Name: Meet Duseja

Batch: T12

Roll-No: 27

Experiment 7

Aim: To Create Scrum Board for Scrum Master using JIRA Tool.

Theory:

To create a Scrum Board for a Scrum Master using the JIRA tool, you need to follow these steps:

Create a Scrum Project in JIRA:

Log in to your JIRA account and select a template from the library, choosing the Scrum template.

Once the project is created, you will land on the empty backlog, also known as the product backlog, containing a list of potential work items for the project

Create User Stories or Tasks in the Backlog:

In JIRA, work items like user stories, tasks, and bugs are referred to as "issues." Create user stories using the quick create option on the backlog.

User stories describe work items in a non-technical language from a user's perspective, following the format: "As a {type of user}, I want {goal} so that I {receive benefit}"

Prioritize User Stories in the Backlog:

After creating user stories, prioritize them by ranking or dragging and dropping them in the order they should be worked on.

The product owner usually prioritizes user stories, and the development team estimates the effort required to complete each story

Create a Scrum Board in JIRA:

Click on Search > View all boards and then Create board.

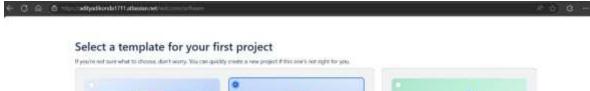
Select the board type as Scrum and choose whether to start with a new project template or add the board to existing projects.

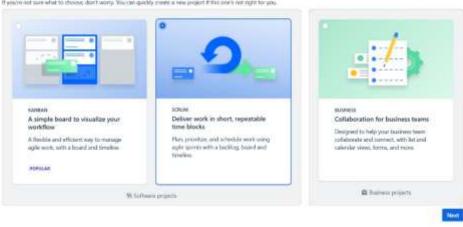
Configure columns and quick filters to reflect your team's process and focus on specific issues quickly

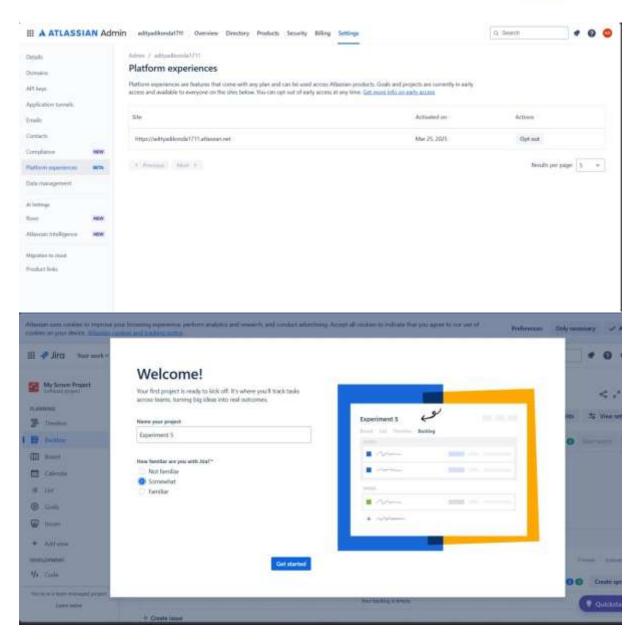
Navigate Between Boards:

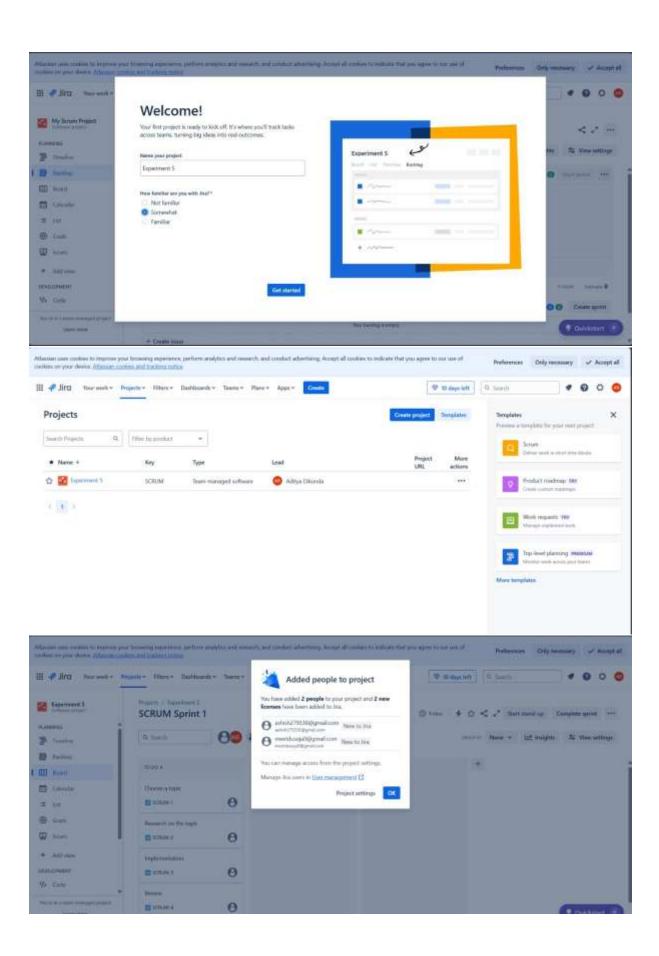
Use the board switcher located in the left-hand menu under the project name to move between different boards in JIRA

