

Utilisation d'Icescrum

<https://www.icescrum.com/fr/>

1. Créer son projet :

Pour créer son projet, après une création de compte et connexion :
“Create new project” puis “New project”.

The screenshot shows the Icescrum web interface. At the top, there's a header bar with browser controls and the URL cloud.icescrum.com/#/. Below the header, the main dashboard is titled "Your projects". It features a card for "GSB" with "GSB-Dev", "88 Stories", and "1 Releases", along with "Backlogs" and "Task board" buttons. To the right, a large button says "Create a new project". A modal window titled "Create a new workspace" is open in the center. It contains a "New sample project" button and two options: "Project" (represented by a yellow folder icon) and "Portfolio" (represented by a blue briefcase icon). Both options have descriptions below them: "Project" says "A workspace that enables an **agile team** to deliver product increments" and "Portfolio" says "Manage large scale products and feature teams with **SAFe** and **LeSS**". Each option has a "New project" or "New portfolio" button. At the bottom of the modal, a note says "Only available in Enterprise, Corporate and Business offers." and a link "Don't know how to choose?".

Il faut alors ensuite choisir le nom, sa description.

The screenshot shows the 'Your project' step of a setup wizard titled 'ProjetDev - PROJETDEV'. On the left, a sidebar lists 'Your project' (marked with a checkmark), 'Team and project members', 'Define your practices', and 'Planning'. The main area is titled 'Your project' and contains instructions: 'Give your project a name, a key (a human-friendly identifier to construct project URLs) and decide its visibility: **public projects can be accessed by anybody** whereas private projects are restricted to their members.' A yellow callout box states: 'Your plan doesn't allow to choose the visibility of this project. To change it, upgrade your plan.' Below this are fields for 'Project name' (containing 'ProjetDev'), 'Key' (containing 'PROJETDEV'), and 'Visibility' (set to 'Public'). A text area for 'Product goal' contains the text 'Apprentissage et environnement de développement'. At the bottom are 'Cancel' and 'Next' buttons.

Ajouter les acteurs du projet si plusieurs

The screenshot shows the 'Team and project members' step of the setup wizard. The sidebar now includes 'Your project' (checkmark), 'Team and project members' (highlighted in blue), 'Define your practices', and 'Planning'. The main area has a 'Team' section with instructions: 'Create a team by typing its name or select a team that you have created before. As the team creator, you will be able to administrate and update it later. Add members by searching registered users or invite new ones by typing their email address (if invites are enabled). [Documentation](#)'. It shows a team named 'GSB-Dev' and a member 'Léa PERRET' assigned as ScrumMaster. The 'Project members' section explains how to associate members directly. It shows an 'Add Product Owners' field with an 'Email address' input and a search icon, and a 'Product Owners (1)' list containing 'Léa PERRET'. Navigation buttons 'Cancel', 'Previous', and 'Next' are at the bottom.

Choisir les détails du projet (gestion des sprints, features, tâches)

■ ProjetDev - PROJETDEV X

- ✓ Your project
- ✓ Team and project members

Define your practices

Planning

Backlog practices

Disable Estimation (effort = 1) Suite used for estimation
Fibonacci

Sprint practices

<p><input checked="" type="checkbox"/> Automatically mark a story as Done when all its tasks are done</p> <p><input type="checkbox"/> Auto create task on empty story when sprint is activated</p> <p><input type="checkbox"/> Auto assign team member on start task</p> <p><input type="checkbox"/> Display sprint goal in the Task board</p> <p><input checked="" type="checkbox"/> Display urgent tasks</p>	<p><input checked="" type="checkbox"/> Automatically mark a feature as Done when all its stories are Done</p> <p><input type="checkbox"/> Auto assign team member on create task</p> <p><input checked="" type="checkbox"/> Display recurrent tasks</p>
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Limit of urgent tasks in progress (0 = no limit)

Cancel **Previous** **Next**

Choisir la durée des sprints et le début du projet

■ ProjetDev - PROJETDEV X

- ✓ Your project
- ✓ Team and project members
- ✓ Define your practices

Planning

Planning

Project start date Time zone

Sprint duration Days

Create the first release and its sprints

Cancel **Previous** **Create your project**

Le projet est enfin créé, il est désormais possible de créer des sprints, features, tâches.

