



Lego Scrum Challenge

Software Engineering II – Agile Software
Development in Large Teams

Enterprise Platform and Integration Concepts

Lego Scrum Challenge



Goal of the exercise

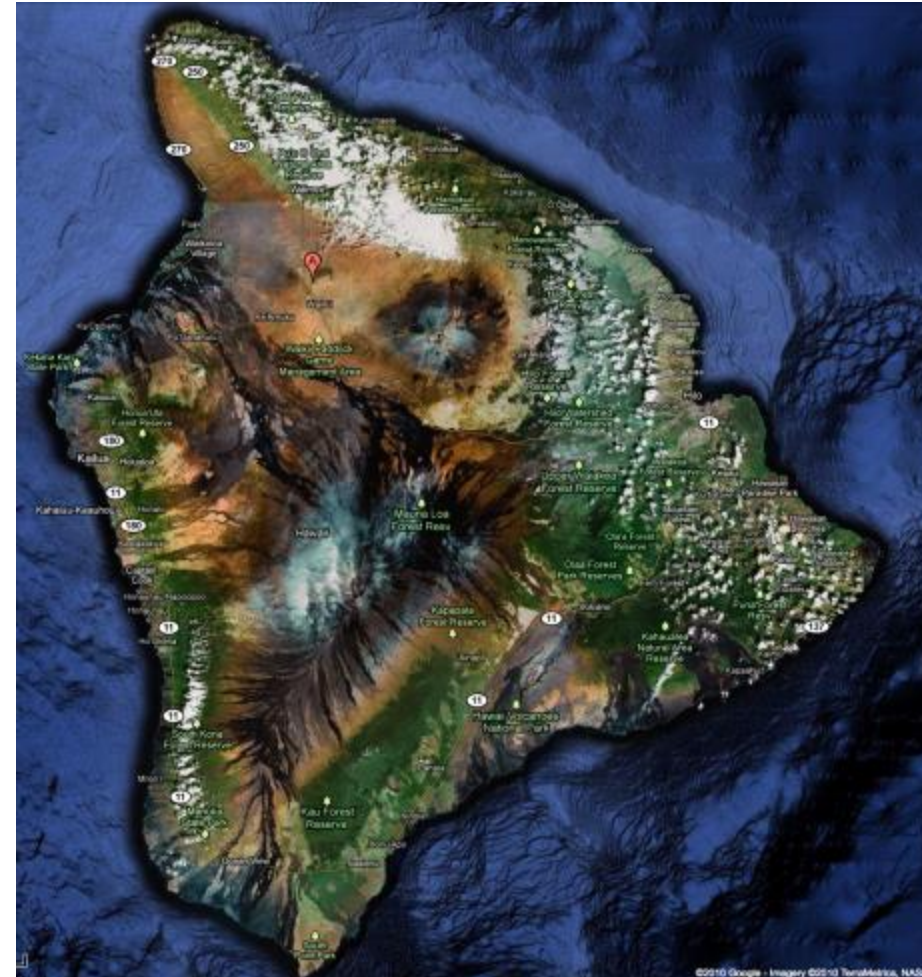
- Recap all Scrum meetings
- Practice Scrum for next weeks

