

EXG2141

## Enoncé

### Document C : Contexte

Vous travaillez sur le portail Web « Manny' s food service customer », un service de restauration en ligne.

Le projet est développé en suivant la pratique SCRUM. Une équipe (la SCRUM TEAM, nommée Orange) a été composée et les rôles suivant ont assignés aux différentes personnes qui la composent :

- Product Owner : Claire
- SCRUM Master : Sofiane
- Codeurs (ou développeurs) : Mike, Rodolphe

Elle utilise la technique du « Tapis d'Alphas » (Alphas Carpet) pour suivre l'avancement du projet au cours des Retrospective de chaque Sprint.

### Questions

Q1. A la lecture de « Document I - initialisation du tapis », remplir les tableaux CT1 et CT2 et en déduire le nombre de cartes nécessaires pour réaliser le tapis de cartes.

Q2. Seule une partie du tapis est présentée dans la photo H1. Compte tenu de la convention de présentation, quel est l'alpha state atteint par l'alpha Scrum TEAM.

Q2. Quel Alpha State a été atteint pour le Sprint 1. A votre avis, quel sera l'Alpha State de l'Alpha Sprint 1 atteint lors de la Retrospective à l'issue du Sprint 1 ?

**Document I – initialisation du tapis**

Liste des points de contrôle (checkpoints) associés aux états d'avancement (alpha state) de l'avancement (alpha) Sprint (pour la pratique *SCRUM* *OMG*)

ID Ligne	
L1	One Alpha card for each of the Kernel Alphas;
L2	One Activity Space card for each of the Kernel Activity Spaces;
L3	One Competency card for each of the Kernel Competencies;
L4	One Work Product card for work product “Product Backlog”, attached to the Alpha card for Alpha “Requirements”;
L5	Seven Activity cards, one for each of the four Activities defined in the Scrum practice and the three Activities defined in the User Story practice, each attached to an Activity Space card as described by the practice.
L6	Assuming there is just one Scrum Team, one Alpha card for that team is added (attached to the Alpha card for Alpha “Team”);
L7	Assuming three Sprints have been planned, three Alpha cards for Alpha “Sprint” are added (attached to the Alpha card for Alpha “Work”) as well as three Work Product cards for Work Product “Sprint Backlog” (attached to the Alpha card for the respective Sprint);
L8	Assuming the team is currently working on the first Increment, one Work Product card for Work Product “Increment” is added (attached to the Alpha card for Alpha “Software System”);
L9	Assuming three User Stories have been described so far, three Alpha cards for Alpha “User Story” are added (attached to the Alpha card for Alpha “Requirements”) as well as three Work Product cards for Work Product “User Story Card” (attached to the Alpha card for the respective User Story.
L10	For each individual Alpha card named above, a set of Alpha State cards for this particular Alpha is added to the set as well, attached to the respective Alpha card.

**Document C – comptage des cartes**

**Tableau CT1 - comptage de toutes les cartes (sauf Alpha States)**

ID Ligne	Alpha	Activity Spaces	Competencies	Work Product	Activity
L1					
L2					
L3					
L4					
L5					
L6					
L7					
L8					
L9					
L10					
TOTAUX					

**Tableau CT2 - comptage des cartes Alpha States**

Practice	Alpha	ID Ligne	Nombre d'Alpha State	Nombre d'instances	Total par Alpha
<b>KERNEL</b>	<b>Opportunity</b>				
	<b>Stakeholder</b>				
	<b>Requirements</b>				
	<b>Software System</b>				
	<b>Way of Working</b>				
	<b>Team</b>				
	<b>Work</b>				
<b>SCRUM (OMG)</b>	<b>Scrum Team</b>				
	<b>Sprint</b>				
<b>USER STORY (OMG)</b>	<b>User Story</b>				
				<b>TOTAL GENERAL</b>	

**Document P**

Liste des points de contrôle (checkpoints) associés aux états d'avancement (alpha state) de l'avancement (alpha) Sprint (pour la pratique *SCRUM* *OMG*)

