

Assignment #2 – Create a VR experience that delivers value to the product owner

Assigned: Tuesday, February 6th, 2018

Demo and Webpage due: Tuesday, May 1st, 2018

80% of your final grade

Description: Your team will create an interactive, immersive VR experience that delivers value to your product owner.

Grading: Your grade will be a combination of:

- 1) following proper Scrum process each week
- 2) your product owner's (PO) evaluation of the value delivered
- 3) your teammates' evaluation of the value of your contribution

Team: 40% of assignment grade, Scrum Master: 50% of assignment grade

Scrum process (each sprint [two weeks] is worth 10 points)

1. In your biweekly meeting with your PO (3 points)
 - a. **Review** the work done by the team from the last sprint (last week)
 - b. **Create** new user stories with the PO
 - c. **Agree** upon acceptance criteria for the highest priority user stories
 - d. Team **commits** to the work to be done for the sprint
2. Tuesday - in class: team will run a retrospective once a sprint (1 point), Demo working software (1 point), teams will review other teams' progress (1 points)
3. Thursday - standup with your team (email product owner and turn in minutes and attendance of standup via Canvas) (2 points)
4. Monday - standup with your team (email product owner and turn minutes and attendance of standup via Canvas) (2 points)

Evaluating your Trello board: (each week is worth 5 points)

1. Your Trello board tickets should be in a user story format for most items. Use cases (tasks) should be reserved for very certain items (2 points)
2. The most important tickets are at the top of the backlog (3 points)
3. A rule of thumb is that a ticket should be completable within one day.

Additional grad student requirement (each week is worth 5 points)

1. Your Trello board should include **team** estimations of size of the story (e.g. XS, S, M, L, XL - breakdown anything L or above) (5 points)

Product Owner Evaluation (40% of assignment grade, Scrum Master: 30% of assignment grade)

1. During review, the product owner will submit a Google Form evaluating your team's delivery of value over the last sprint. This form includes the following questions:
 - a. Were all students present? If not, please note which ones were missing.
 - b. The trello board has been updated to reflect the current state of the project
 - c. A significant amount of value was delivered to me since the last meeting.
 - d. How can the team improve next sprint?

Additional grad student requirement

2. Starting in Sprint 2, each sprint, submit a video of one person from your intended audience trying out your latest shippable software version. The video should be two minutes length. The first 90 seconds shows the experience (1st person) and a person using experience (3rd person), 30 seconds of the person providing feedback.

Team Member Evaluation (20% of assignment grade)

1. Each sprint (15 points, average of teammates evaluation, 5 points for evaluating all your teammates)
 - a. Rate each teammate's contribution (1-10)
 - b. Provide feedback on the teammate's contributions during the sprint
 - c. Provide feedback on how your teammate could improve contributions in the next sprint (constructive criticism)

Submission:

- A webpage for your team (you can use anything [e.g. google sites, wix, wordpress etc.]). The webpage should include a short description, cite sources of models used, and embed within a YouTube video including:
 - Start with your team explaining the goal of the experience (each person must speak)
 - Demonstrate the experience

Calendar:

Dates	Sprint	Output
Feb 6th - Feb 12th	Sprint 0	<ul style="list-style-type: none"> ● Meet with PO ● Trello board
Feb 13th - Feb 26th	Sprint 1	<ul style="list-style-type: none"> ● 2 team meetings during class

		<ul style="list-style-type: none"> ● 4 team out of class meetings ● 1 PO meeting ● Team evaluation ● Updated trello board ● Webpage ● Storyboard
Feb 27th - Mar 19th	Sprint 2	<ul style="list-style-type: none"> ● 2 team meetings during class ● 4 team out of class meetings ● 1 PO meeting ● Team evaluation ● Updated trello board ● Webpage ● Working Demo
Mar 20th - Apr 2nd	Sprint 3	<ul style="list-style-type: none"> ● 2 team meetings during class ● 4 team out of class meetings ● 1 PO meeting ● Team evaluation ● Updated trello board ● Webpage ● Working Demo
Apr 3rd - Apr 16th	Sprint 4	<ul style="list-style-type: none"> ● 2 team meetings during class ● 4 team out of class meetings ● 1 PO meeting ● Team evaluation ● Updated trello board ● Webpage ● Working Demo
Apr 17th - Apr - 30th	Sprint 5	<ul style="list-style-type: none"> ● 2 team meetings during class ● 4 team out of class meetings ● 1 PO meeting ● Team evaluation ● Updated trello board ● Webpage ● Working Demo
May 1st		<ul style="list-style-type: none"> ● Webpage ● Demo Day