SE-2800 Software Engineering Process I

Scrum Ball Game Activity

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Sprint | Initial Estimate | ¼ Projection | ½ Projection | Actual | # Defects | # Defects/100 balls | Notes/Retrospective |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |

 Game Summary:

### Key approach changes made in each sprint

### Changes that led to the greatest improvement

### Discussion (trends, correlation with “productivity”) of defect rate (errors/100 balls passed) for each sprint