

Agile SCRUM Artifacts

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1 Team Information (Team Roles)

The *Create-gineers* SCRUM Team consists of a seven-person group, divided into the following roles:

- **Product Owner:** Dictates the features and requirements that are required for the current project. In addition to ensuring quality for documentation or a product to be presented.
- **SCRUM Master:** Facilitates SCRUM meetings and provides both the product owner and SCRUM development team resources for collaboration and good engineering practices while promoting SCRUM methodologies.
- **SCRUM Development Team:** Works in conjunction with the product owner and SCRUM master to accomplish tasks for the given requirements of the project. Often collaborate with one another to accomplish larger tasks.

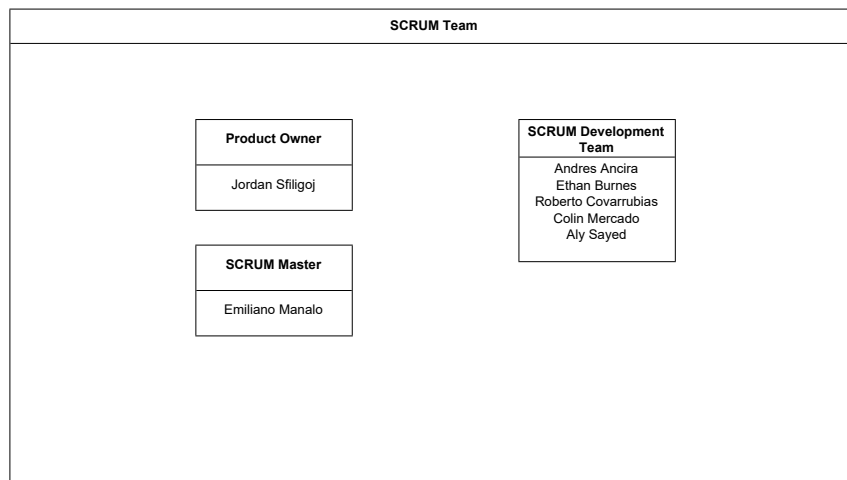


Figure 1: SCRUM Team Formation

2 Product Backlog

The following are figures of the Product Backlog through each sprint cycle. At the time of making this report, the SCRUM team is working towards the Epic, known as *Documentation Of Game Software (SRS, SCRUM Artifacts, UMLDiagrams, Use-Case Diagrams)*. Any backlog items noted here are associated with the current project Epic.

<input checked="" type="checkbox"/> CE-2 Menu	TO DO	-	
<input checked="" type="checkbox"/> CE-4 Standard UNO Deck	TO DO	-	
<input checked="" type="checkbox"/> CE-5 UNO Game Logic	TO DO	-	
<input checked="" type="checkbox"/> CE-6 Sequential Bot	TO DO	-	
<input checked="" type="checkbox"/> CE-7 Player Name Saving	TO DO	-	
<input checked="" type="checkbox"/> CE-8 House-Rules With Menu	TO DO	-	
<input checked="" type="checkbox"/> CE-9 Difficulty Modes	TO DO	-	
<input checked="" type="checkbox"/> CE-10 Adding More Than One Bot	TO DO	-	
<input checked="" type="checkbox"/> CE-11 Bot Names	TO DO	-	
<input checked="" type="checkbox"/> CE-12 Local Multiplayer PVP Function	TO DO	-	
<input checked="" type="checkbox"/> CE-13 Card Customization	TO DO	-	
<input checked="" type="checkbox"/> CE-14 Sound Effects	TO DO	-	
<input checked="" type="checkbox"/> CE-15 Accessibility Settings	TO DO	-	
<input checked="" type="checkbox"/> CE-16 UI Effects	TO DO	-	
<input checked="" type="checkbox"/> CE-17 Optimized Performance On Windows 10	TO DO	-	

+ Create

Figure 2: Sprint 1 - Product Backlog

The screenshot displays the Jira web interface for the 'Create-Engineers' project. The main area shows a backlog of 13 items, each with a checkbox, ID, title, and status. The items are: CE-2 Menu (TO DO), CE-4 Standard UNO Deck (TO DO), CE-5 UNO Game Logic (TO DO), CE-6 Sequential Bot (TO DO), CE-7 Player Name Saving (TO DO), CE-8 House-Rules With Menu (TO DO), CE-9 Difficulty Modes (TO DO), CE-10 Adding More Than One Bot (TO DO), CE-11 Bot Names (TO DO), CE-12 Local Multiplayer PVP Function (TO DO), CE-13 Card Customization (TO DO), CE-14 Sound Effects (TO DO), CE-15 Accessibility Settings (TO DO), CE-16 UI Effects (TO DO), and CE-17 Optimized Performance On Windows 10 (TO DO). The right sidebar shows the 'Activity Diagram' details panel, which includes a description, confluence content, and details like assignee, labels, parent, due date, team, start date, and sprint.