**Alpha : Sprint (from practice SCRUM OMG)**

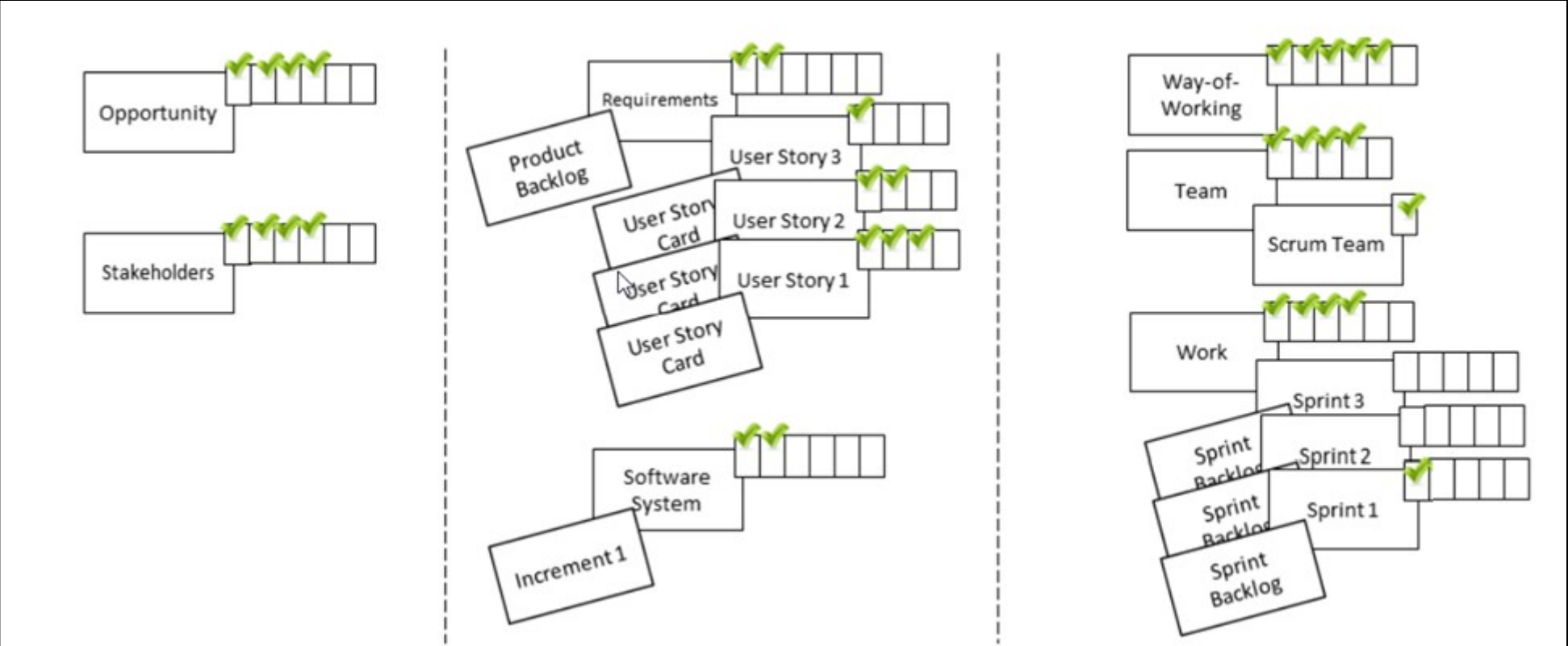
Alpha State		Checkpoints	Reformulated
<b>Planned</b>	C1	Sprint Planning Meeting is held.	
	C2	Product Owner presents ordered Product Backlog items to the Development Team.	
	C3	Development Team decides how it will build this functionality into a "Done" product Increment during the Sprint	
	C4	Scrum Team crafts a Sprint Goal.	
	C5	Development Team defines a Sprint Backlog.	
<b>Started</b>	C1	Team is taking their work items from the Sprint Backlog	
<b>UnderControl</b>	C1	<del>Daily Scrum optimizes the probability that the Development Team will meet the Sprint Goal."</del>	This not a checkpoint but an advice
	C2	Every day, the Development Team should be able to explain to the Product Owner and Scrum Master how it intends to work together as a self-organizing team to accomplish the goal and create the anticipated increment in the remainder of the Sprint.	
<b>Concluded</b>		During the Sprint Review, the Scrum Team and stakeholders collaborate about what was done in the Sprint.	
<b>Closed</b>	C1	A Sprint Review Meeting is held at the end of the Sprint.	
	C2	The Sprint Retrospective occurs after the Sprint Review and prior to the next Sprint Planning Meeting.	

**Alpha : SCRUM TEAM (from practice SCRUM OMG)**

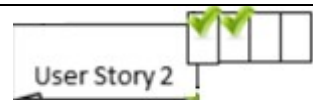
Alpha State		Checkpoints	Reformulated
<b>Established</b>	C1	The Product Owner is assigned.	
	C2	Developers are assigned to the Development Team.	
	C3	The Scrum Master is assigned	

**Photo H1 - Alphas States – photo 1 - post Sprint Planning du Sprint**

L'état du projet a été établi à la fin du Sprint Planning du Sprint no 1 (avant que l'équipe de développement ne commence à travailler, c'est-à-dire à prendre des tickets (work item) dans le Sprint Backlog).



Convention graphique



Cette représentation signifie que l'Alpha User's Story (instance numéro 2) a vérifié les 2 premiers points de contrôle (sur les 4 qu'elle en compte)