



# UNIVERSIDAD MODELO

School of Engineering

Engineering in technology and software development

Cloud Fundamentals

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" First Test"

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## **Daily Scrum**

In Scrum, during the development of a sprint, the team holds a daily meeting called the "daily scrum". Usually these meetings are held in the same place and at the same time, on each of the days.

Ideally, the daily scrum meeting takes place in the morning, in order to define the context for the rest of the work day. These meetings are strictly developed with a time limit of 15 minutes. This makes the meeting brief and important points are addressed.

This daily meeting (daily scrum meeting) is not held in order to solve specific problems. If there are specific problems, they are treated externally to the daily scrum meeting, with the corresponding subgroup, just after this meeting.

During the daily scrum, each team member answers the following 3 questions:

What did you do yesterday?

What are you doing today?

Are there impediments to your path?

By focusing on what each team member did yesterday and will do today, the team gains an overview of what has been done and what is missing. The daily scrum meeting is not a meeting to update states, where the boss collects information about who is behind in their activities. Rather, it is a meeting where each team member informs and engages with the rest.

If a programmer stands up and says, "Today, I'm going to finish the data storage module", everyone knows that in tomorrow's meeting he will confirm whether or not it is over with what

is expected. This has the wonderful effect of helping the team, realizing the importance of their commitments, and that their commitments are for themselves, not for a distant customer or seller.

Any impediments that were raised in this meeting should be resolved as soon as possible; and this is the ScrumMaster's responsibility. In case the ScrumMaster is unable to resolve the impediments on its own (e.g. specific technical issues), it has a responsibility to ensure that someone else on the team resolves this issue quickly.

### **Scrum Biweekly**

They will be held together every fortnight, these will be more elaborate in which you will see further the progress that has been made and the problems that have not yet been made solved, will serve us more as a checkpoint where we all learn about how the project is.

#### **Sprints**

These are time cycles where goals are set to be made in order to have a prototype for testing purposes, it is recommended that they not last more than 3 weeks.

Every developer has a role, all developers must work on set to be able to have the deliverable in a timely manner, depending on the progress that the prototype has, we will be able to determine the times that are handled in each sprint, since this allows us to know how our developers work and thus be able to assign them more or less Tasks.

## **Product Backlog**

Basically, the Product Backlog is the list of tasks that encompasses an entire project. Anything we need to do must be in the Product Backlog, estimated by the development team.

The sole responsibility for ordering the Product Backlog lies with the Product Owner, which is in constant communication with the customer to ensure that the priorities are well established.

Sorting is also 100% product responsibility of the Product Owner, where the tasks above are the highest priority.

The development team chooses Product Backlog tasks in Sprint Planning to generate both the Sprint Backlog and Sprint Goal.

## **Sprint**

The heart of Scrum is the container for other events. Everything that happens in an iteration to deliver value is inside a Sprint. The maximum duration is 1 month, the time is determined based on the level of communication that the customer wants to have with us. Long sprints can cause us to lose valuable customer feedback, and jeopardize our project.

## **Team**

At Scrum, the team focuses on building quality software. Managing a Scrum project focuses on defining what features the product should have to build (what to build, what not and in what order) and overcoming any obstacles that might hinder the task of the development team.

The Scrum team consists of the following roles:

**Scrum master:** Person who leads the team guiding him to comply with the rules and processes of the methodology. Manage project impairment reduction and work with the Product Owner to maximize ROI.

**Product owner (PO):** Representative of shareholders and customers using the software. He focuses on the business side and is responsible for the ROI of the project (delivering a value greater than the money invested). It moves the vision of the project to the team, formalizes the features in stories to be incorporated in the Product Backlog and prioritizes them on a regular basis.

**Team:** Group of professionals with the necessary technical knowledge and who develop the project together carrying out the stories to which they commit at the beginning of each sprint.

The following worker roles were assigned for this case:

- **Project planning:** Hanna Dominique Romero Solano
- **Database designer:** Hanna Dominique Romero Solano
- **Web programmer:** Hanna Dominique Romero Solano
- **Testing:** Hanna Dominique Romero Solano
- **Documentation:** Hanna Dominique Romero Solano
- **Feedback:** Hanna Dominique Romero Solano

### **Support tickets**

For ticket creation, FreshDesk was used, which is a tool for the support system in companies, makes it much easier when you want to filter the data or in the creation of your user support system.

FreshDesk helps to be able to keep in touch with customers easily and agilely, since this page, provides you everything, is just sharing it. You can share your support either by email, by phone, etc. So if there is an error or there is a doubt, it is easier to see it and to be able to do something about it and all thanks to the generation of tickets.

