

CS 314 Agile User Stories In-Class Exercise and Post-Class Assessment

Assignment:

You must complete two tasks for this exercise:

Task 1. An **in-class** exercise done in **your team**, turning in the *Results Sheet* in this document at the end of class, and keeping a copy of the results to add to your team GitHub repository.

Task 2. An **after class** short writing assignment done **individually**, with the results submitted to Canvas no later than 11:55pm Tues, Feb 9, 2016.

The goal of Task 1 is to practice splitting, sizing, decomposing, and estimating time for a user story from Assignment 2. The goal of Task 2 is to evaluate your own learning regarding Agile user stories.

Task 1: Estimate Story points, decompose and provide task time estimations for split user stories from Assignment 2

Instructions:

1. Put the names of each person in your group who participated in the in-class activity on the *Results Sheet*. Be sure to turn in this sheet at the end of class to receive credit.

From the pre-class document, here are the split user stories for Assignment 2:

Split story A: As a CS 314 student, I want to refactor the Adventure game design so that it is easier to change the user interface.

Acceptance Criteria:

- The main branch game source code structure matches Dr. Bieman's class design.
- Meet 'Definition of Done' (DoD), below.

Split story B: As a CS 314 student, I want to implement Dr. Bieman's model-view separation design and get the game working with this GUI so that a player can use the GUI to play the game.

Acceptance Criteria:

- The game uses a BreezySwing GUI for all commands previously available as text commands.
- Meet 'Definition of Done' (DoD), below.

Definition of Done (DoD):

For all user stories:

- GitHub main branch code runs with no warnings and a user can access a GUI to execute all commands that were possible from the command line version
- All code changes are reviewed before being merged onto the main branch (see A1, tutorial 5 for instructions on the GitHub Pull Request Code Review System you must use for reviews)
- All code changes are merged into the main branch
- All code is unit tested and all tests pass

For CS314 development:

- All work is done on individual branches with frequent commits and pushes to GitHub before being merge onto the main branch (do frequent commits and pushes to prevent losing work, and do pushes so others can use your work)
- Commit messages include user story and task
- All user stories and point estimates are in GitHub
- All tasks and time estimates and actual time taken are in GitHub
- The overview.txt file for A2 has all required items in it

2. Use the Planning Poker game to estimate story points for Split story A and for Split story B. Don't play more than 2 rounds for this story. For this exercise, just write your point estimate as a Fibonacci number on a small piece of paper and keep it facing down until everyone has written their number. Turn over all of the papers at the same time and discuss the results according to the description of the game in Slide 3 NOTES. Decide as a group whether you will just estimate story points directly, or use the estimates of complexity, effort, and doubt and then add them up to get the story points. Use Dr. Bieman's description of the work from the pre-class document to help you estimate story points.
3. Decompose Split story B into tasks that should take between 1 and 10 hours to complete. Estimate the time needed for each task and decide who on the team will be completing each task. Be sure to include all tasks needed to complete the acceptance criteria and meet the definitions of done.
4. Make sure to write the results of numbers 2-3 on the *Results Sheet* for this design studio and turn it in at the end of class.
5. Make sure you have a copy of these results and add them to your Assignment 2.

Task 2: Personal Learning Assessment

Instructions: Between today and 11:55pm Tuesday February 9, write a set of questions (between 5 and 7) and possible answers for the critical areas of learning you identified in this design studio. The areas can be from the pre-class or in-class work. The questions and answers should be **no longer than 1 page**, 12 point font. The questions can be any type – true/false, multiple choice, short answer, right-side/left-side column matches, etc.

Type the questions and answers up, and submit them to Canvas as either a pdf file or you can cut and paste them into the Canvas text box. You must put your name in your uploaded file or it will not be graded and you will receive a 0 for this assignment.

Grading: This is a retrospective of your leaning of this topic. Your work will be graded for 2 things. First, how you have thoughtfully identified critical areas of learning in the design studio. Second, how you have created thoughtful questions that we can understand and that agree with your answers.

Results Sheet – DS2 Agile User Stories – CS314 Spring 2016

Team members:

2a. We sized the user story "**Split story A**: As a CS 314 student, I want to refactor the Adventure game design so that it is easier to change the user interface."

as _____ points.

2b. We sized the user story "**Split story B**: As a CS 314 student, I want to implement Dr. Bieman's model-view separation design and get the game working with this GUI so that a player can use the GUI to play the game."

as _____ points.

3. We decomposed this user story into the following tasks, with their time estimates:

Task Description	Estimated Task time (hours)

Keep a copy of this information for Assignment 2