

# SE2: Crash Course Scrum Master

## Navigating the Team Structure

In my opinion, the Scrum Master is the bridge between the product owner and the development team. It will be crucial to understand what your devs are capable of and ensuring that the entire group has cohesive expectations. Sometimes, it may seem that the PO is aiming too high for a sprint. Other times, devs may tend to over- or underestimate tasks based on an inconsistent takeaway from the discussion. As SM, ensure that the outlook is properly visible to the team. Documents such as a Minimum Viable Product spec and a “Team Guidelines” document (source control strategies, Definition of Done, scrum schedule, etc) help to act as references for the “day-to-day” or “sprint-to-sprint” bases.

- Suggestions
  - Have an inventory of the classes that your team members have taken and are currently taking – many implementation options depend on the context of other courses.
  - As a part of the process, you will need designs and reviews. It is up to the team to decide what this process looks like, but my suggestion is to make virtual spaces for such artifacts.
    - Our team started with specific Discord text channels, but saw that they quickly became bloated and made review difficult.
      - GitHub-Discord webhooks: super easy to set up, allows GitHub repo actions generate automatic Discord notification messages in configured channels.

## Scrum Stuff

As SM, you get the first-row seat to the obstacles in the development process. Some may need a bit of research to explain shortcomings, while others may need an entire shift in the original approach to meeting the story. In either case, your team may look to you for help in navigating the problem(s) at hand. It should never be solely up to one person (and the SM) to act as an authority. In scrum, there are no managers. However, the SM should be wary of behaviors or patterns in the entire process that are unproductive or even destructive. In other words, it will be helpful to always be in a “retrospective” mindset, where one should be attentive towards areas of improvement.

## Helpful Tools

- Kanban Board: JIRA, Trello, maybe ClickUp: will likely be “inherited” from SE1 workflow.
- Planning Poker: <https://www.scrumpoker-online.org/en/>
  - Fibonacci-like
- GitHub-Discord Webhooks
- For diagramming: student account of LucidChart available. Our group stuck with diagramming things on dry-erase boards in the classroom and sharing photos.