The screenshot shows the ProjectDev application's dashboard. At the top, there is a navigation bar with icons for project management and a search bar. Below the navigation bar, the main area is titled "ProjetDev". It includes sections for "Apprentissage et environnement de développement", "Indicator", "Project burnup", and "Definition of done". On the left, there are sections for "Retrospective", "Files", and "Meetings". On the right, there is a "History" section with a note about starting a new IceScrum project. The "Features" tab is highlighted with a red border at the bottom of the dashboard.

2. Crédation des features :

The screenshot shows the "Features" tab in the ProjectDev application. The tab is highlighted with a red border. The interface includes a header with project name and tabs for "Dashboard", "Backlogs", "Planning", "Task board", and "Features". Below the header, there is a "New feature" button.

Cliquer sur “new feature”

The screenshot shows the "New feature" creation dialog. It has a dark background with white text. It says "Create features to define a high level breakdown of your product. Multiple stories can be associated with a feature, which will give them its color." Below this is a "New feature" button.

Choisir le nom de la feature, c'est-à-dire des catégories dans lesquelles seront rangées les tâches.

The screenshot shows the "New feature" creation dialog. It displays a feature card for "PHP" with a count of 42. Below the card, there is a "Name" input field containing "PHP" and a "Color" button. At the bottom, there are "Create and continue" and "Create" buttons.

3. Création de “User Story”

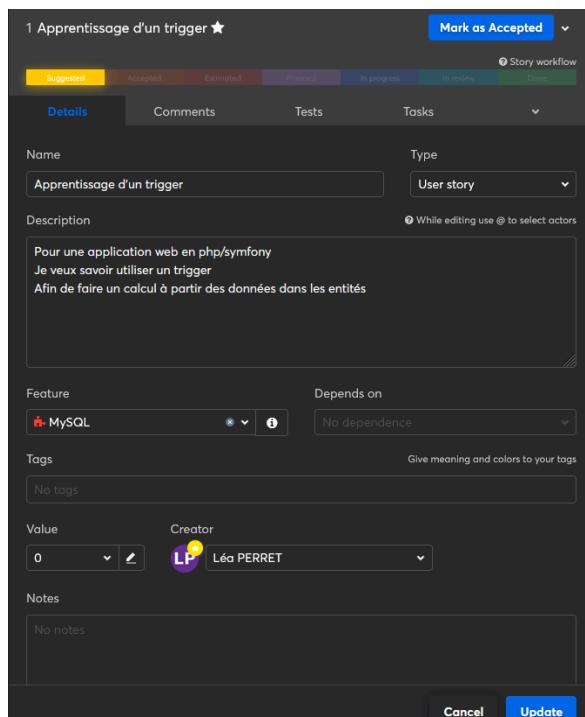
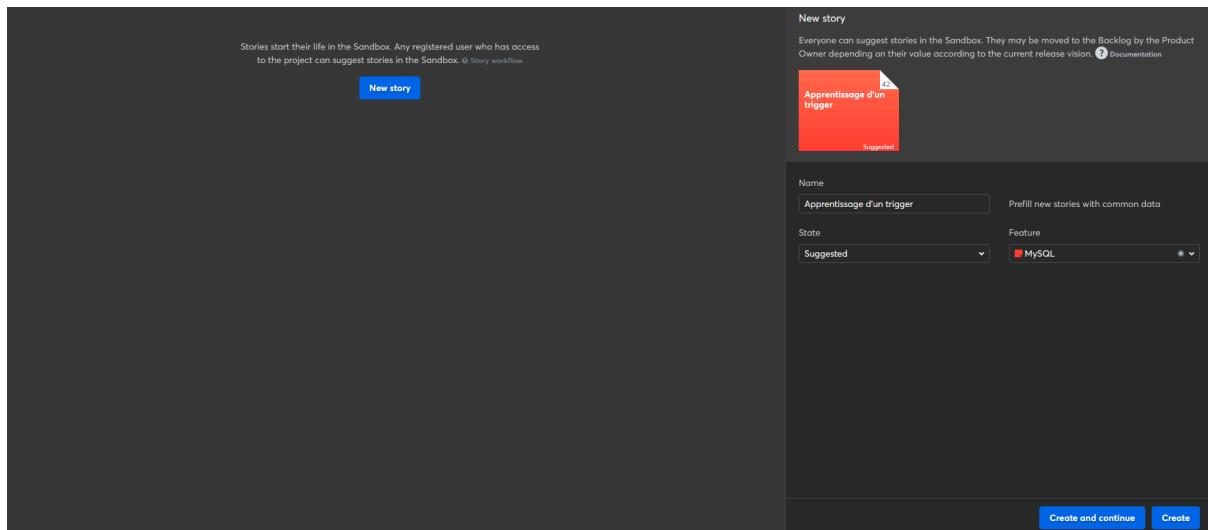
Une *User Story* est une description simple d'un besoin utilisateur, du type :

