



## Second Sprint Review

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Semesterprojekt: Implementierung eines Brettspiels, WS 18/19

# Agenda

- Today
  - Sprint #2 [Review Meeting](#);
  - Sprint #3 [Sprint planning](#);
  - Live Demo: (Marc Seibert): TTR-Client in C#
  - Evtl. Vortag: Sprint Retrospective
- Next Monday,
  - New User-Story „Single-Player“
- Monday 17.12., **13:30:**
  - First Milestone Review

# Erster Milestone: Ablauf

- Präsentation des Prototypen am 17.12., **13:30 Uhr:**
  - 15 Minuten Einleitung durch uns.
  - 15 Minuten Präsentation pro Team. Reihenfolge wird ausgelost.
  - Anonyme Abstimmung. Jeder Anwesende hat eine Stimme.
- Ziel der Präsentation: „Komitee“ vom eigenen Prototypen überzeugen.
- Struktur der Präsentation:
  1. Folie(n): Welche User Stories wurden umgesetzt.
  2. Präsentation des Prototypen.
  3. Folie(n): Technische Umsetzung (z.B. Besonderheiten, Features, Alleinstellungsmerkmale, Architektur, etc.).

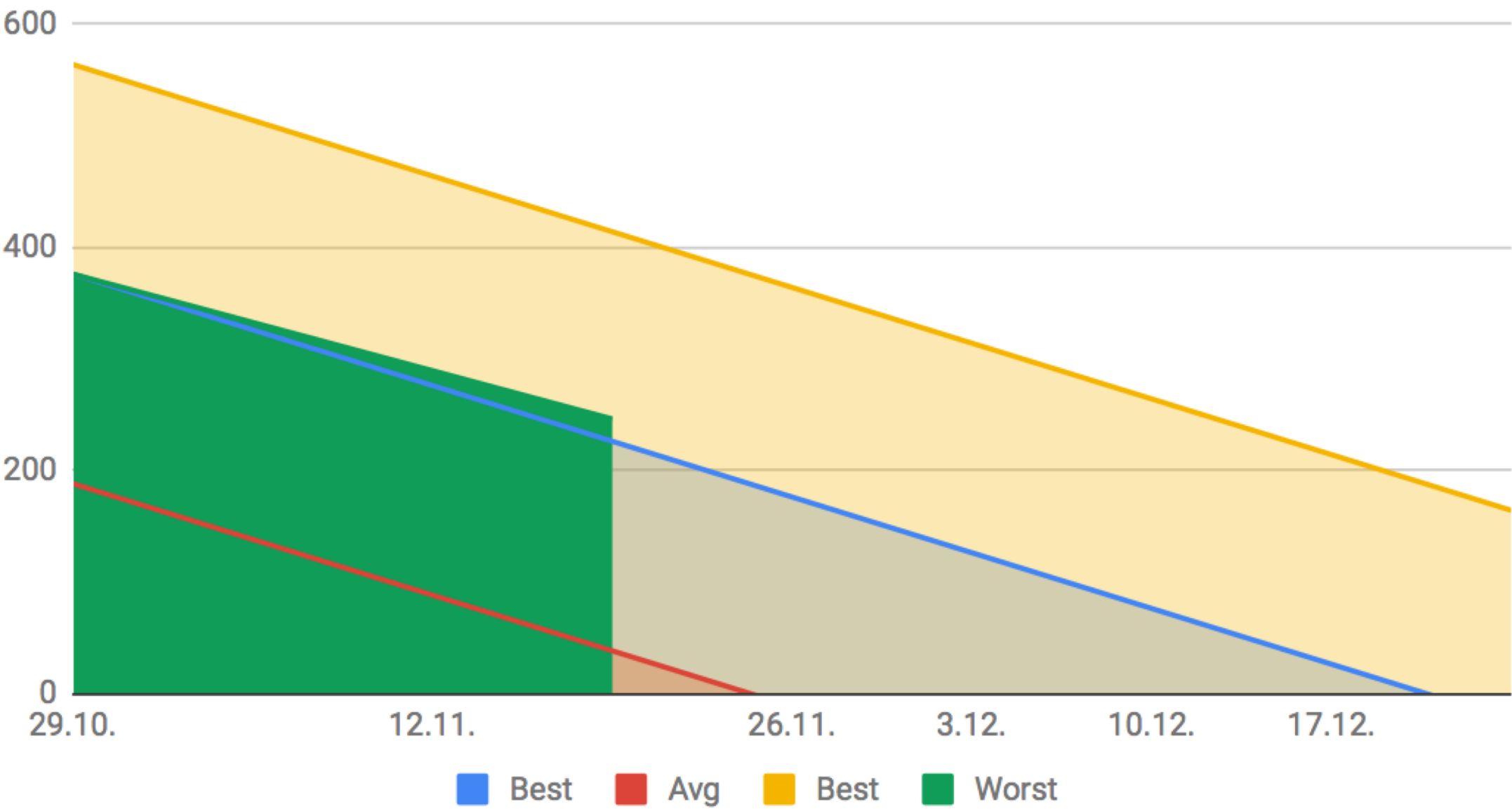
# In den nächsten Wochen

- Ab Januar beginnt die KI-Challenge.
  - Fünf einwöchige Sprints mit wöchentlichem Turnier.
  - Pro Team wird eine KI gewertet.
- Alle Teams:
  - Mit dem Server-Interface vertraut machen.
  - Finalisieren der eigenen User-Stories