Figure 3: Sprint 2 - Product Backlog

3 Sprint Planning

The following lists are used to represent each sprint planning phase. These notes defined what the SCRUM team wanted to accomplish during the sprint.

3.1 Sprint 1 (09/25/25)

- Start on SRS Documentation
- Finish at least 30-40% of the SRS documentation
- Finish SRS Sections 1, 2, and 3

3.2 Sprint 2 (10/03/2025)

- Finish SRS Documentation
- Start on UML diagrams when possible
- Finish SRS Sections 4 and beyond

3.3 Sprint 3 (10/16/25)

- Finish UML Diagrams
- Clean up SRS Document
- Prepare for presentation

4 Sprint Backlog

The following figures are items in the sprint backlog and additional information, such as backlog requirements, user stories, bugs, task assignment, and progress.

4.1 Sprint 1

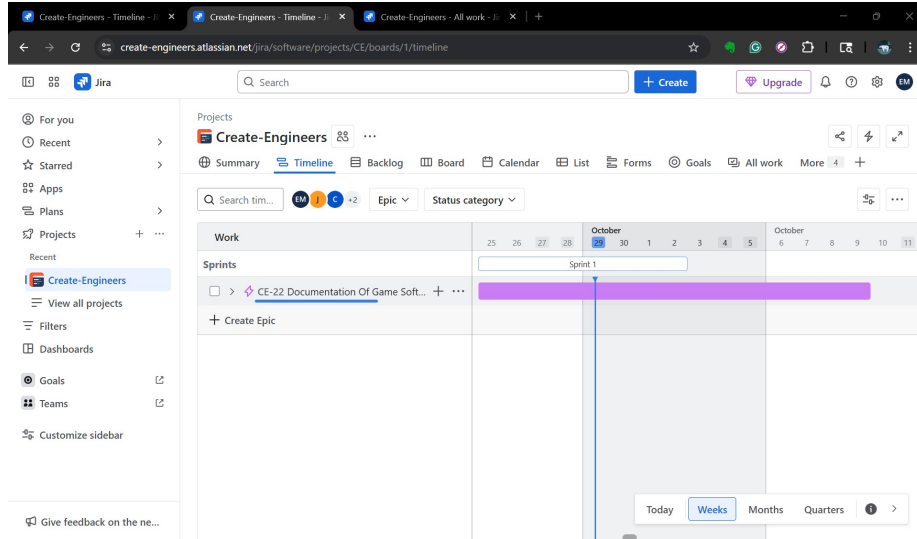


Figure 5: Sprint 1 Timeline

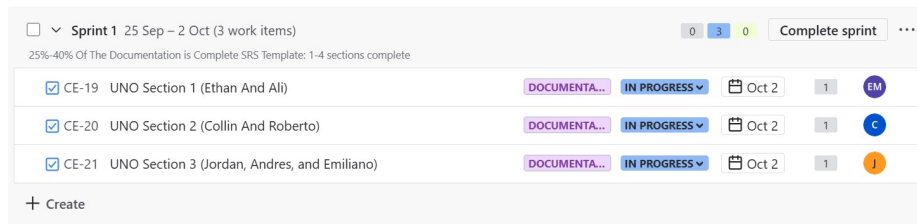


Figure 6: Sprint 1 Backlog

4.2 Sprint 2

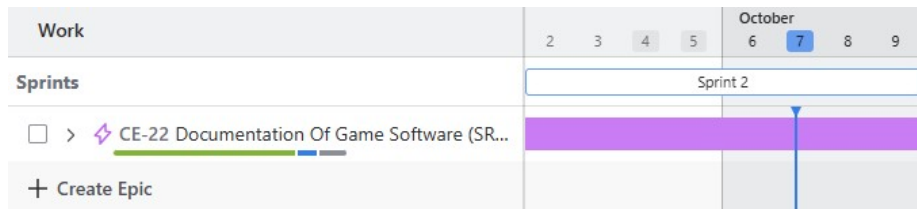


Figure 7: Sprint 2 Timeline

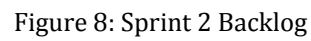


Figure 10: Sprint 3 Timeline



Figure 11: Sprint 3 Backlog

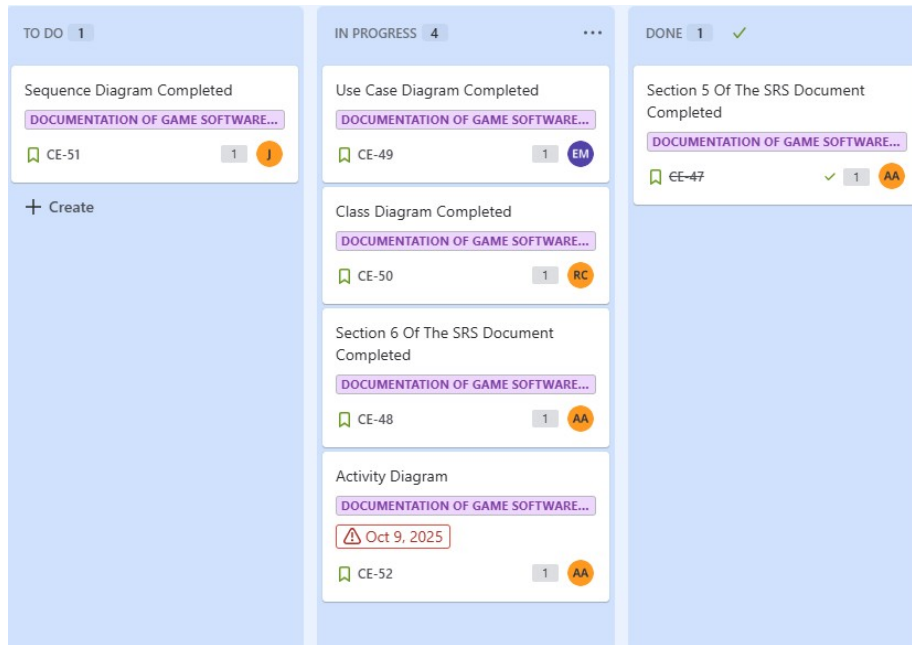


Figure 12: Sprint 3 Board

5 Scrum Meeting Details/Minutes

The following notes describe the attendance of the SCRUM meeting, the details, and how long the meeting took. Also lists any activities that occurred during the meeting. Meetings were held at the *TSU Pub At CSUF* and are held 11:00 AM-12:45 PM on Tuesdays and 12:00-12:45 PM on Thursdays. Meetings on Tuesdays were viewed as days to work together and collaborate. The meeting on Thursday served as a proper sprint meeting.

