

Software Project 1 & 2 & 3

Course Summary and Quality Award

28.4.2020

Agenda

- 16:15 Summary of the course, Jari Vanhanen
- 16:30 Demos of Top-3 Accenture Quality Award candidates
 - Team 3, Experimenting with Hybrid UI solution for modern websites / Web-veistämö
 - Team 5, The WTF Helper / Sievo
 - Team 18, Student Data Visualization / MAFY-valmennus
- 17:40 Announcing the Winner of the Quality Award, Vesa Suikkola/Accenture

Educational Goals

- After this course you should
 - **understand the common challenges** involved in sw development
 - be able to **apply Scrum** and suitable work practices and tools in your projects
 - be a **better programmer**
 - have improved in many **academic skills** applicable practically anywhere

Use this course as an opportunity for learning!

Think about your personal learning goals and make decisions (project topic, your responsibilities in the team etc.) that support them!

- **It seems, you achieved the goals well**
 - **you successfully overcame many different challenges in the projects**
 - **you had very good insights in your learning diaries**

Learning Diaries – Communication

Communication is still a key factor when determining the success of a project.

In the end, I would say that the utilization of Scrum reflects the **communication skills of the team** and that being said I think a more “verbose” and “linked” team could have applied this methodology way more effectively. Now oftentimes the dailies and reviews felt relatively forced because it felt as if no one wanted really discuss the status and remained silent during these sessions.

Working closely with others has shown that **most people are unwilling to ask for help early** (I belong to this class, too). Working in the same space and at best working around the same table makes it easier to ask “stupid” questions quickly.

Opin pyytämään apua, kun sitä tarvitsin.

Learning Diaries – Remote work

Since it is nearing the end of the project, **we know each other well and are comfortable with having long Zoom meetings**. In my opinion, these work just as well as being physically present.

We used **Discord** as our main way to communicate during the team sessions. **VS Code Liveshare** was also a huge help since you can share your code, your terminal and servers.

Etätöiden tekeminen sujui yllättävän hyvin. **Kommunikoimme varmaan enemmän keskenämme**, sillä kaikki kommunikaatio hoidettiin sähköisesti (aiemmin tuli puhuttua lähinnä niiden kanssa, jotka olivat paikalla).

Learning Diaries – Product Owner

Sprint review tilaisuuksien merkitys on myös kasvanut projektin aikana, kun applikaation ominaisuudet ovat lisääntyneet. **PO:lta saatava palaute on ollut todella tärkeää** ja sen avulla olemme pystyneet luomaan applikaatiosta sellaisen, kun hän on siitä halunnut.

Our project has greatly benefitted from an interested and active PO. Our tasks are always prioritised, and he has been testing the system throughout its development. ... **A good PO makes everything run better.**

A particular thing attracted my attention: How much the **PO, who himself didn't program, appreciated demos with visual content.** As a programmer who spends most of his time staring at the source code it is good to keep in mind that visual display of functionality is appreciated.

Learning Diaries – Backlogs

The backlog has been extremely useful. Even though we have not been working in the same space we have been **able to see what everyone is working on and how they are progressing from Jira.** And even though things have changed in terms of what should be done during the sprint, we have always been able to see that too from Jira.

Oli mielekästä huomata **aika-arvioinnin helpottuminen ja nopeutuminen.** Kaikille alkoi muodostua selkeämpi kuva taskien vaatimasta työstä ja usein estimaattipokerin numerot olivat heti ensimmäisellä kierroksella suurelta osin samoja.

Learning Diaries – Quality Assurance

Ohjelmakoodi kannattaa rakentaa siten että se on mahdollisimman helposti testattavissa alusta lähtien. Testeistä tulee luotettavampia, eikä niiden korjailuun/refaktorointiin kulu paljoa aikaa.

Opimme hyvin viimeisellä sprintillä miten projekti viimeistellään. On parempi viimeistellä nykyiset ominaisuudet hyvin, kuin lisätä paljon lisää keskeneräisiä ominaisuuksia.

Vaikka projektimme on ollut koodin ja toiminnollisuuksien kannalta hyvässä jamassa jo melko kauan, on dokumentaatiossa ollut puutteita. Tämä tuli etenkin esille, kun tiimin ulkopuoliset henkilöt yrittivät asentaa järjestelmämme alusta alkaen.

The testing session with the other team proved itself highly useful. Our software had overall pretty good quality but had a lot of small bugs, overlooked details or other flaws. As a developer, it was easy to often become blind to those mistakes but getting a fresh pair – or rather many pairs – of eyes to test your software was extremely useful.

