

Deliverable 2: Retrospectives and BPMN on feature mock-up

IN5140 - Smart Processes and Agile Methods in Systems Development

General Description of retrospectives and BPMN on feature mock-up

This group activity builds on Deliverable 1 and requires reflecting on the process used by the group to create the feature mockup for Deliverable 1. You can describe challenges your group faced during deliverable one and write a brief 2-page report summarizing the lessons learned. How to do [Agile retrospectives](#) ?

Additionally, you will create a BPMN diagram that models your group's process, including interactions between team members and communication with Product Owners (POs). The diagram must follow BPMN standards and clearly show actors, activities, and message flows. A brief explanatory text can be added to clarify assumptions and explain the diagram's elements.

1. Groups

- Deliverable 2 should be carried out within the same group as deliverable 1, as it is a group-specific activity.
- POs: Product Owners for each product will form a new group and complete a group-specific activity.

2. Elements of Deliverable 2

- **Deliverable 2:** Retrospectives and Process Modelling using BPMN.
 - 2.1 BPMN diagram of the used process for the first delivery.
 - Create a BPMN diagram that illustrates your group's process in deliverable 1, including how the group communicates with POs.
 - If you're in the PO group: model your process as Product Owners working with multiple groups and TAs(as customers). For example, represent how you communicated and collaborated with other teams and customers, and what your main tasks and responsibilities were.

- **Note:** You should add some text (explanation and assumptions) to the BPMN diagram. Ensure the main actors are explained.
 - Include the communication process with POs in addition to your group activity.
 - Page limit: 1 page
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- 2.2 Retrospectives
 - Reflect on your process within the group to create a feature mockup used during Deliverable 1.
 - Short description of groups and communication with POs: the roles involved in the feature mock-up project per group. For instance, your group members will have some assumed roles, like (UX designer for creating mock-up) and product manager, to communicate with the POs
 - Identify and outline challenges faced while you were working on deliverable 1
 - Reflect on the changes in requirements (given by the TAs) and how they affected the process in creating the feature mock-up
 - Lessons learned
 - You can follow this document to know more about how to effectively do retrospective [Agile retrospectives](#)
 - Page limit: Should be 2 pages
 - Deliver both two documents in Devilry.
 - Deadline: **October 26th at 11:59 PM**

3. Details about Deliverable 2

3.1 Example

- Actors (Roles assigned within your group) :
 - The required roles might differ depending on which feature (e.g., developers, UX designers, etc),
 - POs(Product Owners) + Other teams worked on the same project
- Focus: BPMN process and Task within the group + communication with POs and other group members within your group.

3.2: Guidelines for BPMN diagram.

- Your diagram should be readable and understandable
- Your diagram must reflect the process described in your case
- Syntax:
 - Correct lanes and pools
 - Correct use of activities vs gateways
 - Start and stop events are correctly included
 - Correct use of sequence flow and message flow
 - Correct use of collaborations
 - Your diagram should in general, follow the BPMN rules

Assumptions and explanations should be added to the BPMN diagram.

3.3 Formal requirements:

- The report should be well-written and up to academic standards.
- The report should be written in English or Norwegian. The entire report must be written in the same language.
- Page limit: Should be 3 pages