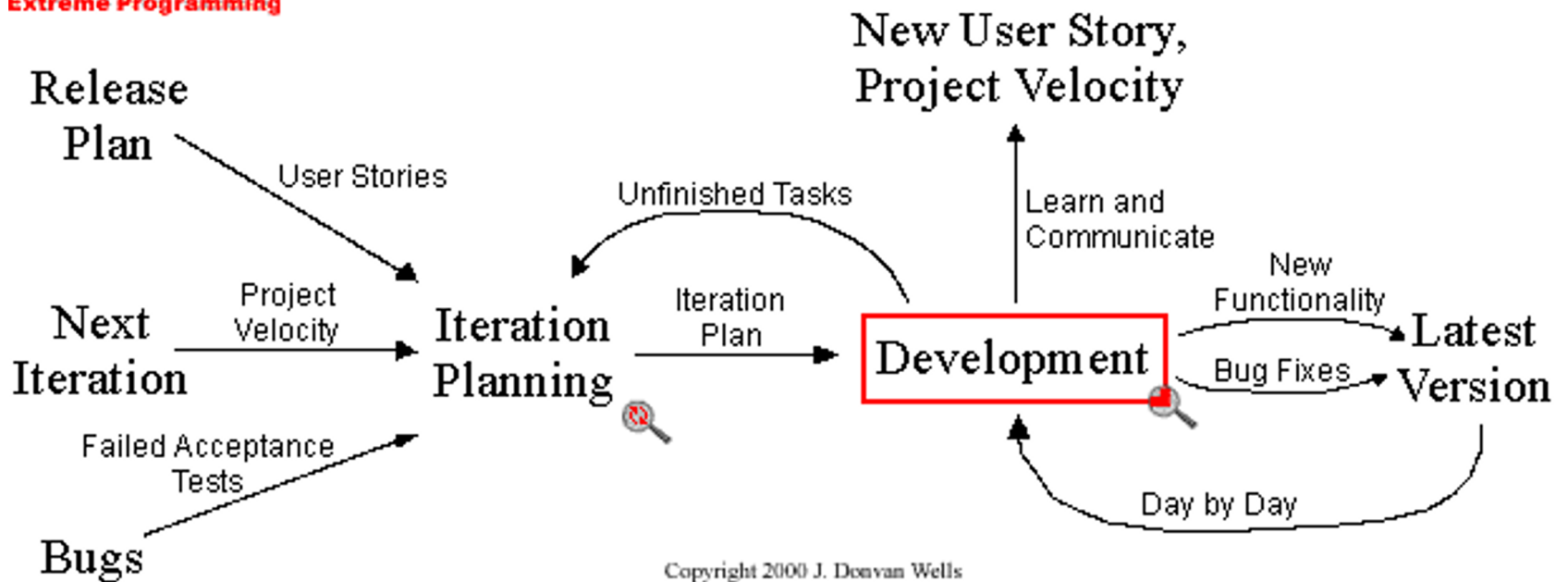
Release planning: Release content & date

Iterations: closing

- Increment scope well defined and identified from the docs, code, and planning:
  - Product backlog, Iteration backlog in Github projects board;
  - Take a screenshot of board at the end of iteration and add it to the repository;

- Release exists in Github:
  - Create a release with the number of the respective iteration;
  - see also how to manage releases in Github;

- Release can be easily used by an end-user
  - There is a APK (Android), or IPA (iPhone) available ready to be used in a mobile/simulator;

- Increment clearly adds value to the end-user
  - The new release adds value, confirmed by the end-users (e.g. team members, teacher, etc.)

- User stories added, estimated, assigned, tracked, classified
  - Product backlog and iteration backlog have all info defined as mandatory.

- Iteration retrospective: did well, do differently, puzzles.
  - The team does a short retrospective meeting (20-30min) answering the questions above and adds notes to a document in the repository.
  - More about Sprint Retrospectives (similar to Iteration Retrospectives).

Project Retrospectives
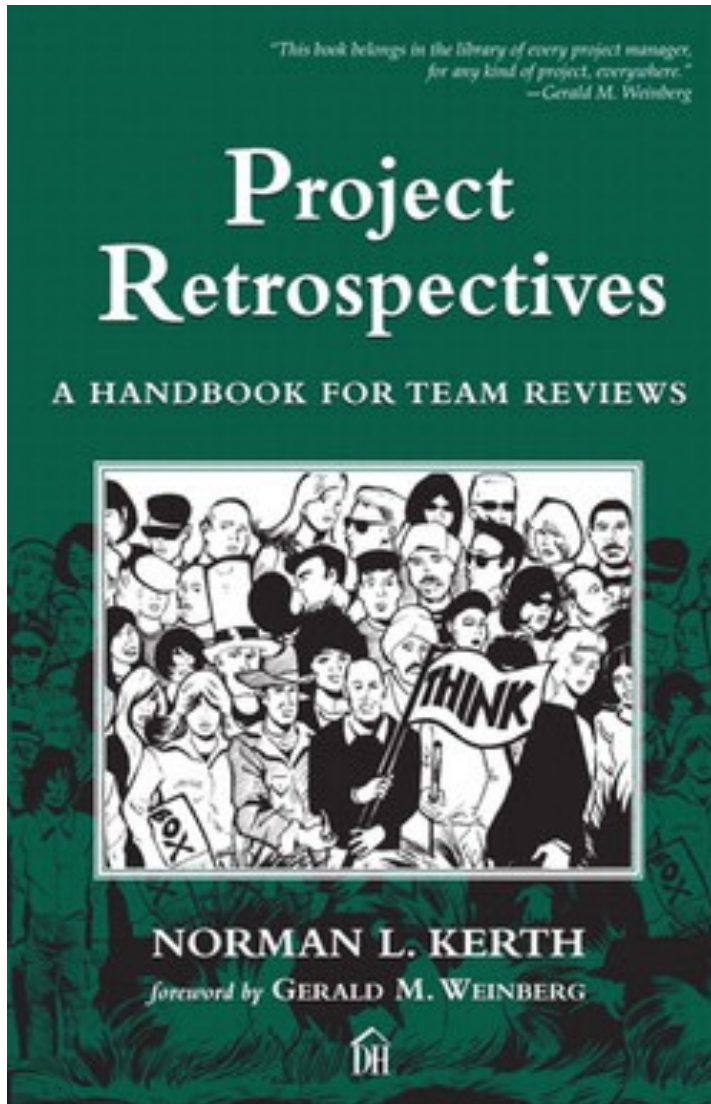
A retrospective is an opportunity for the participants to learn how to improve. The focus is on learning—not fault-finding.

-- Norm Kerth

What a retrospective isn't

- Not a postmortem (sometimes it is!)
  - Do at regular intervals

- Not a drudgery
  - Techniques are fun (sometimes it isn't fun)

- Not done in secret
  - Can include different affinity groups

- Not a whine session
  - Emphasis is on being constructive

- Not a witch hunt
  - Participants speak from "I/we" point of view

What happens after a retrospetive

- Retrospective reports
  - What worked well that we don't want to forget?
  - What should we do differently?
  - What still puzzles us?

- Patterns

- Action plans

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