SCRUM

Scrum is an agile software development process, best suited for projects with rapidly changing requirements.

6.2.1 SCRUM ROLES

Product Owner

_____ was the Product Owner for this project. She guided the team members related to features of the product and decide if what has been produced is acceptable.

Scrum Master

_____ was the Scrum Master for this project.

Scrum Team

There were no predefined roles in our team but people tended to stick to the modules they developed and became 'experts' in their areas. Each and every task was reviewed by another team member, one that was not originally involved.

SPRINT PLANNING MEETING

Most of the time our sprint planning meetings went as planned, though sometimes the product owner was unavailable. In these cases the meeting simply needed to be scheduled one or two days later. These extra days would come in handy for cleaning up what we had produced the earlier sprint.

DAILY SCRUM MEETING

Our daily Scrums took place at 10.05. The Scrum Meeting was probably of 10 to 15 minutes in which we discuss the previous day tasks and decide which task to do the next.

SPRINT REVIEW MEETING

Our review meetings were always held on Tuesday. The project team members demonstrate new features on a live system, and answer any questions that might arise

during the demo to the Product Owner. Usually team spend one or two days before the demo checking if everything was working, and run test demonstrations internally.

PROJECT PLAN

USER STORIES

In _____ System, three users are involved. Each users require different functionality according to their need. Table x.x shows user stories.

Table x.x User Stories

No.	As a	I want to …	So that …
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

PRODUCT BACKLOG

In _____ System, the product backlog is created according to the described user stories i.e. features and functions in Table x.x, depending on importance, the team prioritized among the stories after adding them to the backlog as shown in Table x.x.

Table x.x Product Backlog

No.	Requirements	Priority	Status

SPRINT PLANNING

Table x.x Sprint Planning

Project Name	Project Manager	Start Date	End Date	Overall Progress
Project Deliverables				
Scope Statement				

Task Name	Start Date	End Date	Team	Sizing	Acceptance Criteria / Definition of Done	Priority

Sprint 1- Sprint Name						
Sprint 2 - Sprint Name						
Sprint 3 - Sprint Name						

SPRINT BACKLOG

The Scrum Master created sprint backlog in which a list of tasks identified by the Scrum team to be completed during the sprint planning. The development team will modify the Sprint Backlog throughout the Sprint. Team members work according to plan and knowing more about the work needed to accomplish the Sprint goals. Table x.x.x shows the sprint backlog that can be changed depending upon the requirements and condition of the project.

Table x.x Sprint Backlog

Priority	Product Backlog Item	User Story #	Estimated Hours	Developer
1	**Major Tasks**			
	Sub task 1			
	Sub Task 2			
	Sub Task 3			

2						
3						
4						
5						

SPRINT MARK sheet

Sprint Name	Sprint Duration	No. of Stories planned	No. of Stories delivered	% of Stories completed	No. of Story points planned	No. of Story points delivered	% of Story points completed
Sprint 1	May 13 - 24	9	9	100%	27	27	100%
Sprint 2	May 27 - Jun 14	17	10	59%	33	16	48%
Sprint 3	Jun 17 - 28						
Sprint 4	Jul 1 - 12						
		13	10	79%	30	22	74%

SIZING SCHEME

Story points	Mapping to Hours
0	0-3 hours
1	4-8 hours
2	9-16 hours
3	17-32 hours
4	33-64 hours
5	65-128 hours