# Mentoring-Week03

1. **Each student will submit their own document. Please answer each question on your own first. Then you will be discussing these topics with your mentor.**
2. Discuss what is Agile and how does companies implement Agile. What are advantages of working in an Agile company over Waterfall? Why many companies prefer to build software in an Agile environment?

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| **AGILE ENVIRONMENT ADVANTAGES** |
| Agile is an SDLC framework which outlines how Software will be developed |
| To implement agile, a company must decide that it is the best work method to use to complete the desired project and then figure out which specific agile framework suits their needs best |
| Pros of Agile over Waterfall is its flexibility and adaptability, with its increased emphasis on communication and accountability |
| Many companies prefer to use agile environments as they have a much higher success rate than waterfall due to their aforementioned flexibility as well as their short intervals of progress which allow for easily tracking project progress |
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1. Discuss the SCRUM team members and their responsibilities once again and fill out the form below with your own sentences, the way you understand the topic. Ask your mentor about their experience with their team members, ask them about their Scrum teams, how many developers or QAs they have in their Scrum teams. Also ask, how many scrum teams they have in their company.

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| **Scrum Team Member** | **Roles and responsibilities** |
| **Product Owner** | The product owner is in charge of the product backlog, which includes ensuring that their teams are working on whitling it down properly as the project moves along, as well as acts as the main point of communication between the customer and the development team; potentially looks for gaps in the market their company can fill |
| **Business Analyst** | Comparable to product owner, but rather than actively looking to fill gaps in the market, look more towards fulfilling the desires of the customer |
| **Scrum Master** | Scrum masters essentially function as team leads; they provide coordination within their team, have their own sprint backlog to keep charge of, keep the team on track, and facilitate communication between the PO/BA and their team |
| **Developer** | The developers write the code (build the product) to the specifications laid out for them by the customer and the product architect/design team |
| **Test Engineer** | Test engineers are responsible for ensuring the quality of the developers’ work; we catch any mistakes they might make, be they small or large, and ensure they did in fact stick to the specifications given to them by the design team |

4. Finally, discuss the scrum ceremonies. Filled out the below table.

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| **Scrum ceremony** | **Organizer** | **Occurrence** | **Duration** | **Main goal** |
| **Daily Standup** | Scrum Master | Daily | ~20 minutes | To keep team on track and up-to-date on what their team-members have been working on; help make accommodations where necessary |
| **Sprint Planning** | Scrum Master | Once per sprint (beginning) | ~1 hour per week dedicated to the sprint | Define sprint backlog from updated product backlog |
| **Sprint Grooming- Refinement** | Product Owner | Once per sprint (before planning) | ~30 minutes | Refine product backlog (add/remove components as desired/necessary) |
| **Sprint Review-DEMO** | Scrum Master | Once per sprint (after completion) | ~1 hour per week dedicated to the sprint | The purpose of this meeting is to display/demonstrate what work has been accomplished over the course of the last sprint to the customer/stakeholders |

**NOTE: All students should prepare additional questions to ask your mentor every meeting. These meetings are great opportunities to learn from your mentors. Please take notes during your meetings as there will be a lot of information discussed and you may need to recall it later.**

Thanks ☺

Meeting Notes: