

## **First Sprint Summary/Highlights of Comments, assembled from 10 of 14 Students.**

### **I. Project Completeness & Customer Satisfaction:**

#### **A. Story Acceptance Tests:**

Varied success, not all stories accomplished by any one team (this is understandable & expected). (Could the RTree team have created a lower level Story that would have been acceptable to the customer to be able to better demonstrate success?)

#### **B. Executing on Tasks:**

Estimates were off – can achieve less in 2 weeks, does not account for brainstorming, debugging & challenges. Some team members did better than others on accomplishing their tasks due to varying reasons (how can we better adjust for this?)

#### **C. First Sprint Focus:**

Done well overall. Adjustments needed to estimating Task execution times and how much can be done in 2 week period.

#### **D. Initial Suggestions:**

More reasonable task estimates & allocations.

Increased sharing of tasks when some are accomplished early and others take more time.

#### **E. Assessing Satisfaction: (one answer stands out...)**

“Even if the sprint does not meet the acceptance tests, or not all of the tasks are completed, it can still be considered a success. As long as the team realizes the issues, alerts the customer, and works to change things to something more doable when things do go wrong, credit should be given.”

### **II. Project Planning & Software Development Process:**

#### **A. Stories & Tasks:**

Generally good and helped breakdown the project so everyone knew what needed to be done.

Perhaps take too much time, can we get it down to 20 minutes preparing these?

#### **B. Stand Up Meetings:**

Some value, but need to avoid off topic distractions to make them shorter

Not necessary due to smallness & proximity of team – seems to indicate that team members are not working as independently as they could. (Is there too much whole team work going on?)

(And if you did minimize Stand Up meetings, how could you communicate change to the client?)

#### **C. Teamwork:**

Team members need to ask for help more promptly to avoid losing valuable time and possibly appearing to be slacking (should the stand up's help with this?)

Some members worked more on coding, frequently at home, than others.

2 weeks of class time is not much – work needs to be done outside of class for project (How do we set expectations for this?)

#### D. Work approach:

Need to work more independently and focus during class – break up into pairs or individuals. Spend the maximum time coding.

There is a limitation due to use of laptops (do we need to limit the number of projects that require non-classroom computers?)

#### E. Courage:

Obviously needed for the Kinect team (formerly Real Guitar Hero). Others done in smaller ways including using the simulator instead of the Android phone.

#### F. Process Improvements:

Limit 20 minutes for Planning Stories & Tasks (You will get better at this over time, this seems reasonable. Perhaps one person should develop the stories in advance and then present to rest of team for Task creation.)

Agree in work to be done outside of class by all team members (it is reasonable to require some homework for this class, right?)

Can Stand Up's be less frequent (once a week?)

#### G. Process Assessment Suggestions: (similar to the previous section...)

"I think grading should be done based on keeping the customer (you) informed on progress, and having actually done work each sprint."

#### **Teams:**

##### **RTree Compression Codec:**

Eamon (Author of project proposal)

Lane

Dylan

Michael

Mentor: Gideon Shavit (shavit@amazon.com)

##### **Kinect Music Game (formerly Real Guitar Hero) :**

Laura (Author of project proposal)

David

Jenny

Mentor: Mark Brewster (mbrewst@exchange.microsoft.com)

##### **Gemolition:**

Kenneth (Author of project proposal)

Kevin

Yulo

Vinh

Mentor: Akshaya Iyengar (aiyengar@amazon.com)

##### **Morse Code Texting:**

Matthew (Author of project proposal)

Kian

George (also researching a couple other small projects, & GUI design for RTree)

Mentor: Laura Finney (lfinney@amazon.com)