




Module Two

Learning Objectives

By the end of this module, you will meet these learning objectives:

-  Explain how the different Scrum events and team roles contribute to developing a product
-  Reflect on the importance of the Scrum Master role on a Scrum team
-  Incorporate new GUI controls using additional plug-ins

Module Overview

Module Two will expand upon our introduction to the software development life cycle and delve into the most popular framework in the United States today—Scrum. Scrum is one of the driving forces that gave rise to the agile movement and predates the Agile Manifesto. In addition to getting a better understanding of general agile principles, we will also be learning about Scrum values such as commitment and focus, openness, respect, and courage. These might not be the words typically associated with software development. However, examining these values will help us understand how to develop a collaborative, cross-functional, and unified team. Scrum is a lightweight framework that can be applied in any industry and domain. While Scrum is adaptable to different contexts, the core framework remains the same across implementations. Learning about the Scrum framework is critical, but in order to have a high-performing team producing quality, working code, it takes discipline to consistently follow the Scrum practices and build a solid foundation for the agile team.

The Scrum framework mentions three roles, five events, and three artifacts. You will explore each of these roles, events, and artifacts in more depth by inhabiting one role in each module.

Scrum Roles:

1. Development Team (Team)
2. Scrum Master
3. Product Owner

Scrum Events:

1. The Sprint
2. Sprint Planning
3. Daily Scrum

4. Sprint Review
5. Sprint Retrospective

Scrum Artifacts:

1. Product Backlog
2. Sprint Backlog
3. Increment

This module will examine the Scrum Master role, which has some similarities to a project manager. However, the responsibilities are quite different. The Scrum Master is responsible for coaching the Scrum Team and the organization of the Scrum process, making work visible, facilitating Scrum events, removing impediments, and maintaining a focus on continuous improvement. The Scrum Master maintains the overall project plan and tracks progress, and is accountable for improving team performance. The Scrum Master should focus on speed and on shortening the feedback loop while helping the team maintain a sustainable pace. One major difference from project management is that the Scrum Master is a peer and not a manager to other team members. So, while they organize and facilitate the Scrum ceremonies and manage the artifacts, this role is equal in rank.

You will take on the role of Scrum Master to produce the initiating document for the final project, and reflect on your role in a journal assignment.

Module at a Glance

This is the recommended plan for completing the reading assignments and activities within the module. Additional information can be found in the module Resources section and on the module table of contents page.

- 1** Review the Module Two resources.
- 2** Post your initial response to this week's discussion.
- 3** Complete the Module Two quiz.
- 4** Complete the Module Two assignment.
- 5** Complete the tutorial to access the Eclipse plug-ins.
- 6** Complete the Module Two journal.
- 7** Post peer responses to the discussion.