Sprint 2 Preparation
Agile Exercises

CSCI 3300/5300

Retrospective Summary

- Harder/enforced deadlines
- Improve communication:
  - Check slack
- Keep updated todo list
  - Trello/issue board
- Regular weekly meetings
  - Provide meeting summaries
- Get clarity on requirements by meeting with Dr. Holdener
- Code reviews to get all team members familiar with the entire code base
- Agree on a design approach
  - Prototype/implement two solutions and test which one is better

Main goal
of Sprint 2

Test Plan

- One of sprint 2 deliverables
- Scope and Approach for system level testing
  - Create test cases (in your git repos)
  - Consider non-functional testing
  - Implement them
- Use Issue tracker to report/document discovered issues
- Close issues when they are resolved

Requirements change

- Common issue in Sprint 1
  - Long latencies
  - Large buffers/data loss
- Cause:
  - Large message rates arriving once a second
  - Not a realistic model
- Change:
  - Split the once per second data rates into microsecond interval
  - Example:
    - Input specifies 1 Million messages per second
    - Simulation sends 1 message per micro-second

New User Story

- As an engineer, I want to see the latency distribution of all messages that were processed, to be able to tell how consistent the latency is
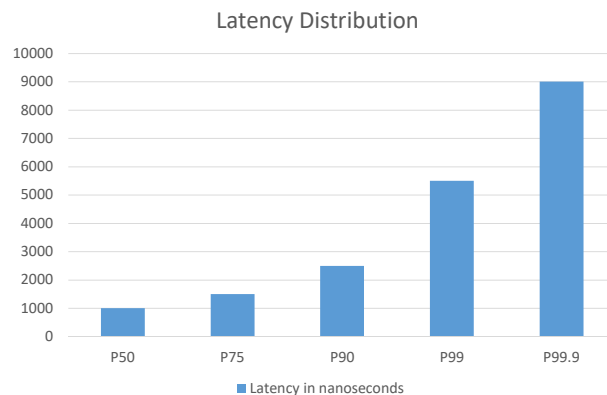
Agile Exercises

Agile Poker – get the best poker hand, as a team

Royal Flush: A, K, Q, J, 10 of the same suit
Straight Flush: five cards in sequence, all of the same suit
Four of a kind: four cards of the same rank
Full house: three of a kind and a pair
Flush: any five cards of the same suit, not in sequence
Straight: five cards in sequence, not of the same suit
Three of a kind: three cards of the same rank
Two pair: two different pairs
Pair: two cards of the same rank
High card: the highest card in your hand

Round 1

- Deal out 13 cards per player (deal the entire deck)
- I select one card from a virtual deck: http://en.castlots.org/playing-cards-generator/
- Each player selects one card from his/her 13 cards
- My 1 card and the team's 4 cards make a hand
- Do not discuss with your teammates
- Do not show the card you selected, until it's time to reveal your hand

Round 2

- Players pair up in sub-groups of 2 people
- Deal out 13 cards per player
- I select one card from my deck
- Each player selects one card from his/her 13 cards
- You can silently coordinate with the person in your sub-group

Round 3

- Deal out 13 cards per person
- I select one card from my hand
- Each player selects on card from his/her hand
- You can coordinate which card you select with your team (talking is allowed)

Scrumhancer – the practice of daily scrum

Goal – maximize number of story points completed
- Each team gets the same set of tasks
- There are story points assigned to tasks
- Have a 2 minute discussion of how you will split the work
- Work on your task for 2 minutes
- Have a scrum and report:
  - What you worked on
  - How much you completed
  - How much you expect to complete in the next 2 minutes
  - What difficulties you faced
- Use the scrum time to come up with a strategy for the next 2 minute cycle
- Four 2 minute cycles to work on tasks