*En tant que [utilisateur],
Je veux [fonctionnalité],
Afin de [objectif métier].*

Cela peut aussi servir de gestion de tâches, pour un projet personnel.

Les US sont soit “suggérées” soit “acceptées”. Les US sont divisés en celles “suggérées” et celles “acceptées”. Ici je travaille seule, c'est donc moi qui décide celles acceptées ou non.

“New story” puis son nom ainsi que son statut et la feature associée.



Je peux alors écrire la description, accepter ou non la story, détailler si elle dépend d'une autre US, mais aussi sa valeur.

Lorsqu'une story est acceptée, elle est dans le "backlog", je peux alors estimer son effort. Il faut considérer un effort à l'US, c'est-à-dire une estimation relative basée sur la complexité globale et non uniquement sur son temps.

Pour évaluer un effort sur un projet personnel je me suis basée sur :

- Mes connaissances et mon expérience (ce qui engendre la complexité technique)
- La complexité fonctionnelle (le rendu pour l'utilisateur)
- La dépendance du besoin sur un autre
- La quantité et le temps des tests à réaliser

The screenshot shows the ProjectDev application interface. At the top, there's a navigation bar with icons for dashboard, backlog, planning, task board, and features. Below the navigation is a search bar and a user icon. The main area is titled 'Backlog (1)'. A single story card is visible, titled 'Effort ? Apprentissage d'un trigger'. The card has a red background and the word 'Accepted' at the bottom. To the right of the backlog, a detailed view of the story is open. The story is named 'Apprentissage d'un trigger' and is categorized under 'User story'. It has a 'MySQL' feature and no dependencies. The 'Effort' field is set to '0'. The 'Creator' is listed as 'Léa PERRET'. There are tabs for 'Details', 'Comments', 'Tests', and 'Tasks'. Buttons for 'Cancel' and 'Update' are at the bottom right of the detail view.

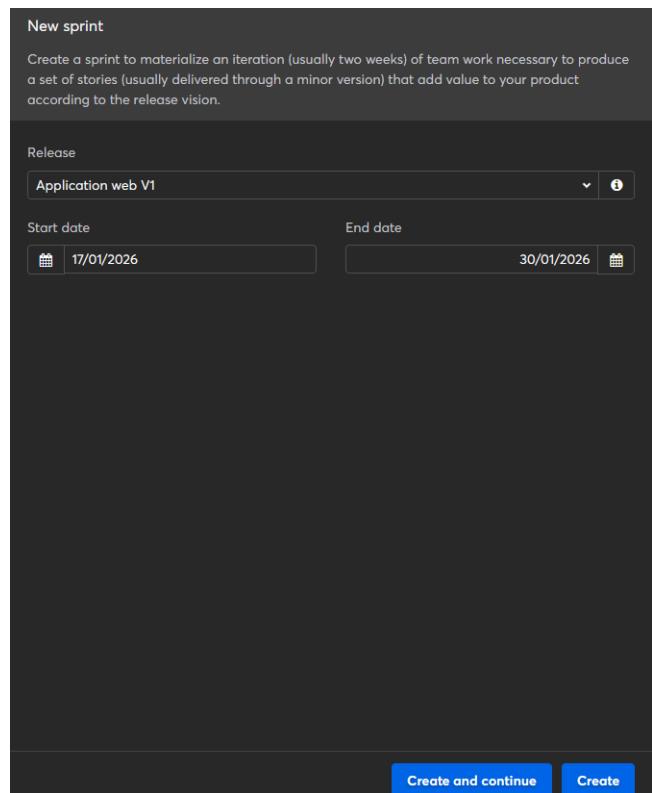
4. Créer son "sprint" et planning

The screenshot shows the ProjectDev application interface with the 'Planning' tab highlighted by a red box in the navigation bar. Below the navigation bar, the text 'New planning' and 'New release' are displayed. The main area is currently empty, indicating no planning or releases have been created yet.

