IT Project Course 2016

Introductory lecture, Software Project

Calendar, Summary

- 2 meetings on separate days, 6-14 April
- 1/2 book read + Definition of done, 11 April
- Whole book read, preparation done, 14 April
- Short meetings Monday 18 April (obligatory)
- Project work, 19 April - 19 May (obligatory)
- Project Expo, 20 May (obligatory)
- Product Documentation, 20 May
- Individual Project Reflection, 26 May 2016

Calendar, up to Project Work

- 2 meetings on separate days, 6-14 April
  - project discussion or brainstorming
- 1/2 book read + Definition of done, 11 April
- All preparation done, 14 April
  - whole book read
  - git repository set up
  - product backlog ready
  - project web page up

Calendar Summary, Project Work

- 18 April - meeting with each team (obligatory)
- 18-19 April - Sprint Planning meetings
- Project work, 19 April - 19 May (obligatory)
- Working hours, 8-17 with 1 hour lunch break
- Project Expo, 20 April (obligatory)
- Product Documentation, 20 May
- Individual Project Reflection, 26 May 2016

Calendar, Project Work

- Sprint 1: Tuesday 19 April - Monday 25 April
- Sprint 2: Tuesday 26 April - Monday 2 May
- Sprint 3: Tuesday 3 May - Wednesday 11 May
- Sprint 4: Thursday 12 May - Thursday 19 May (except Tuesday 17 May)
- Project Expo: Friday, 20 May
- Documentation ready: Friday, 20 May

Working Hours, April

- Monday, 8:00-12:00 and 13:00–17:00
- Tuesday, 8:00-12:00 and 13:00–**18:00**
- Wednesday, 8:00-12:00 and 13:00–17:00
- Thursday, 8:00-12:00 and 13:00–**16:00**
  - Methodology course lecture starts at 16:15
- Friday, 8:00-12:00 and 13:00–17:00

Working Hours, May

- Monday, 8:00-12:00 and 13:00–17:00
- Tuesday, 8:00-12:00 and 13:00–**18:00**
- Wednesday, 8:00-12:00 and 13:00–**16:00**
  - Methodology course lecture starts at 16:15
- Thursday, 8:00-12:00 and 13:00–17:00
- Friday, 8:00-12:00 and 13:00–17:00

Project Expo, Friday, 20 May 2016

- Day before: Bug fixes and regression testing
- 08:00 – 09:30, Final tests and adjustments
- 09:30 – 11:00 Setup table, poster, demo space
- 11:00 – 13:00 Project Expo
- 13:00 – 14:00 Cleaning up after expo
- 14:00 – 16:00 Cleaning up rooms
  - no-one leaves until room is approved by me

Product Documentation to be ready on Friday, 20 May

- Software Projects: User Manual, Tech Report
  - User Manual must be PDF
  - Tech Report must be PDF
- Robot Projects: Service Manual + blueprints
  - Manual must be PDF, Blueprints JPGs
- Upload to project website
- E-mail me list of **links to each file**

Tidsredovisning

Vecka 1		Adam	Bertil	Cesar	David	Erik	Filip
Måndag	Kom	08:10	08:05	07:45	07:50	07.58	07:
24 april	Lunch	12	12	12	12	12	12
	Åter	13	12.50	12.50	12.50	12.30	13
	Gick	16.30	17.00	17.00	17.00	17.00	17
	Diff	-40	+0:05	+0:10	+0:20	+:12	+0:
Tisdag	Kom	8	07:55	8	8	8	
25 april	Lunch	12:20	12:20	12:20	12:20	12.20	12
	Åter	13:10	13:10	12:55	12:55	12:55	13:
	Gick	17:00	17:00	17:20	17:10	17 10	17
	Diff	+:10	+0:35	+:45	+:35	+:35	+

Time reports

- One A4 per team, per sprint
- I've made a form for you to use
- Tape it by the door of the project room
- Write when you come, go to lunch, go home
- Add the total hours after each sprint
- After a sprint: start a new A4, hand in the old