Learning Diaries – Process Improvement

I'd like to highlight the continuous improvement and learning, which is one of the essentials of Scrum. **As a team, we have improved our ways of working based on the feedback and insights gotten from the retrospectives.**

I also observed that Scrum – like all other frameworks – has its flaws. Each and every team is different, which automatically leads to each team having an unique optimal method of working. Some teams might enjoy the agility, some might not. There will always be differences and **the best way to figure out the optimal method is to systematically try different things and detect the policies that work.**

Learning Diaries – Scrum

Scrumin merkitys on korostunut poikkeusaikana. Kun kaikki ovat kotiensa vapaudessa, yhteiset sitoumukset, kuten dailyt, backlogit ja definition of done, ovat toimineet selkärankana projektin onnistuneelle jatkumiselle. **Ennen tätä kurssia, kun olen enimmäkseen työskennellyt yksin**, en ole osannut arvostaa Scrumin tapaisia järjestelmiä. Miksi ottaa raskas systeemi käyttöön, kun tunnen kuitenkin itse itseni parhaiten ja osaan luoda minulle sopivan systeemin ilman ulkopuolisia ohjeita? Nyt **tiimissä ja erityisesti etätyöskentelyssä huomaan, että koska kaikki ovat erilaisia, tarvitsemme yhteisen järjestelmän, ettei homma leviä käsiin.**

No one took leading role, which I feel like should still exist. If we had situation, where someone needed to make decision, they generally needed to seek for approval from 2-4 other people (I don't actually know, this is feeling I have looking back). I feel like having single person that can authorize decisions e.g. about code structure would make group more agile in their decisions. Leader would also probably help with us having things "almost finished".

Course Feedback

- Please, fill the course feedback form
 - invitation link sent from “course feedback”
 - opened already, closes 11.5.
- In the open questions, let us know how we could
 - improve the course arrangements
 - increase the educational value even further

Evaluation Principles

Component	When	Client	Coach	TOTAL (max)
Work practices	After each project review	-	0-5p*	15p
Project progress	After each project review	0-5p*		15p
Final results	After the last project review	0-15p	0-15p	30p
EES participation	After each EES	-	0-2p	2p
TOTAL (max)				62p

Evaluation – Final Results

Component	When	Client	Coach	TOTAL (max)
Work practices	After each project review	-	0-5p*	15p
Project progress	After each project review	0-5p*		15p
Final results	After the last project review	0-15p	0-15p	30p
EES participation	After each EES	-	0-2p	2p
TOTAL (max)				62p

*) In a short project these points will be multiplied by 1.5.

- Client
 - compares to the original/updated product vision
- Coach
 - compares to typical course project results
 - +/- a few points based on project's difficulty

Client: ~~Project progress~~ / Final results

5p / 13-15p - Exceeds expectations
 4p / 10-12p - Meets expectations
 3p / 07-09p - Slightly below expectations
 2p / 04-06p - Clearly below expectations
 1p / 01-03p - Far below expectations
 0p / 0p - Failed

Coach: Final results

13-15p - Exemplary results, difficult project
 10-12p - Exemplary results, easy project
 10-12p - Good results, difficult project
 07-09p - Satisfactory results
 04-06p - Poor results
 00-03p - Minimal results

Grades

1. Guided Tour for Aalto Visitors, 5
2. Booking Service, 5
3. Experimenting with Hybrid UI..., 5
4. Next Generation Retail, 4
5. The WTF Helper, 5
6. Asset Index, 5
7. Fiskars Co-create - Platform ..., 5
8. Pocket Permit, 4
9. Generic Input Simulator for..., 4
10. Vision System Configuration Tool, 5
11. Ceracrane - Certifying a crane..., 5
12. Subscription Management..., 4
13. Green Thumb Engineering, 4
14. Business Process Modeling..., 5
15. Visualization of Time Series Data, 5
16. Lunch Roulette, 5
17. Matchmade, 5
18. Student Data Visualization, 5

Do you want to come back?

- Developer -> Scrum Master
 - Choose the Software and Service Engineering major
- Scrum Master -> Coach
 - Contact Jari by the end of August
- Product Owner
 - Any company can propose topics by the end of August

Thank you for everyone!

- Students, Product Owners, Coaches
- Ferrix Hovi, Ville Heikkilä, and several coaches from the industry
 - Scrum LEGO Games
- Lasse Ziegler / Agile42
 - Certified Scrum Master Training
- Vesa S., Jarno H., Niina G., Jukka V., ... / Accenture
 - EESs: Design Thinking, Technology Architecture
 - Project reviews
 - Accenture Quality Award