

Test@Agile

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Two weeks before Test@Agile

The workshop proposal and programme is described and advertised in **Test@Agile** group on Facebook (<https://www.facebook.com/groups/907642502741394/>)

A fictitious business idea that our workshop will work with will be chosen from actual start-up business proposals – realistic or not 😊 – sent to me (in English, please!) by workshop participants before the workshop and chosen through anonymous **Survey Monkey contest**, held internationally for five days 8-12 October.

From the participants, I'd like to receive – prior to Test@Agile - information on how willing they are to act as makeshift product owners, scrum masters and test team leaders during the workshop.

The work progress will be published at Test@Agile group, both before, during and after the workshop.

During Test@Agile

Please note: the workshop scenario described below will be interrupted by - as minimal as viable – lecturing sessions.

1. Project Inception

- Organizing Scrum Teams (preferably two or three, depending in the number of participants)

- Establishing Scrum Master role(s), Product Owner role(s) and a separate test team for integration and regression testing
- Assigning some (fictional) velocities for both development and for test activities for Scrum Team(s)
- Creating rules for product backlog refinement meetings and “three amigos” sessions
- Learning Sponsor’s requirements on financial “milestones” and respective milestone documentation and quality criteria, and designing how to integrate them with Scrum workflow

2. Business Idea

- Testing the initial business idea

3. Initial Solution

- Creating and testing a solution proposal
- Establishing Product Backlog in **ReQtest** (a cloud tool)

4. Sprint 0A (non-development sprint)

- Establishing initial epics
- Adding acceptance criteria on epic level
- Defining DoD multi-level structure (containing user story level, PBI-level, sprint level and release level) [*PBI means “Product Backlog Item”*]
- Creating initial suit of user stories and other PBI:s
- Establishing DoR criteria for PBI:s (with special focus on verifiability and other test-related issues)

5. Sprint 0B (non-development sprint)

- Breakneck speed crash course in BDD and Gherkin
- Dividing participants into “three amigos” teams who:
 - Create user stories from the epics
 - Apply DoR criteria on the created user stories
 - Create Gherkin (GIVEN-WHEN-THEN) acceptance criteria for the user stories
- Creating more DoD criteria (especially test-related)

6. Sprint 1

- Spring planning meeting, part 1:
 - Planning poker for the development of user stories
 - Risk poker for testing of user stories
 - Adding story points from both pokers
 - Applying development team velocity and test team velocity values to development and test story points
 - Closing negotiations with Product Owner(s)
- Sprint planning meeting, part 2:
 - Breaking down stories into tasks
 - Synchronizing test tasks with DoD criteria
 - Establishing scrum board with Kanban board and burndown chart
- Using **random.org**, some development and testing will be simulated
- A scrum stand-up meeting discusses the results and proposes solutions

7. Sprint 2: The Walz Must Go On (non-development sprint)

- Redefining Product Backlog with bug fixing activities

8. Sprint 3 (non-development sprint) Test Case Design

- Test quadrants (some group work)
- Test design for bug-bashing (bug attacks) – a group experiment
- Test design in exploratory testing – test tours through system
- Model-Based Testing – on ready-to-test models
- How to perform non-functional testing in agile projects?

After Test@Agile

Work results from Test@Agile will be presented on Test@Agile on Facebook.