5.1 Sprint 1 Meeting 09/25/25

- **Attendance:** Andres, Ethan, Roberto, Emiliano, Colin, Aly, and Jordan
- **Meeting Length:** 47 Minutes
- Discussed how to effectively use JIRA
- Discussed the usage of GitHub and other source control tools

- Did activity to gauge how long it would take to clear the current sprint backlog
- Team agreed with the backlog and distributed work accordingly

5.2 Sprint 2 Meeting 10/02/25

- **Attendance:** Emiliano, Roberto, Ethan, Jordan, Collin
- **Meeting Length:** 37 Minutes
- Urged the team to utilize Jira for planning and assignment
- Team refined activities that needed to be done to finish the sprint backlog
- Team accepted the current sprint backlog and plans to finish most of it before midterms
- Discussed software and formatting when it comes to the UML diagrams

5.3 Sprint 3 Meeting 10/16/2025

- **Attendance:** Emiliano, Jordan, Ethan, Roberto, Andres, Ali, and Collin •
- **Meeting Length:** 45 Minutes
- Discussed the amount of backlog items that need to be done by at least the 18th
- Plan to also prepare for presentation on the 21st
- Plan impromptu check meetings on Saturday and Monday at 8:00 PM

6 Burndown Chart

The following figures showcase the relationship in regards to the SCRUM team's story points and velocity.