Hand-ins

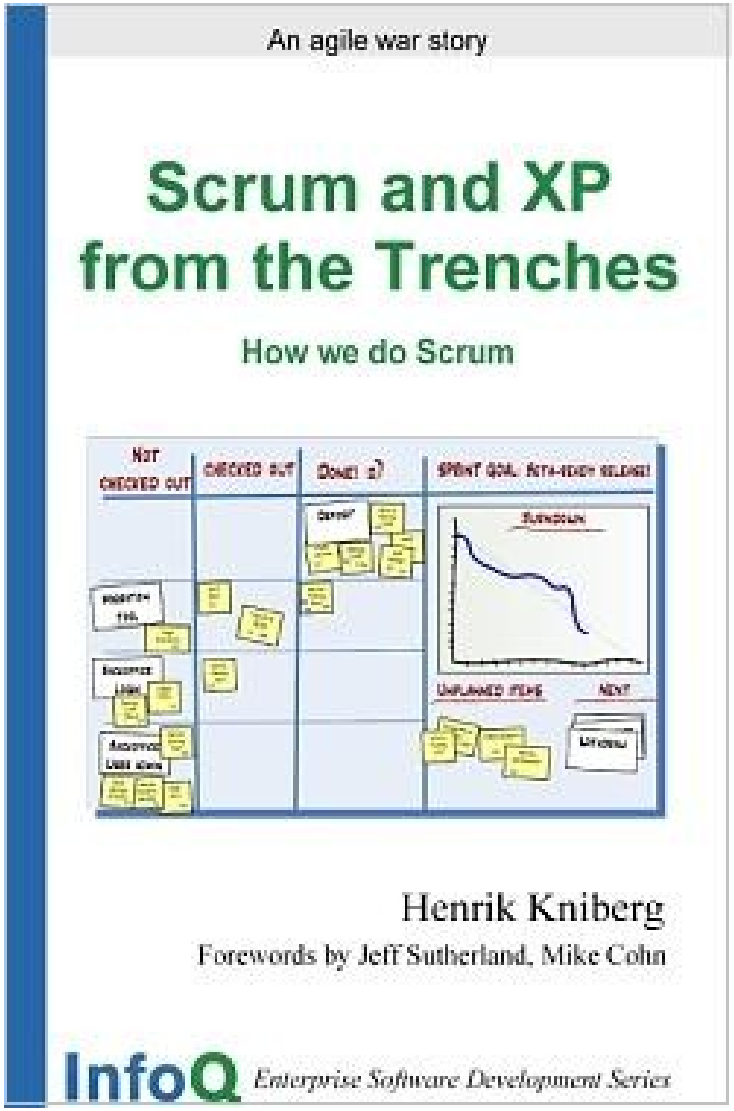
- Preparatory tasks, 11 April and 14 April
- Time report, after each sprint
- Borrowed stuff (and robots), 20 May
- Product Documentation, 20 May
- Individual Project Reflection, 26 May

Publishing

- **Fill in the form on publishing, so I know what KTH can publish**

Course book

- Henrik Kniberg: Scrum and XP from the Trenches, 2nd Edition
- Zero-cost download, www.infoq.com (search for Kniberg)
- Easy to read, enjoyable, indispensable!



Scrum Master

- Makes sure daily scrum starts/ends on time
- Makes sure the backlog is updated
- Makes sure any problems get sorted
- Talks to visitors (so rest of team can work)
- Organizes the sprint demo
- Organizes the sprint retrospective
- **Coach the team to do all this without you**

Product Owner Proxy

- Four ways of working:
  - Teacher has customer role
  - Researcher has customer role
  - **External company** has customer role
  - **No separate customer**, team owns product
- If external customer or no customer,
  Team elects one team-member to be the
  Product Owner Proxy

Protect your room

- Protect walls with plastic
  - use blue-tape on the wall
  - standard tape peels the paint off
- Protect furniture with cork (robot projects)
  - drilling or sawing must not damage furniture
- Protect your stuff
  - take home stuff that is or looks expensive
  - pack small things, our cleaners are thorough

Sprint planning priorities

- Sprint goal and demo date
- List of stories accepted by team, for sprint
- *Estimate* filled in for each story in sprint
- *How to demo* filled in for each story in sprint
- Velocity/resources checked for sprint
- Time and place for daily scrum specified
- Stories broken down into tasks

