Today In Class

- Estimation Lecture
- Sprint Backlogs & Tasklists
 Backlog, Tasklist & Estimation Workshop (45)
- Good Software Practices with Andrew
- If there's any time left: Project Work
- Due Today:
 - Product Backlog.
 - Running Code (expected milestone, no deliverable)

Be Ready for Wednesday!

Due Wednesday:

- Testable version of your game
- Sprint Tasklist (Spreadsheet format)
- Focus Testing lecture
 - In Class Work: Creating a Focus Test
 - In Class Work: Running a Focus Test
- Genevieve Conley Guest Lecturer from Riot

Agile Part II

Word Quiz

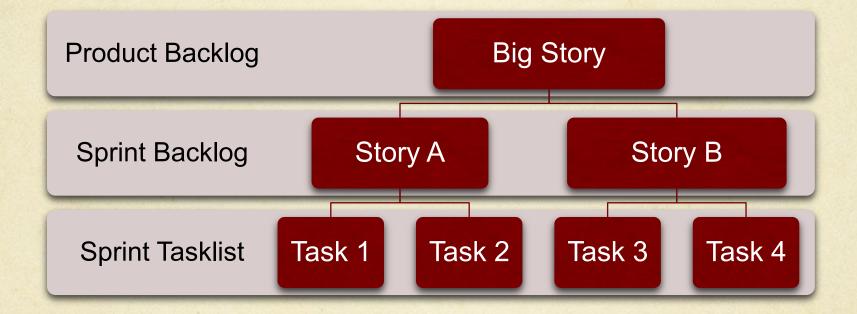
- Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Retrospective

- Team Member
- Scrum Master
- Product Owner

- Product Backlog
- Sprint Backlog
- O Task List
- Scrum Board

Sprint Backlogs, Tasklists, and Tasks.

Creating a Sprint Backlog



Epic Stories → Smaller stories

- As the user I want an improved physics engine so that I can have good, responsive car driving physics'
 - What does that mean, anyway?
- Realistic acceleration?
- Braking?
- O Friction? Mass & Momentum?
- Special effects of sparks crackling off the pavement, smoke pouring out of overworked engines?

This is one of the methods Agile Teams with 'differently skilled' members can use to do better load balancing for their team!

Tasks

- Tasks are small enough to estimate with better accuracy: tasks should range from 1 – 8hrs of work, ideally.
- Tasks (ideally) can be assigned to a single person.
- By breaking a 'story' into 'tasks', the team can find 'hidden' dependencies & potential team member overloading before the Sprint gets started.

Creating a ScrumBoard

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Creating Tasklist

- Create a Sprint Backlog & Tasklist for the next week.
- Stop estimating when you run out of time to do work, not when you run out of stories!
- Ask yourself: is that the project you want to make?
- Prepare a 2 minute (no visuals) presentation, talking about the process of making your sprint task list. What did your team learn while doing it?

Pulling it all together

There you have it. Be Agile.

CMS.611J / 6.073 Creating Video Games Fall 2014

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