Background

- Hasso bought a lonesome island

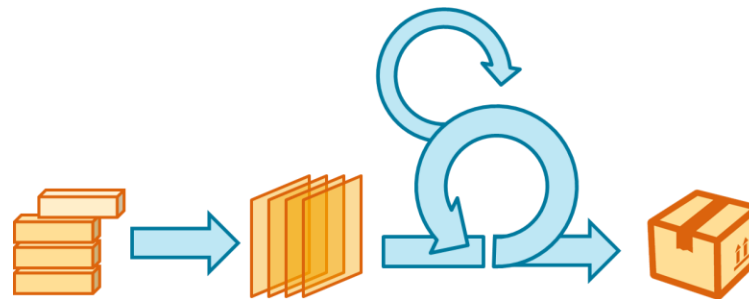
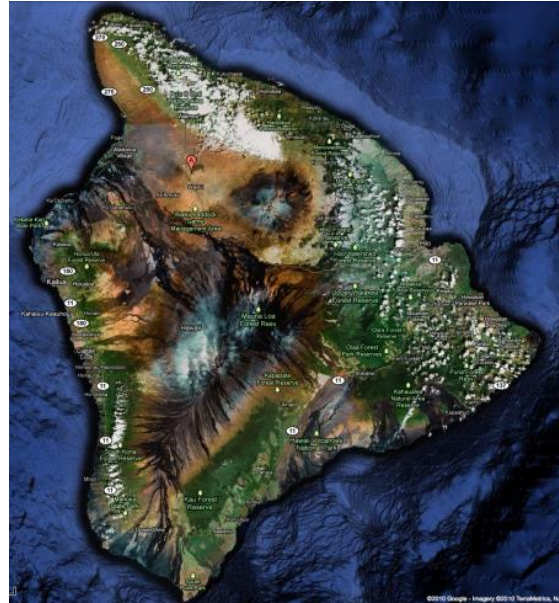
Your task

- Develop the island for tourism



LEGO Scrum Challenge

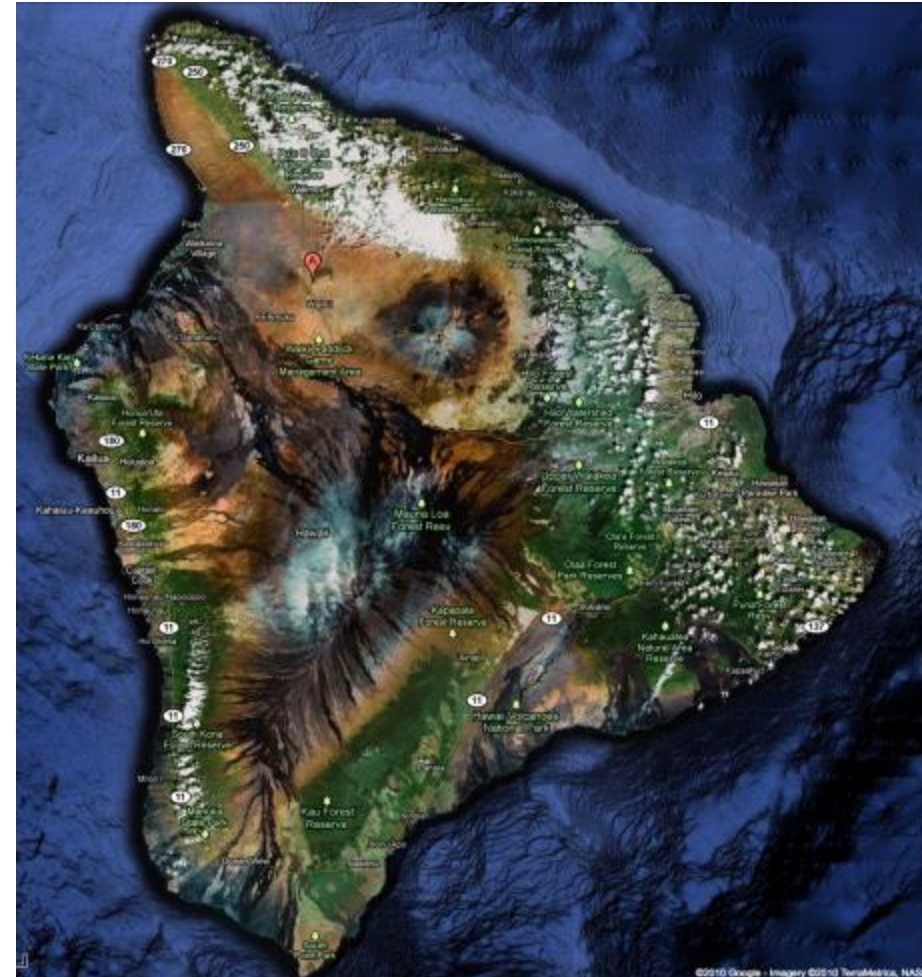
- Ingredients
 - A0 map
 - Lots of Lego
 - Post It's
- Timeboxed activities (3x)
 - Planning (5min)
 - Conduct sprint (10min)
 - Review (3min)
 - Retrospective (2min)
- I like, I wish (in team)
- I like, I wish (in group)