Form for user-story

STORY NAME (in block letters)	**Story ID:** Must be unique

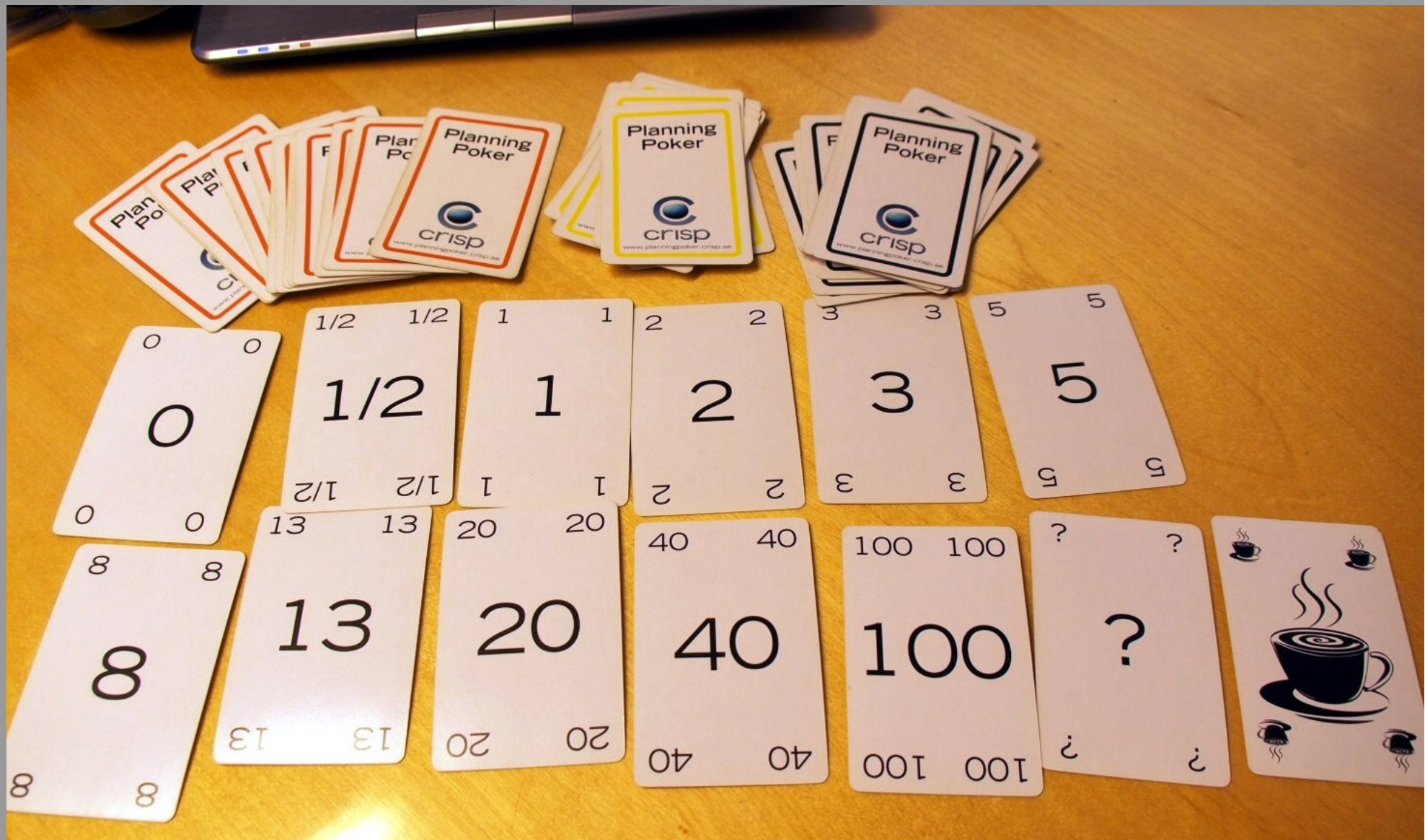
Importance: Greater number = more important	**Estimate:** Greater number = more work