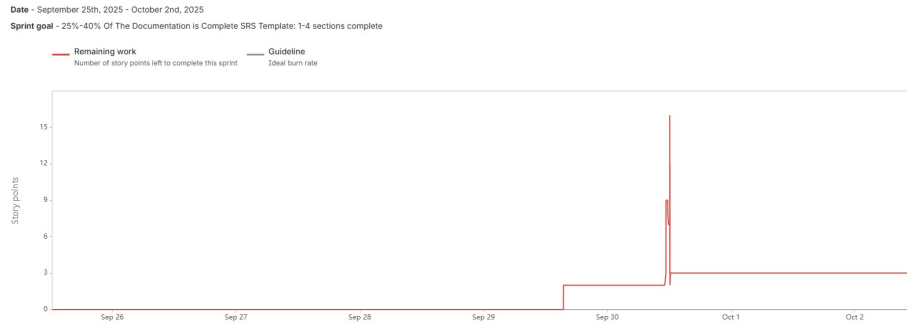


Figure 13: Burndown Chart Sprint 1

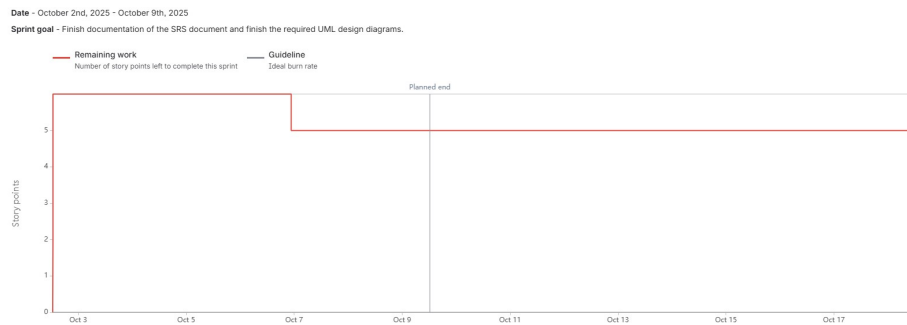


Figure 14: Burndown Chart Sprint 2/3

7 Sprint Review

The following sections outline the adjustments that were needed in the backlog, in addition to feedback from the SCRUM Team (Who are also posing at the stakeholders).

7.1 Sprint 1 Review

- 30-40% of the SRS document came to be complete, the product owner was satisfied with the results
- Required that more documentation in certain sections may be needed
- Needed to agree on certain stylistic choices when it comes to the SRS document itself

7.2 Sprint 2 Review

- Due to mid-terms and other projects, many items in the backlog of the sprint were not completed, meaning that these items will be carried over to the next sprint.
- The team was not concerned with completing the given sprint backlog items, even if it took another week.
- Decided to extend sprint 2 by a week

7.3 Sprint 3 Review

- Noted, we need to finish these backlog items as soon as possible
- Extra meetings may be in order to finish the task
- Careful consideration of time is needed to finish all the given backlog items

8 Sprint Retrospective

The following sections highlight what systemic changes were needed for the SCRUM team in order to be more efficient and practice good collaboration between team members.

8.1 Sprint 1 Retrospective

- Training on Jira was required
- Training on GitHub was required
- Better communication between team members through Discord, Text, and Jira, where highlighted

8.2 Sprint 2 Retrospective

- Better time management due to midterms was required
- Team felt they all collectively did their part and didn't bring up anything of note

8.3 Sprint 3 Retrospective

- Due to limited time, additional meetings were brought up.

- The product owner suggested that SCRUM team members will be required to do at least an hour of serious work to meet the sprint backlog deadline.

9 Product Backlog Refinement

These sections provide insight into the backlog refinement process and give rough estimates of the required effort. Due to the software documentation portion being revealed later in the semester, these requirements were often generated and created on the whim due to uncertainty.

9.1 Sprint 1

The definition of done was that 30-40% of the SRS documentation would be completed. We then divided three sections of the SRS among our fellow team members as sections 1, 2, and 3. This meant that any related sub-categories under these sections must be filled out as stated by the SRS template that was given. The sections needed to be simply filled out; visual organization will be done on another day. In regards to finishing the SRS, we hoped it would only take weeks. We also planned to finish the diagrams within two weeks. We estimated that this will take three story points.

9.2 Sprint 2

The definition of done was to finish up the last section of the SRS document template and finish the UML diagrams. Just like before, we divided the work among ourselves. Regarding the SRS, we planned to finish filling it up with the required components. The UML diagrams also followed a similar philosophy in that we only cared about making diagrams, not the way they looked. We hoped to finish this within a week and decided to allocate six story points total, which is double our previous sprint.

9.3 Sprint 3

The definition of done was to finish all UML diagrams to a usable and readable state. The SRS document at this point is finished, and only the diagrams remain. We needed to push that these diagrams need to be done roughly two days before it is due so that there is time to refine the diagrams if need be. Due to finals, most diagrams were not complete by the conclusion of the second sprint. Due to this, five story points remain.