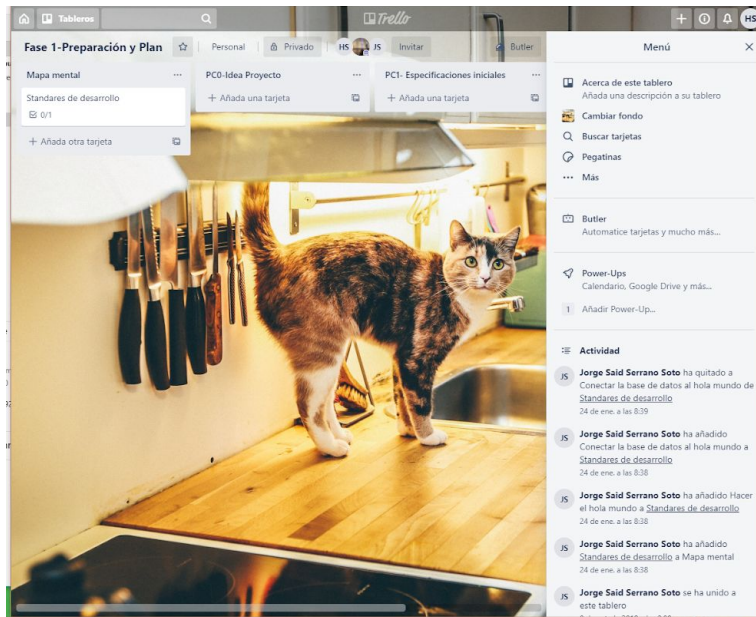
### **Version control workflow**

For my project I use Github for versioning, Trello and Fork for workflow.

GitHub is a system of project management and control of code versions, thanks to this you can upload the documents to the cloud and have them there so that someone with access can see it and be able to work more comfortable without fear of losing anything. Basically, the version control system helps record changes to the code, records who made the changes, and can restore deleted or modified code.

Trello is an application based on the Kanban method and serves to manage tasks allowing you to organize group work collaboratively using virtual boards composed of task lists in the form of columns.

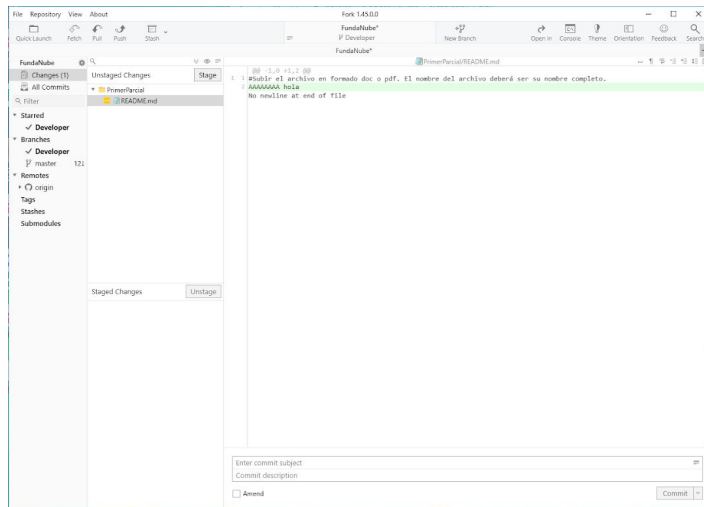
It is perfect for project management as you can represent different states and share them with different people who form the project. It attempts to improve a team's work routines by generating priorities, times, warnings and other perfect options to organize a project in which several people collaborate.




Fork helps you clone the work so that you can track that version, it helps to be able to make changes and see the changes made by your other colleagues. In fork you can work comfortably and make the pull you want to always have an updated version of the project, as well as you can make a pull to upload your version and let your other colleagues see your progress.



## Commits




AUTHOR

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20 feb. 2020 20:49:33 -06:00


SHA: 62caefc99d6ade5ad15d6d985c5c6836657a8fa7  
PARENTS: b84be5d

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**Primer commit hanna**  
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20 feb. 2020 20:52:44 -06:00


REFS: Developer  
SHA: 8b50c7715a6b1c9ac15b90a3e25ce12d09d098dd  
PARENTS: 5299ecf

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**Segundo commit hanna**  
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20 feb. 2020 20:54:30 -06:00

REFS: Developer  
SHA: d9308da477e2543cc38988b9c54426b3258ce932  
PARENTS: 8b50c77

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**Tercer commit \_ hanna Romero**  
quite todo lo que agregue al read me :)

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