We have split into teams to do Mos Cow, Risk and SIZING as well as story points. the other to begin creating sprint backleg. up into 2 teams split as some seople have commitments during the weekend at certain time 3 Jean One (2pm neeting oday we are going throussesing O () risk and assessing OOTIS values, and mascow, for user stories. in the for the coursework. - We also are doing 6-ship SIZINO

lead story points make it This should easier for fear 2. The sprint backlog. meeting is going with one person out the story points and the team brainstorms who the assigned value is each task The tasks being, Mos Cow, Risk value, T-shirt size and story points).

Sprint Backlog

The Sprint Backlog is composed of the Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

The Sprint Backlog is a plan by and for the Developers. It is a highly visible, real-time picture of the work that the Developers plan to accomplish during the Sprint in order to achieve the Sprint Goal.

Consequently, the Sprint Backlog is updated throughout the Sprint as more is learned. It should have enough detail that they can inspect their progress in the Daily Scrum.

Commitment: Sprint Goal

The Sprint Goal is the single objective for the Sprint. Although the Sprint Goal is a commitment by the Developers, it provides flexibility in terms of the exact work needed to achieve it. The Sprint Goal also creates coherence and focus, encouraging the Scrum Team to work together rather than on separate initiatives.

The Sprint Goal is created during the Sprint Planning event and then added to the Sprint Backlog. As the Developers work during the Sprint, they keep the Sprint Goal in mind. If the work turns out to be different than they expected, they collaborate with the Product Owner to negotiate the scope of the Sprint Backlog within the Sprint without affecting the Sprint Goal.