|  |  |
| --- | --- |
| Team Name | Sprint Number |
| Team Omicron | Sprint 1 |

|  |  |
| --- | --- |
| Scrum Roles | |
| Product Owner | Adam Ricketts |
| ScrumMaster | Erick Underhill |
| Team |  |
| Developer | Michelle Arzul |
|  | Javonne Martins |
|  | Melodé Rozenkrantz |
|  | Shaun Schreiber |
|  |  |

Agenda

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# 1. Introduction

At the end of each sprint a sprint review meeting is held. During this meeting the Scrum team shows what they accomplished during the sprint with the focus on the *product.*

Participants in the sprint review typically include the Product Owner, the Scrum team, the ScrumMaster, management, key stakeholders, and developers from other projects or teams.

During the sprint review the project is assessed against the sprint goal determined during the Sprint planning meeting. Ideally the team has completed each product backlog item brought into the sprint, but it is more important that they achieve the overall goal of the sprint.

# 2. Sprint Backlog

**Goal: Create, configure and document server and development environment. Show first MVP Map Plot.**

|  |  |  |  |
| --- | --- | --- | --- |
| Priority | Story | Status | Points |
| 1 | Create Project Mind Map | Done | 2 |
| 2 | Configure Server | Done | 5 |
| 3 | Configure Development Environment | Done | 3 |
| 4 | Social Media APIs | Done | 13 |
| 5 | MVP Map Plot | Done | 13 |
| 6 | Configure & Implement CI (Testing) | Done | 8 |
| 7 | Skeleton W/S | Done | 20 |
|  |  |  |  |
|  | **Story points completed** |  | **64** |

# 3. Demonstration / Discussion

* **Melodé**
  + Mind map
  + Social API
* **Javonne**
  + Dev Machine
  + Server
* **Shaun**
  + Testing (CI)
  + Skeleton ws
* **Michelle**
  + MVP Map Plot