Scrum Structure for Movie App Project

1. Roles

Role	Person	Responsibilities
Product Owner	1 person	Defines product vision, prioritizes backlog
Scrum Master	1 person	Facilitates Scrum process, removes blockers
Development Team	2–3 people	Implements frontend, backend, database

2. Artifacts

- Product Backlog: All features, bugs, and improvements (managed via GitHub Projects).
- Sprint Backlog: Tasks planned for each sprint.
- Increment: Working software version at the end of each sprint.
- Burndown Chart: Tracks remaining work during sprint (GitHub Projects or Excel).

3. Ceremonies

Ceremony	Schedule	Description
Sprint Planning	Every Monday	Plan weekly sprint tasks and set sprint goal
Daily Scrum	Monday meetings (20 min)	Each member reports: what was done, what's next, blockers
Sprint Review	Every 2 weeks	Show progress and demo the increment
Sprint Retrospective	Every 2 weeks	Discuss what worked, what didn't, and improvements

4. Sprints and Schedule

Sprint	Period	Goal / Content
1	27.10–10.11	Setup, Docker, GitHub, UI design, DB diagram, backlog v1
2	11.11–17.11	Now in Theaters, Movie search feature
3	18.11–24.11	Authentication: login, register, account deletion
4	25.11–1.12	Movie reviews, favorites list
5	2.12–8.12	Remaining requirements, optional feature
6	9.12–18.12	Testing, release, presentation, documentation

5. Tools

Purpose	Tool
Version Control	GitHub (organization repo)
Project Management	GitHub Projects / Issues
Communication	Discord / Teams

UI Design	Figma / Wireframe.cc
Database Diagram	diagrams.net
REST Documentation	Postman
Testing	Jest, Supertest
Deployment	Docker, Render/Heroku

6. Definition of Done (DoD)

A task is considered done when:
- Code is implemented and tested locally.
- Committed to the main branch.
- Code reviewed by team members.
- REST documentation and README are updated.