# Developer Onboarding Summary

Welcome to the Agile development team for the new Discipline of Computing website project. This summary is designed to help new developers onboard smoothly and understand how our team functions. Whether you're joining at the beginning or midway through the sprint, this document will give you the context, expectations, and tools needed to succeed in our collaborative environment.

## Project Overview

Our goal is to design and build a user-friendly website for the Discipline of Computing. This website will include detailed information on research groups, staff profiles, available courses, news updates, and contact options. The design must be accessible, mobile responsive, and simple enough for non-technical users to manage and update content using a CMS (Content Management System).

## Team Members and Roles

Our team consists of seven members who each have specific roles, but we also collaborate closely across tasks.  
  
- Nahid – ScrumMaster: Facilitates daily meetings, manages sprints and backlog, and ensures agile principles are followed.  
- Elijah – Frontend Developer: Designs and builds user interfaces including navigation and layout.  
- Hakan – Backend Developer: Structures the CMS and ensures dynamic content management works smoothly.  
- Jessio – QA Tester: Checks that features meet acceptance criteria and manages the Definition of Done.  
- Ellia – Content Coordinator: Collects and organises content for research groups and staff profiles.  
- Sam – Documentation and GitHub Manager: Updates GitHub boards and handles submission documentation.  
- Daniel – Accessibility and Mobile Lead: Ensures responsive design and accessibility compliance.

## Agile Process We Follow

We use the Scrum methodology to manage our workflow. The key activities and events include:  
  
- Product Backlog: This is our list of all features and stories that the project should include. We created 10 backlog items that describe different parts of the website.  
- Sprint Planning: Before a sprint begins, the team agrees on which items will be developed during the sprint. In Sprint 1, we selected PB-01, PB-03, PB-04, and PB-07.  
- Daily Standups: We hold short daily meetings to discuss progress, share blockers, and coordinate.  
- Sprint Review: At the end of each sprint, we review the completed work, gather feedback, and discuss next steps.  
- Sprint Retrospective: We reflect on what went well, what didn’t, and how we can improve in the next sprint.

## Tools and Platforms

We use GitHub Projects to manage our backlogs, sprints, and progress tracking. Tasks are moved between columns (Backlog, Ready, In Progress, In Review, Done) to reflect progress. Documents like this onboarding summary, product backlog, sprint guides, and reviews are created in Microsoft Word and uploaded to GitHub. Communication is handled through Microsoft Teams.

## How Work Was Distributed

Work was distributed across three days to simulate a real Agile flow. On Tuesday, PB-01 and PB-02 were completed. On Wednesday, PB-03 to PB-06 were developed. On Thursday, PB-07 to PB-10 were handled. The sprint concluded with documentation and final review.

## Getting Started

If you're joining the team during a sprint, your first step is to check the GitHub board. Find tasks assigned to you, read through the backlog, and attend the next daily standup. Ask questions during meetings or contact the ScrumMaster if anything is unclear. Stay updated on your assigned tasks and communicate regularly.

We value teamwork, clarity, and continuous improvement. Everyone is encouraged to contribute ideas, raise blockers early, and help improve the team process over time.