

Quiz 10: Crystal

Due Apr 13 at 10pm**Points** 50**Questions** 11**Time Limit** None

Instructions

You **may** use the slides from the lecture and other sources to answer these questions. Please be sure to cite any references but be sure to answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	166 minutes	5 out of 50 *

* Some questions not yet graded

Score for this quiz: **5** out of 50 *

Submitted Apr 13 at 7:44pm

This attempt took 166 minutes.

Question 1

5 / 5 pts

Match the concept with the definition according to this week's reading assignment:

Correct!**Methodology**

set of practices or tools ▼

Correct!**Techniques**

skills needed by the tea ▼

Correct!**Policies**

rules followed by the or ▼

Question 2**Not yet graded / 5 pts**

What happens at the reflection workshop? What is the analog in Scrum?

Your Answer:

Reflection workshop is the workshop in which meetings are conducted between team members and several things are discussed such as - what changes should they make, which resources will they need in future. They also discuss multiple approaches to overcome a problem. Team works upon different perspectives so that they can improve their process.

Reflection workshop is analogous to sprint retrospective in Scrum.

Hour-long meeting after each delivery

What are we doing well?

What can we do better?

How can we improve our process?

Analogous to Sprint Retrospective

Question 3**Not yet graded / 5 pts**

How are Crystal Clear and eXtreme Programming similar? How are they different?

Your Answer:

Similarities:

- Both eXtreme Programming and Crystal clear are able to work with smaller teams.
- Both methods provide frequent delivery.

Difference:

- Whenever to start a project, Crystal Clear is a easier approach as compared to eXtreme Programming .
- Crystal Clear is less productive wheras eXtreme Programming is more productive.
- eXtreme Programming requires more discipline as compared to Crystal Clear.

Similarities: Intended for smaller teams, frequent delivery, reflective improvement, osmotic communication

Difference: XP requires more discipline than Crystal Clear, XP can be more productive than Crystal Clear, It is easier to start using Crystal Clear, It is easy to fall back from XP to Crystal Clear

Question 4

Not yet graded / 5 pts

Describe two of the strategies of Crystal Clear.

Your Answer:

Exploratory 360:

At the start of this strategy they analyse the new technologies and platform and they decide which one to use among them. This strategy includes project planning while initiating the project and requirement gathering. It also includes the analysis of the domain model.

Early Victory:

It is the strategy which works upon the earliest and easiest delivery of the project. Faster delivery makes all the team members to feel successful . This boost ups the team.

One strategy of Crystal Clear is the "early victory." This is where the team creates a simple and easy first deliverable. This strategy helps the team gain some momentum and positive reinforcement, as well as a good direction on where the project is going. It also boosts the team's morale and allows them to feel successful.

Another strategy of Clear is the use of information radiators. These are useful in promoting osmotic communication, allowing information/progress to flow simply by being around and looking at the radiator. Some examples would be a burndown chart or Kanban board that helps measure progress and the amount of work still left to do. These items are continuously updated to give the group accurate information.

Question 5**Not yet graded / 5 pts**

Compare and contrast XP's Planning Poker and Crystal's Blitz Planning.

Your Answer:

Both XP's Planning Poker and Crystal's Blitz Planning is used to create a initial plan for the project but the way is different. This both games include stakeholders like users developers, product owner and executive sponsor.

The planning poker uses the user stories but Blitz planning includes different tasks. In planning poker it has a fixed length for their sprints whereas in Blitz planning it have a variable iterations.

XP's Planning Poker and Crystal's Blitz Planning both have have a similar goal: to create the project's initial plan. They are different in execution, however. The planning poker analyzes user stories, while Blitz Planning focuses on specific tasks. In evaluating these items, planning poker does not consider dependencies on other user stories. The team looks at each one as its own, independent item. In Blitz Planning, these dependencies are analyzed and taken into consideration when putting together the initial plan. Another main difference in these two planning methods is the duration of the iteration in question. Planning poker will plan for fixed duration sprints, where the amount of time allowed for each sprint will not change. Blitz planning assumes variable iteration durations, which will affect how each task is distributed.

Question 6**Not yet graded / 5 pts**

Describe a project that requires Crystal Orange. Why is Crystal Clear not sufficient?

Your Answer:

A project which are carried on a high scale and very large will require the Crystal orange. The big project will include many team members, developers and so it will need a better maintainability.

As Crystal clear is suitable for smaller projects, so it will not be more efficient for larger projects. It will not be able to manage the big data of the software and at last it may result in a failure. So Crystal clear is not sufficient for large projects.

A project that would require Crystal Orange would be perhaps a startup company that manages all of ones passwords and other secure information. Assuming this system will be used by a large amount of people, this would require a large team to manage. Because of the amount of people involved, a higher amount of organization and roles would be required over what Crystal Clear would suggest. This information being handled must be secure and private, therefore any leak could be devastating to the user. This poses a large risk to the company, and therefore cannot be handled simply with a method like Crystal Clear.

Question 7**Not yet graded / 5 pts**

Describe osmotic communication

Your Answer:

Osmotic Communication's Main objectives are seeing , hearing add absorbing information that is going on in the background . It goes across the team. In Osmotic, it improves the communication across the team. Moreover, all team members have a track of other people's work and they can help other team members.

3.Osmotic communication (Clear)

See, hear, and absorb information in background

Improves communication across team

All team members are aware of others' work and can help or take over if needed

Goal: communications and community

Question 8

Not yet graded / 5 pts

Describe Crystal's Role Modeling sessions. What's the goal?

Your Answer:

In Role Modeling sessions, it consists of small cards on which user stories are defined.

And the each card has a goal on that card .

At last the team discusses upon each user story .

The goal of the role modeling sessions to get a better understanding of the user experience with their user stories.

Crystal's Role Modeling sessions are intended to get a better idea of the user experience involved with a specific feature/user story. In these sessions, user stories/features are written on small cards. For each card, the team discusses the goal of this card. Then the team walks through a scenario of the user accomplishing a task using said feature/user story.

Question 9**Not yet graded / 5 pts**

Describe the walking skeleton strategy. What role does it play in the final product.

Your Answer:

Walking Skeleton Strategy :

It describes about how the functionality of system is going to be work.

It provides a brief timeline of the project. It provides a kind of overview of how the project is going to be executed. It creates a model which is easy to understand for a user.

The role it plays in the final product is it performs the end to end function which can be built and deployed automatically.

Tiny end-to-end version of the system's functionality

Provides a simple model for the user to explore

System evolves from this first architecture

Question 10**Not yet graded / 5 pts**

Describe two of the techniques of Crystal Clear.

Your Answer:

Reflection workshop : Reflection workshop is the workshop in which meetings are conducted between team members and several things are discussed such as - what changes should they make, which resources will they need in future. They also discuss multiple approaches to overcome a problem. Team works upon different perspectives so that they can improve their process.

Side by Side programming: It is not a type of pair programming. It is a kind of programming in which you can get help from other people around you. In this you can sit close to other people so that you can see their screen.

Methodology shaping to define the process, Reflection workshop, Blitz planning/Planning "Jam Session", Delphi estimation, Daily stand-ups, Agile interaction design, Process miniature, Side-by-side programming, Burn charts,

Question 11**0 / 0 pts**

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!☒ True

☐ False

Quiz Score: **5** out of 50