TASK 1 (Agile Techniques)

Question 1

Complete definitions for Scrum related key terminology provided below.

SCRUM CEREMONIES

· Product backlog refinement - this is a meeting that is held towards the end of a sprint to make sure that the backlog is ready for the next sprint

· Sprint planning - this is when a team determines which items from the product backlog they are going to be working on during the sprint

· Daily scrum - this is a daily meeting where the developers share with the scrum master their progress towards the sprint goals and share any blockers they may name. The purpose of the daily scrum is to ask developers "what did you do yesterday?", "what will you do today?"and "do you have any blockers?"

· Sprint review - the goal of a sprint review is to inspect the outcome of the scrum and the scrum team present the results of their work to key stakeholders and the progress towards the product goal is also discussed.

· Sprint retrospective - it is a meeting after the sprint where the scrum team review how the sprint went, what they did right and what could be improved for the next sprint and what they need to stop doing.

SCRUM ROLES

· Scrum Master - a scrum master is a the leader of the scrum team. They are responsible for the effectiveness of the scrum team

· Product Owner - a member of the agile team responsible for prioritising the team backlog and defining stories for the project's outcome.

· Development Team - this is the team of people that is responsible for building the product increment and meeting the sprint goal

Question 2

You are leading a development team that was given a task to create a new yoga booking system.

High level description of the system is as follows:

1. Plan the goals for the next two weeks with each individual team member

2. Create the backend python system linked to SQL database through flask

3. Use test data to see if the data entered through python shows up on the SQL database

4. Create database with tables including customer information, instructor information, payment information, time and day information

5. Design front end interface that displays class days and times up to a 2 weeks

6. Demonstrate the prototype to the client

7. Review how the team worked and discuss room for improvement