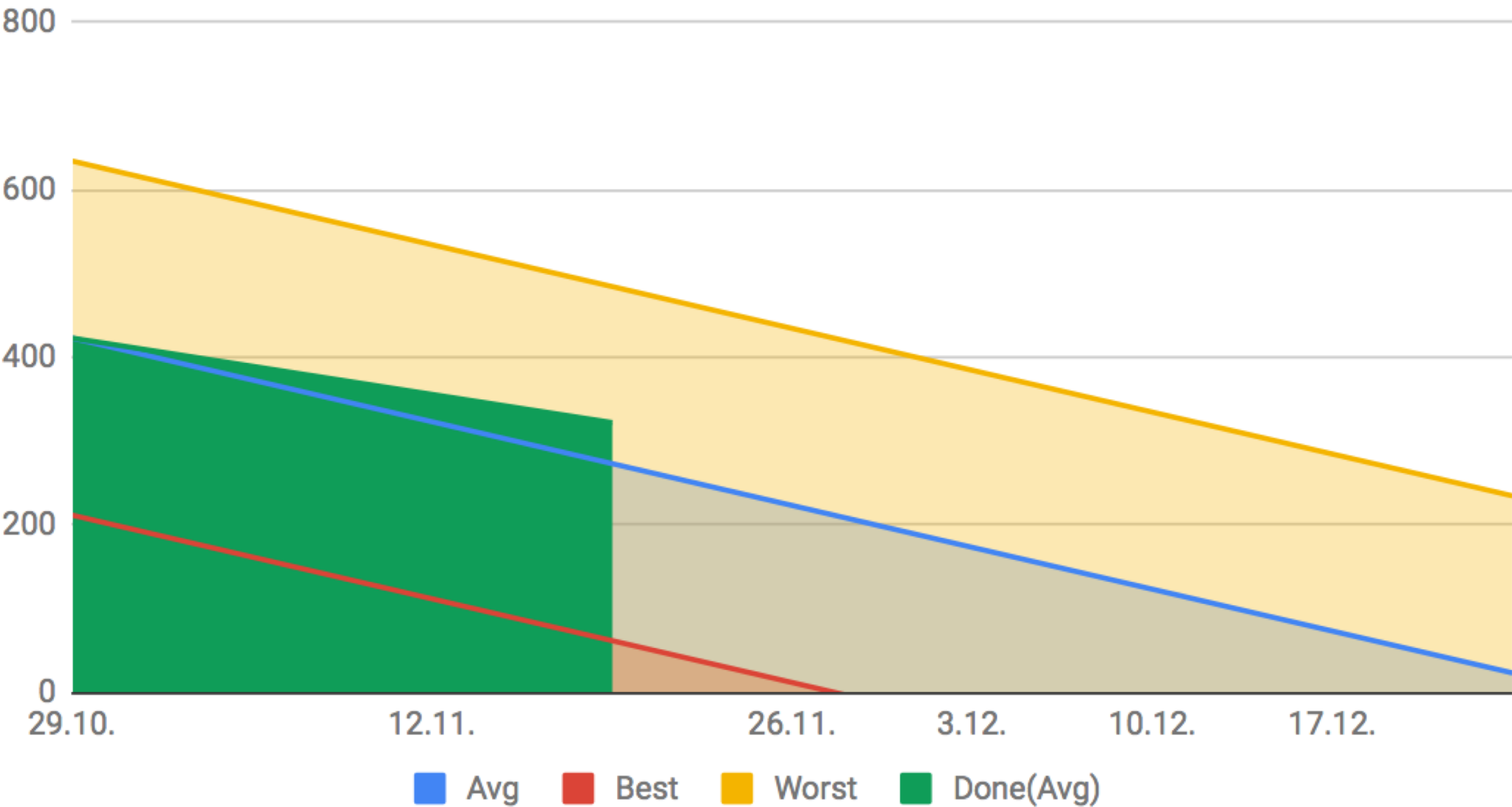
# Sprint Review

- Which Product Backlog items have been "Done"?
  - Observer: Menü
  - Observer: Spielbeginn /Spielbrett
  - Observer: Spielerwechsel
  - Observer: Spielablauf
  - Observer: Animation
  - Observer: Spielende / Punktestand
  - Gekripteter Spielzug
  - Strecke bauen
  - Zielkarte nehmen
  - Wagenkarten nehmen
- What went well during the Sprint?
- Which problems were run into, and how were those problems solved?
- Were the estimations correct? (Burndown Chart)
- What are the items planned for First Milestone?

