What is a Sprint.

A sprint is a short, time-boxed period when a scrum team works to complete a set amount of work. Sprints are at the very heart of scrum and agile methodologies, and getting sprints right will help your agile team ship better software with fewer headaches.

“With Scrum, a product is built in a series of iterations called sprints that break down big, complex projects into bite-sized pieces," said Megan Cook, Group Product Manager for Jira Software at Atlassian.

<https://www.atlassian.com/agile/scrum/sprints>

In this class we are going to use them to help you manage your own individual project.

Our sprints are two weeks long. This is 6 blocks of class time and should include at least two hours of work at home.

We will be working on our project for about 16 weeks. So each sprint is an eighth of the total project. Some time in class will be taken managing the sprint.

Here is the overview.

**WEEK 1**

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| --- | --- | --- | --- |
| **Mon** | **Tue** | **Thu** | **Weekend** |
| Sprint Start.  Set goals.  Use a task board for the week.  Tell people your goal.  Be clear what you are doing and why. | Work on your goals.  Get task board updated.  Document your work. | Work hard | What do you need to do this weekend!  Have you organised your time? |

**WEEK 2**

|  |  |  |  |
| --- | --- | --- | --- |
| **Mon** | **Tue** | **Thu** | **Weekend** |
| Past half way. How are you doing?  How are things looking? | You need to be finished next class so you can test and review.  Do you need to do more work at home? | Test your goals.  Document your testing.  Review your sprint.  How did it go? | Update your paperwork.  Think about your next goals. |