

Getting Started with iceScrum (in CS 442 at UIC)

Last Updated Spring 2018

This document was prepared for the students in CS 442 at the University of Illinois at Chicago during the Spring 2018 term. Some details may not apply to other situations.

iceScrum Resources

- Main site: icescrum.org
- Online documentation: kagilum.com/documentation/
- Getting Started documentation: www.kagilum.com/documentation/getting-started-with-icescrum/
- Local server: marvin.cs.uic.edu:8080/icescrum

General Overview

The basic idea behind iceScrum is to collaboratively create and maintain a common "to do" list for a group project, with specific tasks scheduled to be completed during specific sprints by specific team members. Tasks are derived from user "stories", which serve as both goals and acceptance tests for specific releases. Stories are assigned values and tasks are assigned efforts, allowing progress to be plotted as stories and tasks are created and/or completed.

Creating An Account

1. Open any web browser, and connect to an iceScrum server. For CS 442 use www.marvin.cs.uic.edu:8080/icescrum
2. Click on "connect" in the upper right hand corner.
3. Choose "Registration" on the pop-up login dialogue.
4. Fill in the fields, noting the following for CS 440: Please use your real name, and only create one account.
5. Under "username", please use your ACCC NetID, e.g. "jbell"
6. After filling out the fields, the "Registration" button at the bottom of the form will take you back to the login popup, where you can now log in with your newly created user name and password.
7. After logging in you can click on your icon on the upper right and then click "your account" to personalize your icon, change your password, or correct the spelling of your name.

Creating a Project (With Specific Details for CS 440/442)

- It is okay to create practice projects for the purposes of learning the software, as these are easily deleted later. (Please delete unwanted projects when you are done with them, to reduce clutter.)
- On the top menu bar to the left of the "Dashboard" menu there is another menu whose name may change depending on what project(s) you are or are not already a member of. We will call this the "Project Menu".
- Select the "Create" item from that menu.
- Fill in the forms, noting the following for CS 440 / 442:
 - For practice, please name your project "practice", "sample", "play", or something like it, and include your user name as part of the project name. E.g. "jbellPractice".
 - When you are ready to create your real group project, please name it "44X Group Y Term Year - Name_of_choice", where X is 0 or 2, Y is your assigned group number, Term is either F or S (for Fall or Spring), Year has 2 digits, and Name_of_choice is whatever you wish to call your project. (This can be changed later.) Only one member of the group should do this. For example, "442 Group 42 S18 - Downside Up".
- Please create all your projects as Private. The instructors can still view them through the administrator login. (Note that a public sample project may be made available for instructional and demonstration purposes.)
- The time zone for Chicago is UTC-6:00, and is one of the choices on the menu.
- Under "Find members" (on screen 2) you can search for anyone who has created an account by name or user name. Note that there may be student accounts left over from past semesters. You can also add team members later.
- Assigning roles to team members gives them differing access and authority for the project. "PO & SM" is Project Owner and Scrum Master, with the most abilities and authority.
- You probably want to leave everything on screen 3 alone. You can change these settings later if you really want to.
- On screen 4 it is very important to get the dates right. The "project start" date in particular cannot be changed later. See key dates listed below.
- Default sprint duration doesn't really matter, since you will change them all manually later anyway. (12 days works well.)
- After the project is created, you can inspect and modify parameters by selecting either "Settings" or "Practices" under the Project Menu. You can also add additional team members by selecting "Team" from the same menu.

Key Dates for Spring 2018

<u>Event</u>	<u>Weeks</u>	<u>Dates</u>
Project	3 – 14	M 29 Jan – F 27 Apr
Release 1 ¹	3 – 7	M 29 Jan – F 2 Mar
Sprint 1	4 – 5	M 5 Feb – F 16 Feb
Sprint 2	6 – 7	M 19 Feb – F 2 Mar
Release 2	8 – 12	M 5 Mar – F 13 Apr
Sprint 3	9 – 10	M 12 Mar – F 23 Mar
Sprint 4	11 – 12	M 2 Apr – F 13 Apr
Release 3	13 – 14	M 16 Apr – F 27 Apr
Sprint 5	13 - 14	M 16 Apr – F 27 Apr

Setting Up Initial Release and Sprint Dates and Details

- Clicking on the "Timeline" menu, you should see the first Release and either 2 or 3 sprints associated with it.
- The down arrow on the Release has an "update" choice, that will let you change the name, description, and possibly dates of the Release.
- Clicking on either a Release from the timeline or on the "Release Plan" menu shows individual sprints, with their own pull-down menus. Delete the third sprint if present
- Update the first two sprints to provide goals and adjust dates as shown in the table above.
- Go back to the timeline and select "+ New release" to add two more releases, the first having two sprints and the third consisting of a single sprint, with the starting and ending dates show above.
- When all is completed correctly, your timeline should look something like that shown in Figure 1 below. The naming of specific releases is up to you, and may vary from project to project. (Note that the image shown in Figure 1 does not conform exactly to the dates given above, so your timeline will differ slightly.)