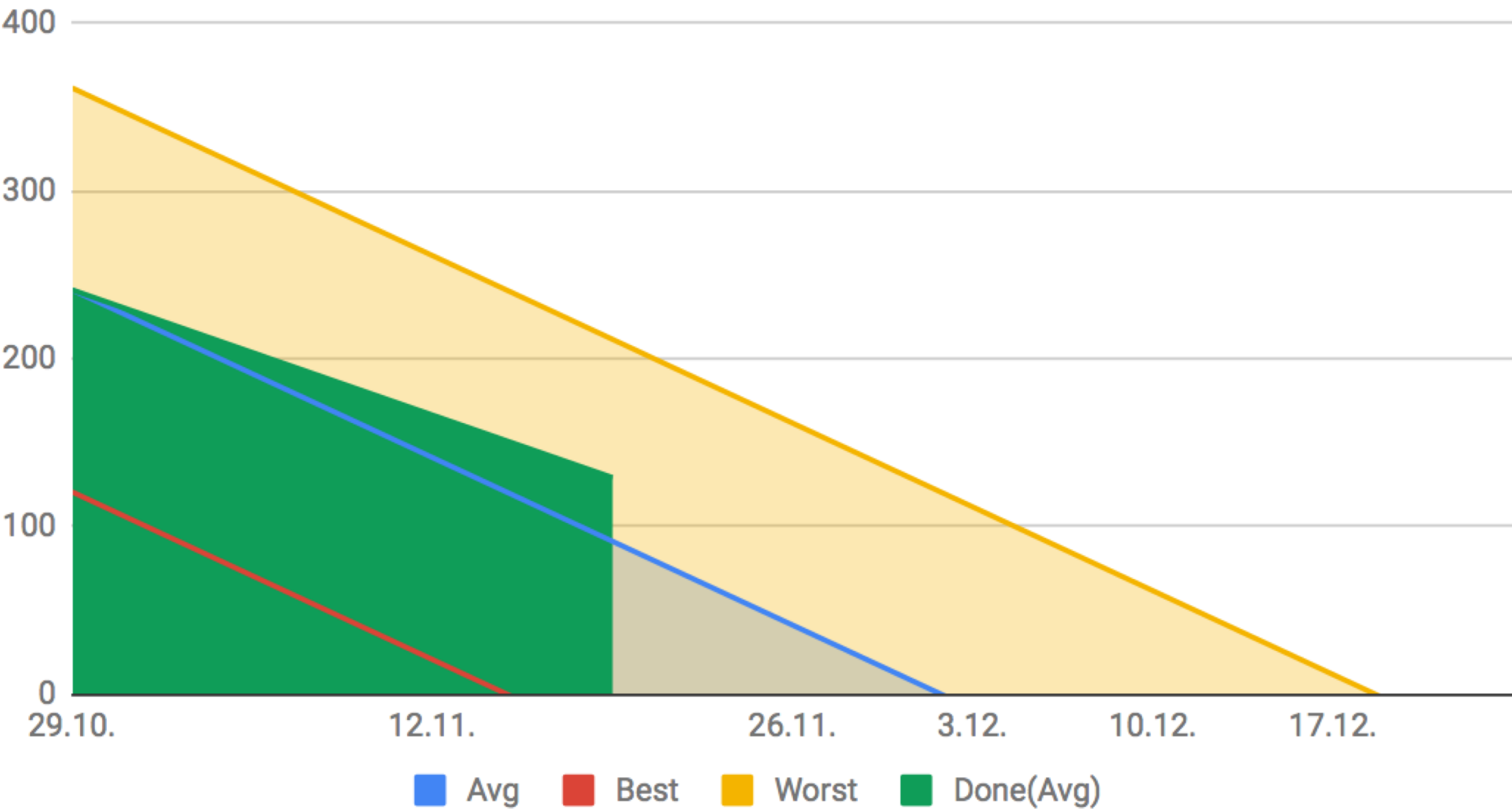
# Team Green: Burndown Chart



# Team Black: Burndown Chart

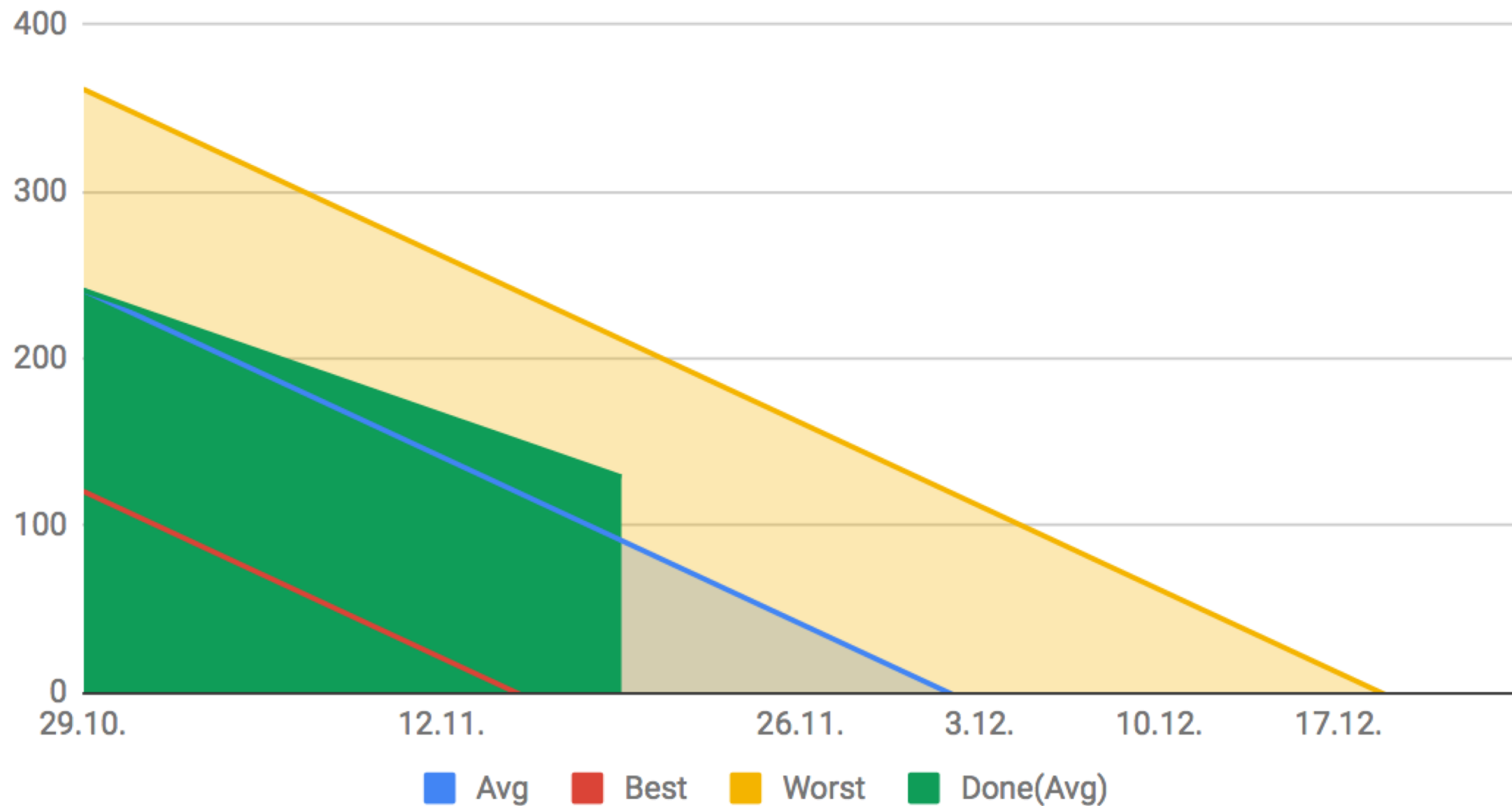


# Team Red: Burndown Chart





# Team Blue: Burndown Chart



# Sprint Retrospective

# Scrum Artifacts

- Four formal events:
  - Sprint Planning
  - Daily Scrum
  - Sprint Review
  - Sprint Retrospective

# Sprint Retrospective

- Occurs after the Sprint Review and prior to a next Sprint Planning
- A good Retrospective will result in actionable and committed improvements
- A **blameless space** for members of the team to provide their honest feedback and recommendations for improvements
- The **Scrum Master** encourages to improve the development process to make it more effective and enjoyable

# Scrum Team

- The team ...
  - inspects how the last Sprint went with regards to people, relationships, process, and tools
  - identifies and orders the major items that went well and potential improvements
  - creates a plan for implementing improvements

