Individual Homework. Turn in the following:

1. Write a short description of the work you did for the project over the last week. Focus your write up on: (1) clearly describing what you set out to do for the week; (2) clearly describing what you accomplished; and (3) reflecting on what went well for you during the week (in terms of progress), what didn’t, and what you will try to do to improve your productivity or teamwork within your team.

Project Homework. This part should be done with your team. Work on the following as a group and hand in all work items asked for as a single copy on the due date. Your team should be starting your third “sprint” this week. Your team should treat this like a “real” sprint with a sprint planning step, a sprint backlog, a sprint review, and a sprint retrospective. Note that you may still need to do background research, work on UI sketches, and/or do other design or setup work for your project, all of which should be incorporated into your sprint using “spikes”. In addition, your team will need to keep working on your project plan. At the end of the week (next Tuesday), your team must:

1. Turn in a completed task sheet from this week and an initially filled out task sheet for next week.
2. Continue to use GitHub to store all of your project documents, source code, etc.
3. A short description of the results of your sprint planning meeting. Your write up should include the stories you decided to work on for the sprint.
4. A draft of Section 3 of your project plan. Note this includes more work on UI sketches as well as developing an initial architecture diagram.

Reading Homework. This assignment is to be done individually. Read and be prepared to answer questions on the following before next Tuesday.

1. Agile Methods Ch. 6: Grooming and Planning
2. Scrum Field Guide Ch. 29: Prioritizing and Estimating Large Backlogs---The Big Wall
3. Scrum Field Guide Ch. 32: How Story Points Relate to Hours

To help you with the readings, you should be sure to focus on and understand the following topics.

- The basic idea of estimation
- Metrics for estimation including small-medium-large, story points, and hours
- The notion of relative sizing for story points
- What planning poker is and its benefits
- The basic idea of velocity
- How to analyze a large backlog
- Advantages of using story points and how they relate to hourly estimates