Scrum Report

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## Introduction

// Arturs //

## Sprints

## Sprint 1

Following scrum method, our team is divided into roles for the first and the following sprints:

**Scrum Master:** Arturs Silins

**Product Owner:** Ondrej Klimek

**Scrum Master Entry:**

We had decided that we should start sprints early so first sprint was for designing core parts of the system that would allow us to continue. Backlog was created from tasks that were not present in the product backlog but were needed for this sprint. See figure 1 for the backlog. The figure is after completing the sprint.

Graphical user interface, application

Description automatically generated

Figure 1 Sprint 1 backlog

Our workload took more time than expected but we were able to manage to do everything and stay according to schedule. The main problems were that the tasks were not difficult, but they were time consuming. Also, what we did that should not be done was that we added tasks after the sprint was started. See figure 2 for the changes that happened during sprint. That changed how the burndown chart looked. See figure 3 for sprint burndown chart.

Graphical user interface, application

Description automatically generated

Figure 2 Sprint 1 change log

Chart, line chart

Description automatically generated

Figure 3 Sprint 1 burndown chart

Product Owner Entry:

// Ondrej //

**Sprint retrospective meeting:**

This sprint is different from others being only aimed for documentation and design. Many things were done that were needed and we were in the planned time schedule.

What to start doing:

* Finding more time for work
* Daily stand-up meetings

What we should stop doing:

* Stop procrastinating
* Add tasks after the sprint has been added.

## Sprint 2

**Scrum master entry:**

For our second sprint we started development where we would do less documentation and more development than the first sprint. We decided to work with only one user story so that we learn more and have less stress. Sprint log consisted of a user story and tasks related to documentation. See figure 4 for scrum backlog.

Graphical user interface, application

Description automatically generated

Figure 4 Sprint 2 backlog

Due to poor planning with out personal schedules and school assignments we were not able to do anything in this sprint. It ended up taking us time to even end the sprint. All of this is seen in Sprint burndown chart. See figure 5.

Chart

Description automatically generated

Figure 5 Sprint 2 burndown chart

**Product Owner entry:**

// Ondrej //

**Sprint retrospective meeting:**

This sprint was poorly planned and in the future sprints the planning needs to be done better. The unfinished tasks and user stories will be pushed to the next Sprint.

**What start doing:**

* Planning sprints according our school and work schedule.
* Sprint planning meeting documentation

## Sprint 3

**Sprint planning:**

For this sprint we will take all of the tasks from the last sprint. The story points wont be changed and no new tasks will be added.

**Scrum master entry:**

// Arturs //

Graphical user interface, application

Description automatically generated

Figure 6 Sprint 3 backlog

**Product Owner entry:**

// Ondrej //

## Results/findings and Discussion

## Conclusion

## List of references

# Appendices