# Retrospective

## A Typical Sprint Retrospective Model

What worked well?

What could be improved?

What will we commit to doing in the next Sprint?

*Scrum Team members  
make actionable  
commitments*

# Discussion

- The goal is to improve as a team
- Try to be positive
- Do not blame team members and don't take things personal
- Listen to all team members

# Questions

1. What worked well?
2. What could be improved?
3. As a result of (1) and (2):  
What will we commit to doing in the next Sprint?



# What worked well?



- Write down what worked well within the last sprint(s)
- Focus on events and not team-members
- Focus on the facts rather than opinions
- 10 minutes

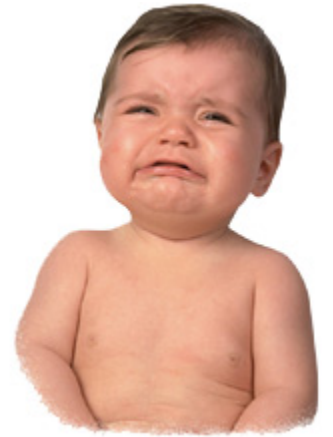
# Examples



- Facts:
  - Team collaboration
  - Splitting stories into tasks
  - Estimates

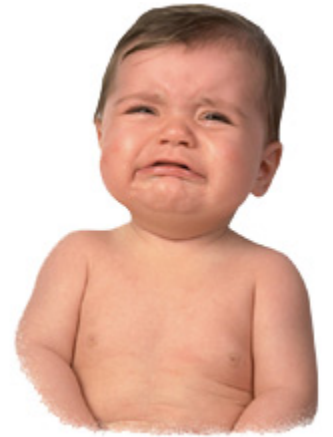
# What could be improved?

- Describe what did not work well
- Do not blame other team members
- Focus on events and not team-members
- Focus on the facts rather than opinions
- 10 minutes



# Examples

- Facts
  - Meetings
  - Code documentation
  - Quality of the product was not good



# What will we commit to doing in the next Sprint?

- What are concrete actions to implement to improve the team
- 10 minutes

# Examples

- Facts
  - Follow meeting invitations
  - Meeting about Coding guidelines

# Alternative: The 4 L's

- Ask yourself 4 questions:
  - What did you like?
  - What was lacking?
  - What did you learn?
  - What do you long for going forward?

# Alternative: The Constellation Game

- On a scale from 0 to 10 ...
  - I feel I can talk openly in this Retrospective
  - I am happy with the quality of our code
  - I feel I'm part of the best team ever



# Alternative: Expectations

- Ask yourself:
  - What my teammates can expect from me
  - What I expect from my teammates

# References

- <https://www.atlassian.com/team-playbook/plays/retrospective>
- <http://scrumprimer.org/scrumprimer20.pdf>