Youth Program Digital System Update - Sprint 2

Cowabunga, dude!







What are they working on?

- Two Bulls are working on a first pass at the Outdoor Adventure Skills, with a **Sprint 2 Goal** of: As a Scout, I want to be able to show I have completed the "I" statements for the Bushcraft stages and view my overall progress.
- After 1 week of great progress, this goal has been amended. The expanded Sprint **2 Goal:** Complete the core functionality for the Outdoor Adventure Skills so that Scouts Australia can populate all the relevant content.
- Sprint 2 started on the 5th Feb and will finish on the 19th Feb.
- They are collating concept artwork, inspiration, design elements for a system general design & the Outdoor Adventure Skills.
- They are designing an optimum flow for a user to engage with the Outdoor Adventure Skills as well as for where program items & activity creation best fit.
- Reviewing team feedback on the outcome of Sprint 1.
- They have a strategy to overcome delays or challenges with any API or data development.

What are we doing to support them?

- Our team are present at every Sprint plan/review & product backlog review.
- The YPRCT is answering questions on a daily basis & providing program content
- We have reviewed the outcomes of Sprint 1 and provided feedback to Two Bulls.
- We are in the process of doing a mid-sprint Review> of the Sprint 2 outcomes so far
- We will be entering program content into the Outdoor Adventure Skills. This will be through the same custom method (although an earlier version) that we will use to update or tweak the system after launch.
- Examining the data quality & API possibilities for Members Admin & this system.

What did they show us?

- Two Bulls delivered above and beyond their Sprint 1 goal of As a Scout, I want to be able to Create, Edit and Submit a Special Interest Area [using the youth program digital system].
- They have updated the Product Backlog & User Story Map, which show all of the product features required for various system releases.
- Special Interest Areas have an initial pass through involving project creation. editing, reviewing and submitting.
- They also delivered preliminary artwork for main design elements, the system user interface and the Special Interest Areas.
- Two Bulls walked us through some Outdoor Adventure Skill concept design ideas. We are reviewing this and providing feedback currently.
- They have set up multiple development environments within Amazon Web Services.

What needs more work?/Further considerations

- Testing strategy document. We have been discussing and planning user testing (alongside automated testing), but this document is still a work in progress.
- System architecture diagram. This diagram will show the relationships between different components of the system.
- Two Bulls are working hard to help us make improvements on elements of record keeping in the program. This is going to lead to simpler, more effective data entry for members.
- We are discussing gamification & youth engagement functions for the system
- API between Members Admin & the Youth Program Digital System

Sprint 3 - Member Sprint 5 - Approvals & Sprint 1 - Special Interest **Sprint 7 – Programming Development plan** management/access **Achievement Pathways** Areas This will adapt over time 22nd Jan – 5th Feb 2020 19th Feb – 4th Mar 2020 18th Mar – 1st Apr 2020 15th Apr – 29th Apr 2020 **Discovery Weekend & Kick-**Sprint 2 - Outdoor Sprint 4 – Achievement Sprint 6 - Peak Award &

15th Dec 19 – 22nd Jan 2020

Adventure Skills 5th Feb – 19th Feb 2020 **Pathways** 4th Mar – 18th Mar 2020

Achievement Pathways 1st Apr – 15th Apr 2020

Sprint 8 - Programming + beta launch

2020

Sprint 9 - Reporting,

support/other + soft launch

(limited) 13th May – 27th May

29th Apr – 13th May 2020