

**School of Information Technologies**

Faculty of Engineering & IT

**SCHOOL OF COMPUTER SCIENCE**

**GROUP PROJECT 2**

**Unit of Study:** SOFT2412/COMP9412

**Sprint Number:**

**Tutorial time:**

**Tutor name:**

**DECLARATION**

We, the undersigned, declare that the work contained in this assignment/project is our own work and has not been copied from other sources or been previously submitted for award or assessment. We understand that failure to comply with the Student Plagiarism: Coursework Policy and Procedure can lead to severe penalties as outlined under Chapter 8 of the University of Sydney By-Law 1999 (as amended). These penalties may be imposed in cases where any significant portion of my submitted work has been copied without proper acknowledgement from other sources, including published works, the internet, existing programs, the work of other students, or work previously submitted for other awards or assessments. We realise that we may be asked to identify those portions of the work contributed by each of us and required to demonstrate our individual knowledge of the relevant material by answering oral questions or by undertaking supplementary work, either written or in the laboratory, in order to arrive at the final assessment mark.

| Project Team Members | | |
| --- | --- | --- |
| Student Name | Student ID | Signature |
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# 1. Project Overview

## 1.1 Project Goals and Objectives

- Recap the overarching goals and objectives set for the project

- Include evidence for all features implemented and objectives met

## 1.2 Sprint Goals

- Specify the sprint goals and their alignment with the overall project objectives

- Include evidence from your project board

## 1.3 User Stories

- Discuss the user stories considered during this sprint

- Outline any changes that need to be made to the user stories due to changing requirements

# 2. Scrum Artefacts and Methodologies

## 2.1 Sprint Planning

- Detail discussions and decisions made during sprint planning

- Provide a detailed sprint plan including the user stories, features and issues expected to be completed

## 2.2 Daily Stand-ups

- Summarise daily stand-ups, emphasising achievements and blockers.

- Discuss how sprints were documented, with links to evidence (e.g. minutes) in the appendix

## 2.3 Retrospective

- Describe the outcomes of the sprint, including feedback received

- Reflect on the sprint's successes and areas for improvement

- Include documentation and written notes from the sprint retrospective

## 2.4 Use of Scrum Artefacts

- Showcase the effectiveness of Scrum artefacts (user stories, product backlog, sprint backlog)

- Explain how each Scrum artefact was used to facilitate the workflow of the project

- Provide evidence for all claims made

# 3. Agile Development Tools and Practices

## 3.1 Version Control

- Evaluate the use of version control tools (e.g., Git) and branching strategies (with evidence)

- Briefly outline how issues such as merge conflicts and branch integration were resolved

- Discuss how the addition of features in the current iteration fit user requirements

## 3.2 CI/CD Tools and Practices

- Discuss the effectiveness of CI/CD tools and practices (GitHub Actions, Jenkins).

## 3.3 Code Quality

- Assess code quality measures, including linting, code reviews and coding standards.

# 4. Application Development

## 4.1 Collaborative Coding

- Explain how collaborative coding was facilitated using tools (e.g. Git collaboration, pair programming)

## 4.2 Individual and Group Contributions

- Provide insights into individual and group contributions during the sprint

## 4.3 CI (Continuous Integration) Tools and Structure Management

- Include visual representations of CI tools and structure management (e.g. class diagrams, sequence diagrams)

## 4.4 Functional and Non-functional Aspects

- Demonstrate how the application meets both functional and non-functional requirements

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# 5. Group Contribution

## 5.1 Team Organisation and Roles

- Reflect on the effectiveness of team organisation and roles

- Discuss any changes made to improve collaboration

## 5.2 Communication and Collaboration Tools

- Evaluate the effectiveness of communication and collaboration tools (e.g., Slack, Zoom, etc.)

- Include evidence of communication between team members

## 5.3 Group Discussion

- Discuss the participation of all group members in the demo and sprint

- Outline what went well and what needs improvement

## 5.4 Individual Contributions

- Detail individual contributions with a focus on technical and non-technical requirements

## 5.5 Additional Notes and Reflections

- Include any additional notes, reflections, or lessons learned during the sprint