TEAM 1

AlliR (PO)
EthanA
MichaelS
CourtneyP (SM)
NicholasT
EmmaW
CarlyM
JordanM
MadisonB

TEAM 2

MoR (PO)
MitchellM
CooperD
CameronF (SM)
UgyenZ
GraceK
MasonL
GianT
ConnerH
ColbyF

TEAM 3

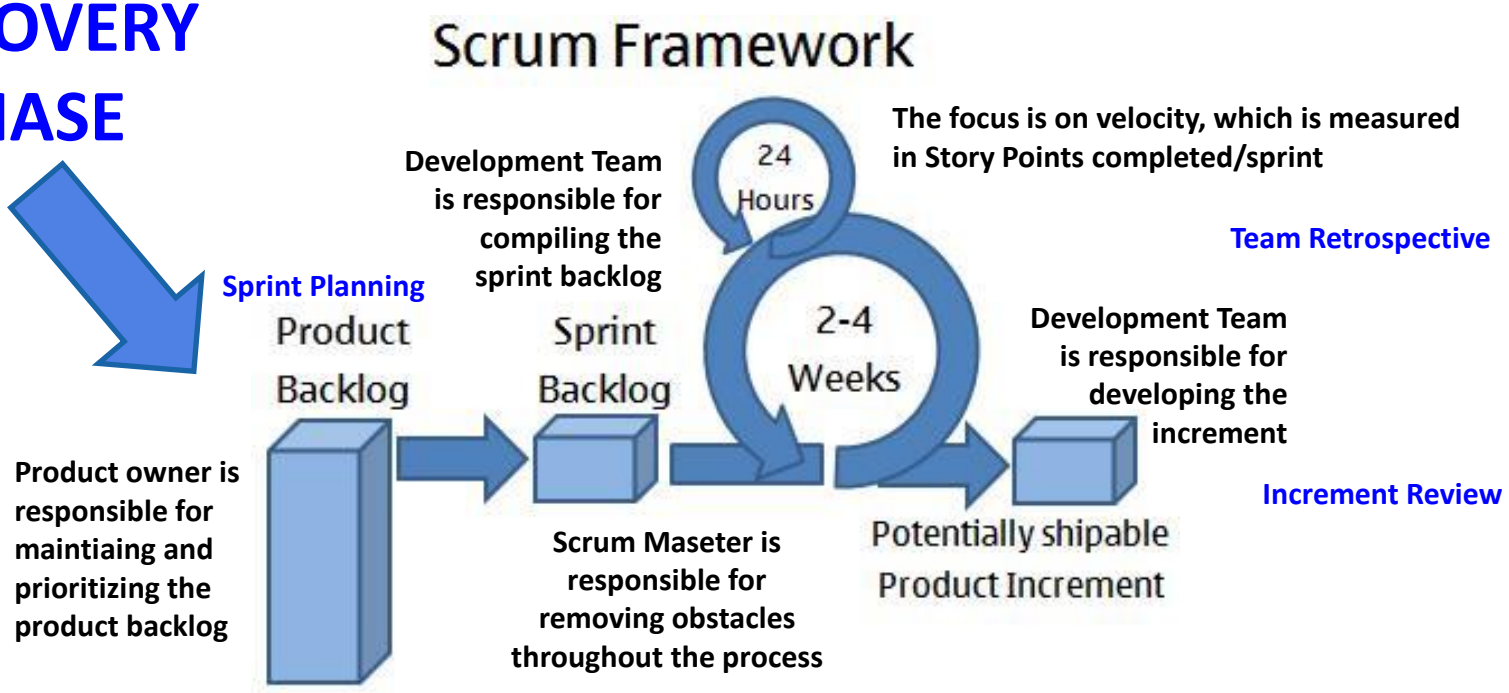
FrancisR
BrendanD
LongN (Liam)
SangeethMV
NuryK (SM)
PaigeC (PO)
AndreA
SaadR
ThomasD

OUR SCRUM PLAN:

Customers Organization Leaders

Product Owner | **Scrum Master** | **Development Team** | **Quality Engineers** | **DevOps Assistance**

DISCOVERY PHASE



For more information on SCRUM, see: **The Scrum Guide, 2017 - available on D2L**

OUR SCRUM PLAN:

❑ Discovery Phase: SEP 15 – SEP 29

- **Product Owners work with OL to establish first pass at features – a few features must be sufficiently groomed by the end of this phase, for them to be ready for development at phase 1. *Groom Architecturally relavent features first*.**
- **Scrum Masters work with OL to establish process and set up for sprints**
- **Scrum Masters facilitate development teams to establish team rules, member roles, and communication channels**
- **Development Teams establish architectural directions, identify development technologies to support the architecture, and feature groom as necessary.**
- **One or Two Developers work within a DevOps Assistance Team to investigate alternatives for codebase maintenance, web-based deployment, and testing infrastructure; DevOps Assistance Team is made up of members from each team, and a TA. – *By release, a functional and well used CI pipeline is expected***

OUR SCRUM PLAN:

❑ Development Phase: SEP 30 – Dec 1

- **Product Owners are responsible for maintaining a regularly updated feature backlog, and making it available to the development team. The backlog should consider *regular input from development team OLs, and Clients* – they work *with* these groups to feature design and provide acceptance tests for each feature. To avoid accruing technical debt, product owners need to make sure accept testing is happening during a sprint.**
- **Scrum Masters facilitate stand-ups, keep communication flowing among development team and between other scrum contributors, coordinate interactions between development team and other scrum contributors, track velocity and/or other KPIs to facilitate productivity of development team.**
- **Development team shares responsibilities related to communications, documentation, feature design, implementation and testing, code review etc.**
- **Quality Engineers work with Product Owners to conduct finished-feature acceptance tests, and other system level and end-to-end testing on the most recently completed increment.**
- **DevOps Assistance Team helps the development team set up and maintain infrastructure.**

ESTABLISHING TEAM RULES:

Onboarding

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Onboarding

Integrating a new member into an organization's culture and work environment, sharing tacit knowledge to help them acclimatize, asking them what they need to be successful, and training them to be able to contribute in the roles they are assigned.

- **Onboarding is necessary, but needs to focus on work activities to be useful**
- **Onboarding is often more about understanding how things work in the organization, than it is about training in a specific technology**
- **Onboarding usually happens when a person first arrives and an organization already has established practices**
- **For our Course Project, Onboarding will need to be <u>ongoing</u>, and <u>focus on training in specific technologies</u>**

ESTABLISHING TEAM RULES:

Think hard about what you are going to put into place so that everyone can contribute

- **Remember – you have team members who won't be able to figure out your framework without LOTS of help**
  - **☑ What are you going to do to make sure you identify these instances *immediately***
  - **☑ what are you going to do to ensure that they get what they need, continually?**
  - **☑ What are you going to do to make sure they take what you provide?**

ESTABLISHING TEAM RULES:

RULE 1: Prioritize Skill Development – always aim to reward decisions which help team members to learn

RULE 2: Agree on a Definition of Done (DoD) – create a checklist of things which have to be true for a feature to really be done

And any other rules your team needs to be successful…

We will fill in the details about this one as we move through the agile frameworks

KEY PERFORMANCE INDICATORS:

OUR HIGEST PRIORITY GOAL:

Everyone Contributes

- **How will we know if we are achieving this goal?**
- **What can we track to help us see our progress?**
- **How do we take all types of contributions into consideration?**

KEY PERFORMANCE INDICATORS:

ANOTHER PRIORITY GOAL:
Sustainable Pace

- **How can we get better at what we commit to?**
- **What can we track to help us see our pace?**