

THE AGE OLD BATTLE PHYSICAL VS VIRTUAL BOARD

Physical Board

Advantages
Disadvantages

Sprint 2
19 Aug - 1 Sept

Stand up @ 9:45

| To do | In Progress | Done | Impediments |
|------------------------------|--------------------------------------|--|---|
| AA13-1 Points: 2 Option 1 | Reports | | |
| AA13-2 Points: 8 Option 2 | Legibility of handwriting | Hours, points or estimates are eventually added up | <p>Hours, points or estimates are eventually added up</p> <p>Burndown charts aren't easy to maintain</p> <p>Limited to the same geographic location</p> |
| AA13-3 Points: 3 Option 3 | Not easy to maintain the large teams | Missing cards | <p>Storing of data</p> <p>Space issues</p> <p>Unable to link card to documentation or bugs</p> |
| AA13-4 Points: 2 Option 4 | | | |
| AA13-5 Points: 1 Option 5 | | | |
| AA13-6 Points: 1 Option 6 | | | |

Add retro goals?



Disadvantages

- 1. Hard to read
- 2. Limited to geographic location
- 3. Burndown charts aren't easy to maintain
- 4. Limited to the same geographic location
- 5. Storing of data
- 6. Space issues
- 7. Unable to link card to documentation or bugs

Virtual Board



Advantages

- Automatic burndown chart, velocity, reports, etc
- Not limited to geographic location
- Burndown charts aren't easy to maintain
- Ability to access past sprint data quickly & easily
- Plug & play available
- Environmentally friendly - no need to print out tickets



MOBILE

Sprint #2 Goals
Cover all possible advantages and disadvantages of a Physical Scrum Board

THE AGE OLD BATTLE
PHYSICAL vs VIRTUAL
BOARD



Physical Board

 = Disadvantage
 = Advantage

Sprint

10 Apr

Virtual Board



Advantages

- ✗ Automatic burndown chart, velocity, reports, etc
- ✗ Not limited to geographic location
- ✗ Storages can contain large amounts of data
- ✗ Ability to access past sprint data quickly & easily
- ✗ Plug-ins available
- ✗ Environmentally friendly - no need to print out tickets



Disadvantages

- ✗ Need access
- ✗ Can cause micro-management
- ✗ Keeping tool updated is difficult
- ✗ Usability is low
- ✗ Same 50 tasks all look the same
- ✗ PCs can cause information overload & distraction
- ✗ No physical way to do a stand-up
 - ↳ lose collaboration atmosphere
 - ↳ not always aware of progress
- ✗ Lack of focus
 - ↳ during stand-up not able to always remember what you are working on
 - ↳ lack a central focus point
- ✗ Can lead to issues becoming hidden
- ✗ Inability to evaluate progress mid-sprint

Physical Board



Advantage
Disadvantage

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| To do | | In Progress | | | | Done | | | Impediments | |
|-----------------------------------|---|--------------------------------------|--|---|-----------------------|---------------|--|---|---|--|
| AA'15-1 Points: 2 Opinion 1 | Available to anyone | Reports | | | | | | | <p>Add retro goals?</p> <p>Sprint #2 Goals Cover all possible advantages and disadvantages of a Physical Scrum Board</p> | |
| AA'15-2 Points: 8 Opinion 2 | Knows a wide audience | Legibility of handwriting | Categorization of resources | Visual | Easy to update | Phantom cards | Hours, points or estimates are manually added up | Shutdown charts aren't easy to maintain | | Limited to the same geographic location |
| AA'15-3 Points: 8 Opinion 3 | Not limit of cards promotes collaboration | Not easy to maintain for large teams | Encourages personal communication between members and managers | Holding a card creates a feeling of task ownership and responsibility | Encourages reflection | Missing cards | Storing of data | Space issues | | Unable to link card to documentation or bugs |
| AA'15-4 Points: 2 Opinion 4 | Supports team commitment | | Helps new teams to formalise the Scrum Process | | | | | | | |
| AA'15-5 Points: 3 Opinion 5 | Promotes team collaboration | | Flexible | Helps the team bond | | | | | | |
| AA'15-6 Points: 1 Opinion 6 | Works on mobile | | | | | | | | | |

