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Lecture 8: Mobile Application and Product Development

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Mobile Application and Product Development

Agile Project Management
Agenda

- Review of key Agile concepts
- Group work
  - Story Writing
  - Planning Poker
  - Assignments
  - Sprint Planning
- Group presentation
  - 5 minute overview for class
- Project Charter Q&A
  - Discuss your drafts
  - Remember: Project charters are due next week!
Review of Agile Concepts

- SCRUM
- SCRUM Roles
- User Stories
- Planning Poker
- The Sprint
- Daily Standup
- Sprint Retrospective
SCRUM

- Agile framework for managing knowledge work, with an emphasis on software development.
- Designed for teams of 3 - 9 members, who break their work into actions that can be completed within timeboxed iterations, called sprints.
- Less than one month, usually 2 weeks.
- Track progress and re-plan in 15-minute time-boxed stand-up meetings, called daily scrums.
SCRUM Roles

● Product Owner
  ○ Project's key stakeholder. Has a vision of what he or she wishes to build, and conveys that vision to the SCRUM team.

● SCRUM Master
  ○ Facilitator for an agile development team. Keeps everyone on schedule and removes blockers.

● SCRUM Development Team
  ○ A self-organizing, cross-functional team of people who collectively are responsible for all of the work necessary to produce working and validated product
  ○ Usually Engineers, QA, DevOps, Designers.
User Stories

User stories are part of an agile approach that helps shift the focus from writing about requirements to talking about them. All agile user stories include a written sentence or two and, more importantly, a series of conversations about the desired functionality.

Example:

As a < type of user >, I want < some goal > so that < some reason >.

As an administration, I want to put the site in maintenance mode so that I can safely deploy new code
Planning Poker

- Consensus-based, gamified technique for estimating, mostly used to estimate effort or relative size of development goals in software development
- Estimate based on complexity (points) vs hours
- Stories are typically estimated by size using Fibonacci Sequence
  - 0, 1, 2, 3, 5, 8, 13, 21, 34, 55
  - Stories > 21 points should be simplified
Sprint Planning: Roles

- **Scrum Master** - facilitates the meeting
- **Product Owner** - clarifies the details of the product backlog items and their respective acceptance criteria
- **Entire Agile Team** - define the work and effort necessary to meet their sprint commitment.
SCRUM - The Daily Standup

- Daily 15-minutes meeting
- In person, or via video
- Execution team attends
  - Product Owner
  - Project Manager
  - Engineering Team
  - QA Team
  - DevOps (when needed)

- 3 Questions
  - What did I accomplish yesterday?
  - What am I working on today?
  - Any blockers?
Sprint Retrospective

- Meeting with all the stakeholders after Sprint is complete
- 2 questions
  - What did we do well?
  - What can be improved?
- SCRUM Master summarizes the action plan
Groups

Group: The A+ Team
- Jeremy Dreyer, Developer
- Leeba Erlbaum, Developer
- Ryan Fazal, Project Manager
- Necko Bailey, QA & Deputy Project Manager

Group: Project Development Team
- Cambrian Hausoe, Project Manager
- Theressa Lalanne, QA & Deputy Project Manager
- Adeela Kousar, Developer
- Fatoumata Diakite, Developer

Group: 1
- Harsimranjeet Singh, Project Manager
- Erick Peryron, QA & Deputy PM
- Vadym Kapitaniuk, Developer
- Enea Yiana, Developer

Group: 2
- Peter Pannoh, Project Manager
- Padmini Lall, QA & Deputy Project Manager
- Eli Henderson, Developer
- Alina Gibbs, Developer
Group work

- Write 10 stories for your project
- Conduct a round of planning poker
- Figure out assignments
- Setup sprints
  - Assume 1 week sprints
  - < 10 hours a person per sprint
- Present and discuss plan (5 minutes per group)
Discuss your drafts.

Reminder: Project Charters are due next week!