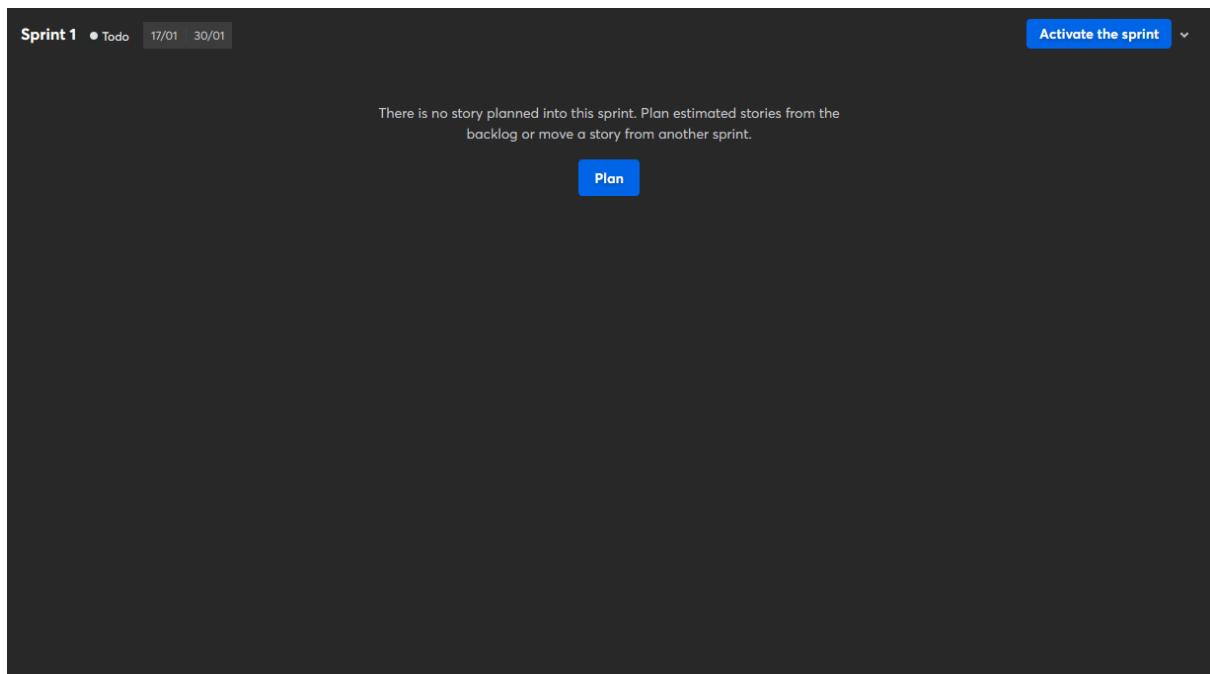
Le but est d'estimer une version du projet, à partir de sprints".

The screenshot shows a 'New release' dialog box. The title is 'New release'. The text inside says 'Create a release to materialize the time (usually a few months) necessary to build and deliver a major version of your product through a succession of sprints.' There are fields for 'Release name' (set to 'Application web V1'), 'Start date' (set to '17/01/2026'), and 'End date' (set to '16/04/2026'). At the bottom, there are two buttons: 'Create and continue' and 'Create'.

“New sprint” avec sa date de début et date de fin.



Le sprint est créé, à partir de “Plan” je peux ajouter les US que je souhaite dans sprint, à partir du backlog.



Plan stories

Search estimated stories from the Backlog

	Apprentissage d'un trigger	Effort 3	0 0 0 0 0	Estimated	<input checked="" type="checkbox"/>
1	Apprentissage d'un trigger	Effort 3	0 0 0 0 0	Estimated	<input checked="" type="checkbox"/>

Cancel Plan

Je peux activer le sprint

Sprint 1 • Todo 17/01 30/01 Planned velocity 3 Activate the sprint

Pour une US, je peux la valider, décaler au sprint suivant, changer son effort en estimant, sa priorité.

Effort 3 1

Apprentissage d'un trigger

0 0 0 0 0

Details

Shift to next sprint

Estimate

Move to top priority

Copy

Copy permalink

Unplan