¹ Releases may be given more meaningful names, such as "Environment", "Artifacts", "Testing", "#1", "#2", etc.

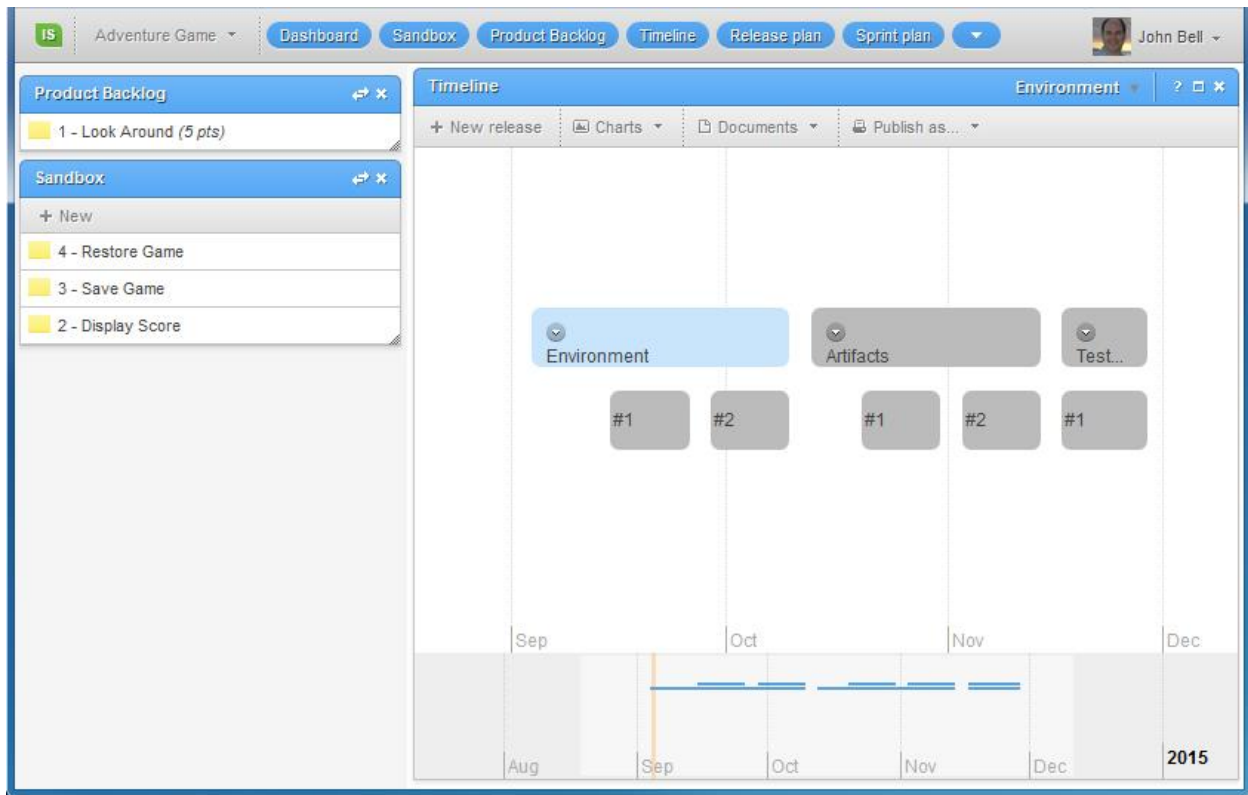


Figure 1 - Sample Release and Sprint Setup from Fall 2014

Creating Tasks: From Stories to Product Backlog to Sprints

- Task list creation in iceScrum normally follows these steps:
 1. *Stories* can be added to the *sandbox* by anyone with access to the project, i.e. by any interested stakeholder. (Public projects' sandboxes are accessible by all.) These are kind of like the stakeholders' wish lists, and should document as fully as possible their vision of what they want to do with the product.
 2. The project owner, PO, accepts stories from the sandbox, possibly edits them, assigns a value to them, and adds them to the *product backlog*. The project owner can also identify *features* of the product, and stories can be associated with particular features.
 3. Stories from the product backlog can be assigned (dragged) to specific *sprints*, but not to *releases*. (Stories must have a value before they can be assigned.)
 4. Specific *tasks* can then be created for specific sprints. Tasks can either be associated with a story or listed as recurrent or urgent. Tasks should be assigned an estimated effort, so that progress can be tracked. (iceScrum lists effort as "time remaining", but you can use any scale your group agrees upon.)
 5. Tasks can be *taken* by specific developers, who can update their progress and eventually mark them as "done".
- Note that there are some actions that can only be taken while a sprint is active.