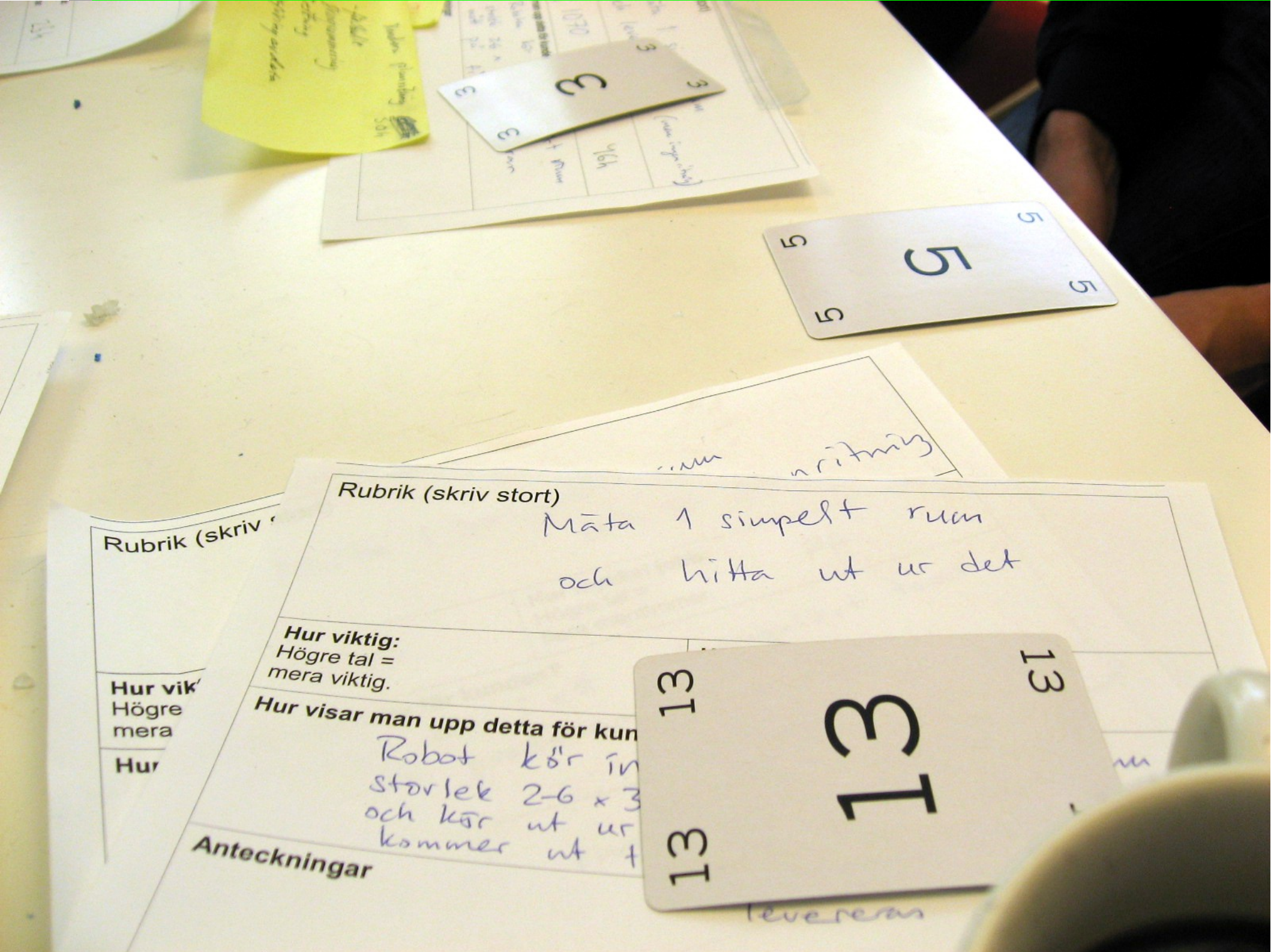
How to demo this story

Notes

Planning Poker

Deck of cards for Planning Poker




Rubrik (skriv stort)
Mäta 1 simpelt rum
och hitta ut ur det
Hur viktig:
Högre tal =
mera viktig.
Hur visar man upp detta för kun
Robot kör in
storlek 2-6 x 3
och kör ut ur
kommer ut
Anteckningar
13
5

Daily Scrum

- What's the best “today” we can have?
- All team-members stand up, for each person
  - what did I do yesterday to meet sprint goal?
  - what will I do today to meet sprint goal?
  - what could stop us from meeting sprint goal?
- Write on whiteboard for each person
- Team checks that taskboard is up-to-date

Semat Alphas

- Part of methodology course, IV1303
- Useful way to check health of project
- 7 aspects of health: 7 **Alphas**
- Each Alpha has 5-6 **States**, from 1 through 6
- Team checks which State each Alpha is in
- Does an Alpha stays long in one State?
  That's a warning sign