Group name: Adapa
Student names: Carl Berglund, John Burchell, Ludvig Gee, Michael Thompson, Nico Boh, Patrik Bäckström.
Scrum-master email: gusbacpa@student.gu.se

Scrum work method PM

Supervisor: David Gregory

Meetings

Adapa will stick with monday meetings, 10 o'clock. On some mondays we will have other lectures. On those occasions we will have our weekly meeting right afterwards. We will aim towards dedicating tuesday trough thursday each week to to the project.

SCRUM process

Adapa will also stick with Patrik as SCRUM Master because of its similarities with project management.

Because of our three dedicated project days we will keep daily scrums for those days only. It differs a bit from last term when we worked on the project each day. The main reason for this is because when we are actually contributing to the project, everyone should have the same opportunity to keep up with discussions and changes that leads to the final result, but also to leave us enough space to dedicate mondays and fridays to other courses.

Retrospectives will be handed in in the end of each sprint and contain a summary of daily scrums, achievements, failures and changes.

Quality and technicals

We agreed to be strict on coding convention and in the startup phase it is up to our designer to research conventions for Erlang, and further more to verify that it is followed. Other conventions might have to be considered depending on which languages our clients will be developed in.

PivotalTracker will once again be used to backlogging whereas Bitbucket.org will be used to host a common repository and hold all documentation. We will also use Bitbucket's built in issue-report service to keep track of bugs etc.

Roles

Project Manager	Patrik Bäckström
Architect	Ludvig Gee
Designer	John Burchell
Quality Manager	Michael Thompson
Interface designer	Carl Berglund
Tech-xpert	Nico Boh