

# Scrum usage semester 3

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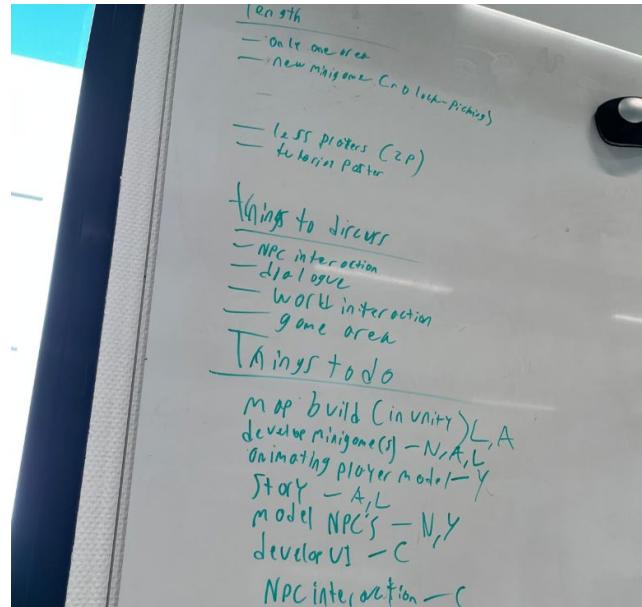
Throughout this semester me and my group tried using the scrum method of working. We planned sprints and held stand-ups. Our way of working with scrum changed throughout the semester but we weren't strictly holding onto the rules of scrum all the time. We extended deadlines, overshot plannings, missed stand-ups and sometimes completely forgot about the scrum method all together. But we still tried.

## Planning sprints

Usually, every 2-3 weeks we'd sit together at the table to plan out what our task for the next few weeks was.

We'd write the tasks on the board like this and assign them to different people this way. These sprints tended to be based on parts of the project. In this case, it was planning the tasks for the demo version of the game. We'd also write about the things we needed to discuss.

These tasks would then get put into notion as you can see below:



Finalize Concept / Story	<span>Done : With...</span>	<span>C Charlotte Weiss</span>
set up unity	<span>Done : With...</span>	<span>C Charlotte Weiss</span>
map build (in unity)	<span>Done : With...</span>	<span>L Leon Jodana</span>
development minigames	<span>Done : With...</span>	<span>G Gay Rice</span> <span>A Ash</span>
animating player model	<span>Done : With...</span>	<span>S Siamang Gibbon</span>
story	<span>Done : With...</span>	<span>L Leon Jodana</span> <span>A Ash</span>
model NPCs	<span>OPEN</span>	<span>S Siamang Gibbon</span>
Develop UI	<span>In progress</span>	<span>C Charlotte Weiss</span>
NPC interaction	<span>In progress</span>	<span>C Charlotte Weiss</span>
Make multiplayer game	<span>In progress</span>	<span>G Gay Rice</span>

1 I hate picture placement in word

## Stand-ups

At first, we did stand-ups every Thursday afternoon before heading home. We'd talk about what we did this week, what we would do next week and then talk about things that each of us might not have liked that happened this week. If there was anything that would need further discussion, then we'd discuss them later after the weekend. So, everyone could sleep on it first before making final decisions right before the weekend.

## Reflection

I think the way me and my group used the scrum method could've been way better. We tried to uphold the golden rules of scrum but ultimately became quite sloppy with it. I hope me and my next project group will work more professionally with the scrum method. Especially with bigger projects.

At the end of the semester these stand-ups were pretty important, especially before the night of the nerds event. We needed clear communication to keep everyone in check and to make sure everyone was up to date on the project's progress. After the event though we only had one or two meetings to discuss final changes and that was it.

The next semester I'll do my best to be stricter with myself with planning things. I'm a pretty sloppy worker and only work on things when I really need to. I want to have more things done ahead of time so I can avoid problems like only having an mvp done by the end of the semester.