

Scrum - week of 2012-02-06

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2012-02-06 e-scrum

2012-02-08 e-scrum

Scruminess

- What have you done since the previous call?
 - Marie: Working on form for new hire, testing of dropdown for CO select
 - Benn: Committed cake2 changes
 - Scott: No changes
 - What are you planning to do between now and the next call?
 - Marie: Continue working on form for new hire, Cake2 update
 - Benn: Clean up cake2 issues, start looking petitions controller
 - Scott: Moving forward on outstanding JIRA issues
 - Any impediments/stumbling blocks?
 - Marie: Cake2 update learning curve
 - Benn: Jury duty
 - Scott: Nothing unusual
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2012-02-10 dev call

Attending

Items covered for this sprint

- [Sprint03](#)

Scruminess

- What have you done since the previous call?
 - Marie: got what has been checked out working; was working on enrollment form but now that this has been checked in would like to finish off the UI stuff and the header
 - Benn: two tickets closed (cake 2 and workflow - CO-112 and CO-122);
- What are you planning to do between now and the next call?
 - Marie: get the UI stuff working
 - started on Petitions Controller (this will run past current sprint)
- Any impediments/stumbling blocks?
 - Marie: nothing at this time
 - Benn: CO-226 is blocking on CO-239 (Marie)

Dev business

- discussion of strategy to get to the 0.4 release
 - would be good to get 0.4 tagged quickly; we should prioritize 0.4 immediately or at least no later; problem is there are way more things on the .4 roadmap than in the sprint03 list
 - .4 was supposed to be cake upgrade, but while that was going on, other tickets were opened, and they are bugs that will prevent 0.4 to being released
 - **AI: Marie do to review the [bug tickets](#)**

So:

1. we are prioritizing 0.4 work over .5 work
2. we will not add these to sprint03 (since we're so close to the end of the sprint)
3. this will primarily impact Marie's work list

Beginning the 15th we will have a 2.5 week sprint, and we do not anticipate a bunch of planning on that one since we've got a pretty well defined backlog as is; the majority of our planning will be at the F2F in Pasadena on the 4th

March 4th = sprint planning + 0.5 feature planning

- declaring GUI "good enough" so that we can move on
 - concern is that we really need something suitably shiny out of the box, even if they can re-skin it themselves
 - if we can find UI specialists on board, that would be a fine alternative, but until we get there we'll have to keep iterating
 - goal is to make it work before we make it pretty, but releases shouldn't have mix-and-match colors
 - by the 0.5 release, it should look good
 - we will need to continue this on Wednesday's sprint planning call