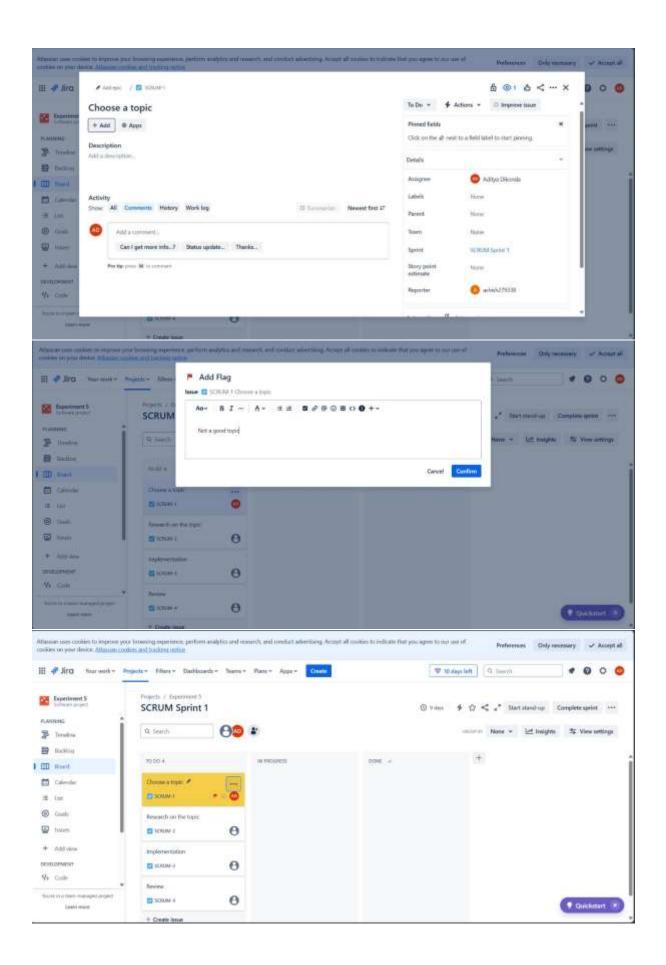
By following these steps, a Scrum Master can effectively create a Scrum Board in JIRA, enabling efficient management of tasks, user stories, and sprints within the agile project management framework.

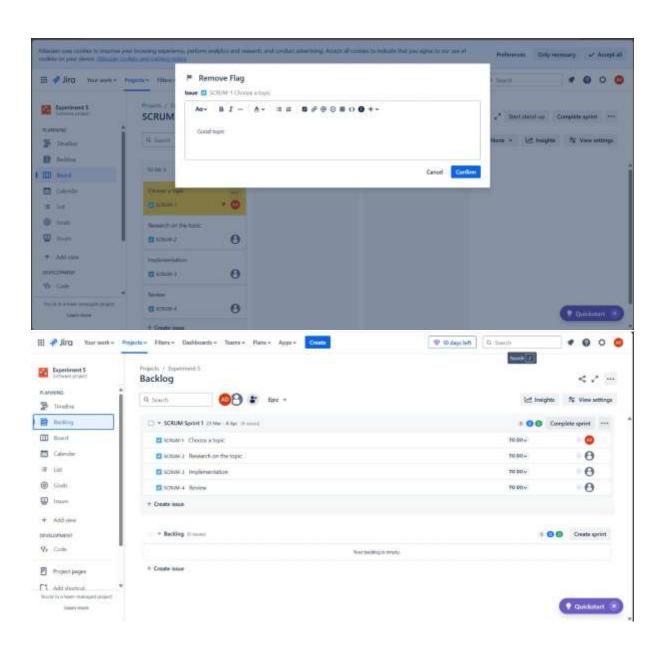


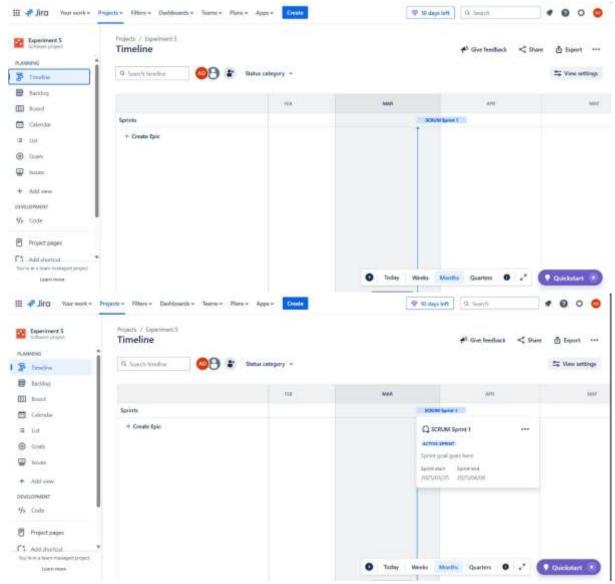












Conclusion:

Scrum project was implemented using JIRA.