CZ3002 Tutorial 5 – Assignment: Agile Software Development

1. In your tutorial session group, you need to form a team of 5 – 7 students, each member chooses a different Agile method from the list below:
   - Adaptive Software Development
   - Agile Unified Process
   - Crystal
   - Dynamic Systems Development Method
   - Extreme Programming
   - Feature-Driven Development
   - Lean Software Development
   - Rational Unified Process
   - Scrum
   - Other methods

   a. Research the chosen Agile method using the resources available to you e.g. online, library.
   b. Share, discuss and compare the different Agile methods among the team members.
   c. Write a short report which covers the brief description of the chosen method and the summary of the advantages and disadvantages of the chosen Agile method.
   d. Submit the report into course site from the link *Assignment Submission* at the folder *Tutorials/Tutorial 5 E-Learning* by the end of the Sunday of the eLearning week (1 March).

   (80 marks)

Requirements and Assessment:

- The length of report for each chosen Agile method can be one page to two pages of a Word document.
- You must find the required information on your own effort.
- The report should not be copied directly from existing articles.
- Each team member must choose a different Agile method.
- The summary should not be copied from other team members' work.
- Each team member is in charge of his/her own part, i.e. the chosen Agile method.
- Name the report file according to your tutorial session name and your name, e.g. TS1_xyz.docx.

2. Play an Agile Manager Game
   In Agile Software Development (ASD) teams, team members' roles may span a wider skill set. An ASD programmer may be required not only to complete programming tasks, but also be closely involved in making decisions on how to allocate tasks among all team members. The *Agile Manager* Game is designed to test/train an ASD programmer on task allocation.

   This game allows a player to act as a manager of a virtual team of programmers. It creates a safe environment for the player to explore various strategies for allocating tasks to the virtual team members. Each team member has different competence and

task processing capacity; while each task has different difficulties, values, required efforts, and deadlines. The player needs to learn the competence of each virtual programmer based on the past performance (which is presented in the game as a "5-star" rating scale).

a. Download the installation file for Agile Manager 1.0 from here: http://www.agelesslily.org/demo_agilemanager/;

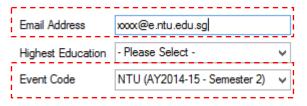**b.** Run the installation file on a Windows PC to install the game;

Figure 1. Registration

c. Run the game and register a new account. To keep track plays, each student need to use his/her NTU email to register an account, and select the option "NTU (AY2014-15 – Semester 2)" for the "Event Code" item in the registration form as shown in Figure 1;

d. Please follow the help instructions in the game and try to achieve higher scores than the Artificial Intelligence (AI) player. Have fun!

(20 marks)

Requirements and Assessment:

- Each student is required to play the game independently.
- Estimated game play time is 1 hour.
- You'll be awarded 5 marks if there is play records in the game database.
- You'll be awarded 5 marks if you have played all six levels at least one round.
- The highest score of each level will contribute to the rest of marks.
- You can play more times at each level.
- Please contact Yu Han at han.yu@ntu.edu.sg if you encounter any problem during your play.