

Lego Scrum Challenge Software Engineering II - Agile Software Prof. Plattner, Dr. Uflacker Development in Large Teams Enterprise Platform and Integration Concepts group



#### Goal of the exercise

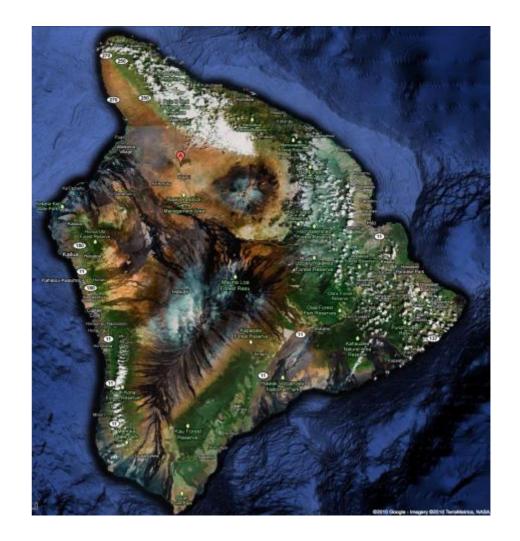
- Recap all Scrum meetings
- Practice Scrum for next weeks

#### Background

Hasso bought a lonesome island

#### Your task

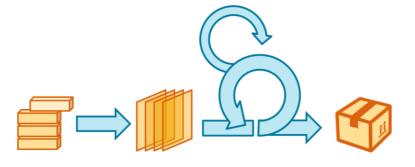
Develop the island for tourism





- Ingredients
  - □ A0 map
  - □ Lots of Lego
  - □ Post It's
- Timeboxed activities (3x)
  - □ Planning (5min)
  - □ Conduct sprint (10min)
  - □ Review (3min)
  - □ Retrospective (2min)
- I like, I wish (in team)
- I like, I wish (in group)







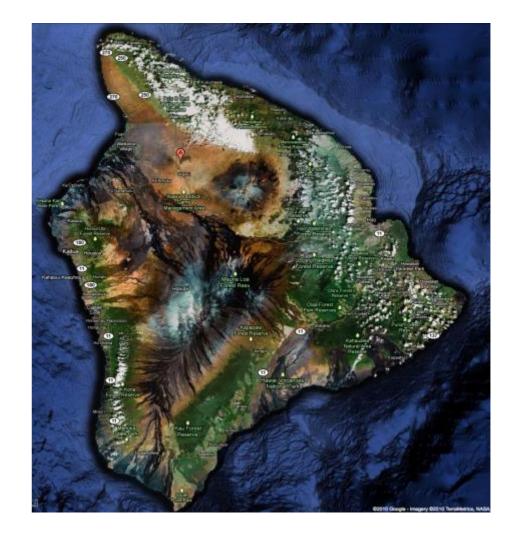






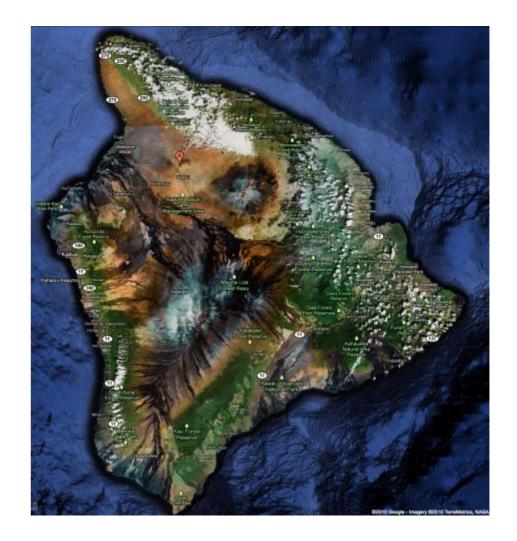
- Planning
  - PO presents User Story (we prepared some)
  - Design session / Task break down
  - Estimation
  - □ Time left? Next Story
- Conduct sprint







- Review
  - □ Team presents User Story results
  - □ PO accepts/rejects
- Retrospective
  - What can be improved?
  - □ Process adjustments?
  - □ How do you feel?
  - ...









- POs are encouraged to
  - □ adjust User Stories
  - □ remove/add User Stories
  - □ refine User Stories

#### SMs

- □ keep track of estimations
- □ keep track of time
- oversee Scrum process
- □ moderate meetings

#### GO! - Finish: 3pm



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  - □ adjust User Stories
  - □ remove/add User Stories
  - □ refine User Stories
- SMs
  - □ keep track of estimations
  - □ keep track of time
  - □ oversee Scrum process
  - moderate meetings

- Time-boxed activities (3x)
  - □ Planning (5min)
  - □ Conduct sprint (10min)
  - □ Review (3min)
  - □ Retrospective (2min)