Working with a Venture
What do I need to know?

Code to live by
A100

Roles

Review: What are we doing?

Your Market — Customers & Users

Product Owner — Understand & Represent Voice of the Customer

Translation

Your Project —

Scrum Master, Team Members — Build Product to Market Need

Your Product — Mockups, Beta, Alpha, MVP
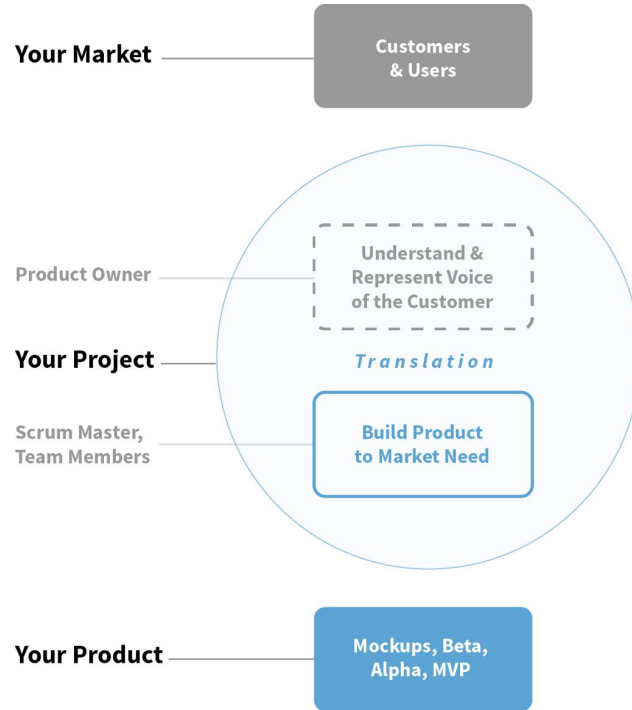
Roles

Product Owner

Scrum Master

Team Member

Product Owner

The Voice of the Customer

The Product Owner is your client.

He/she is the authority on requirements (*what* needs to be done).

Product and user-related questions go to Product Owner.

Ask them what times are OK to call them by phone.

The Site Manager is your manager.

Team issues and technical questions go to Senior Apprentices and Site Manager.

Team Members

Developers, Designers, Writers

Team Members are responsible for execution.

Meet their responsibilities (see the *"Five Pillars"* from Week One)

Review Project Charter, User Stories, Backlog, Personas.

Estimate work based on personal ability/available velocity.

Prepare for and participate actively in meetings.

Peer review each other's code.

Assign themselves high-value Tasks on the Taskboard.

Keep the Taskboard updated with progress on tasks they've taken on <u>*daily.*</u>

Scrum Master

Facilitator

The Scrum Master is the final authority on process.

A Team Member, but also a facilitator and "servant-leader."
NOT a manager.

The Scrum Master facilitates Agile ceremonies.

Ensures Taskboard is used effectively by seeing that it is <u>reviewed during meetings</u>

Schedules <u>*& calendars*</u> Stand Up, Demo Days, Product Owner meetings, Sprint Planning

Ensures timeboxes are met, for example by using a timer for Stand Up.

Ensures that the agenda, roles, and responsibilities are clear.

The Scrum Master removes impediments blocking the team's progress.

Need a resource? Find it or provide it.

Resolves conflicts, and if the team is deadlocked, brings them to Site Manager.

Confidentiality

What does it mean?

All code, screenshots, and other work on your venture project is the property of the venture.

You may talk freely and share code with:
Apprentices on your team, A100 Program Staff, Senior Apprentices

You may talk *generally* with others about coding-related questions
You may not share code in these conversations.

You may not share code with anyone else without prior permission from A100 Program Staff AND venture.

Turnover all code and assets after Final Demo.

Delete all local copies once work has been accepted.

Venture Project

Fall 2015

Product Name *homenucleus*

Product Owner *Theresa Jakubowski*

Focus Validation Prototype

Private & Confidential

Focused on homeowners and property managers.

Provides a way for homeowners to schedule, learn about, and plan home improvement and maintenance projects.

A100 New Haven Fall 2015 Teams

Team 1
William M.
Brian
Mohammed
Udeme

Team 2
Alex
Amish
William L.
Ian

Next Steps

1. Name your team.

2. Choose a ScrumMaster.

3. Discuss your availability on weekdays and weekends.
Determine times your team can meet in person & online.

4. Schedule a team meeting with your Product Owner.
Should be early next week (in person or via Hangouts).