Lego Scrum Challenge



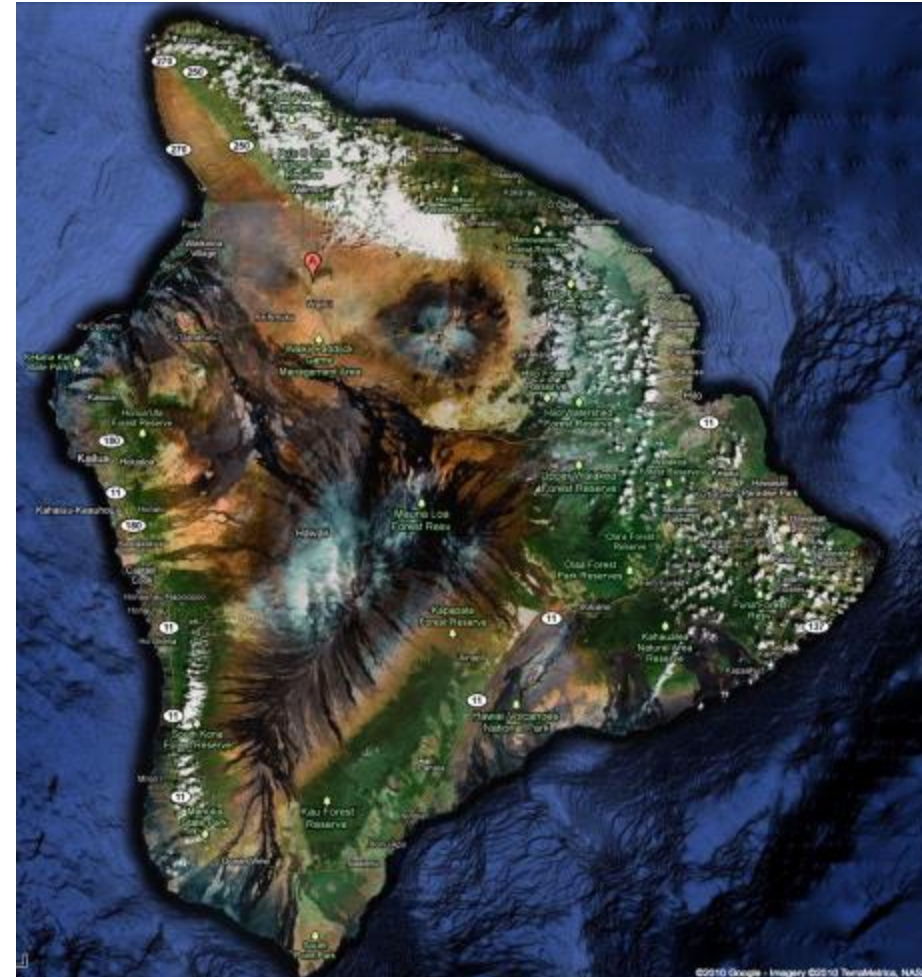
- Planning
 - PO presents User Story (we prepared some)
 - Design session / Task break down
 - Estimation
 - Time left? Next Story
- Conduct sprint



Lego Scrum Challenge



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



Lego Scrum Challenge

Start- und Landebahn

#12

Priorität < niedrig mittel, hoch >

Aufwand < Minuten >

Als
Flugzeugkapitän

möchte ich

eine Start- und Landebahn für kleine Flugzeuge

damit ich

Touristen und Besucher von einem 200km entfernten Hub
per Flugzeug auf die Insel bringen kann.

Akzeptanzkriterien

- Die Bahn ist für ein Flugzeug ausgelegt
(8 bis 10 Einheiten breit).
- Mindestens 25 Einheiten lang.
- Ein geeigneter Platz ist gefunden.



Lego Scrum Challenge



- 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!



- POs are encouraged to
 - adjust User Stories
 - remove/add User Stories
 - refine User Stories
- SMs
 - keep track of estimations
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 - moderate meetings
- Time-boxed activities (3x)
 - Planning (5min)
 - Conduct sprint (10min)
 - Review (3min)
 - Retrospective (2min)