

WHAT IS SCRUM?

A **scrum** is a lightweight framework that helps people, teams and organizations in developing and sustaining a project and come up with adaptive solutions for complex problems. The process is broken down into several pieces called **Sprints**.

The flow of the process is:

- 1. Plan – just enough plan to start with
- 2. Build minimal feature set
- 3. Test and Review that small feature set
- 4. Review – a potentially shippable product then repeat the cycle

BENEFITS OF SCRUM

- We write fewer plans and do more in short cycles.
- Constantly deliver functioning products and receive continuous feedback.
- Flexible way of working in a rapidly changing world.
- Mini projects that each produce their own specific results.
- Powerful way of working that provides speed.

WHY USE SCRUM?

- **Agile** and **Adaptable** to changes.

Product Backlog

As a...	I need/want to	So that...	Priority	User points	Value points	Value for money	Progress
User	Register an account	I can have privacy and make it my own personal space.	Should	55	34	0.618	Not yet started
User	Login	I can go back and access my previous work and data.	Should	55	34	0.618	Not yet started
User	Buttons	I can interact with the website.	Must	1	13	13	Not yet started
User	Dashboard	I can see my overall progress for this day/week, current and upcoming events, and work that I left off.	Must	34	21	0.617	Not yet Started
User	Calendar	I can see the events for the current month and add events for a specific date.	Must	21	55	2.619	Not yet started
User	To-do list	I can add and see what work I need to finish today.	Must	21	55	2.619	Not yet started

Sprint 1 Backlog

As a...	I need/want	So that...	Tasks	Progress
Product owner	To pinpoint the important features needed in the webpages of the project.	To provide a clear outline of the project in order to know what the important features of the project.	- Learn about sitemap - Create a sitemap	Done
Scrum Master	To represent the wanted features of the webpages visually.	To have the overall view or look of the webpages in order to have a better view and basis of the project.	- Learn about wireframe - Create a 3 page wireframe	Done
Scrum Team	To understand and study about scrum.	To start the progress and implement it in the project.	- Learn about scrum - Create a Product Backlog - Create a Sprint Backlog	Done

Acceptance Criteria

User Story	Acceptance Criteria
Register Account	<ul style="list-style-type: none"> • Able to connect the website to the user's account and successfully make a workspace for the user.
Login	<ul style="list-style-type: none"> • Able to login correctly to the user's account. • Able to retrieve account if the password is forgotten.
Buttons	<ul style="list-style-type: none"> • Able to add tasks and events. • Able to redirect to the correct webpage/tab. • Able to tick check boxes.
Dashboard	<ul style="list-style-type: none"> • Able to track progress and missed work. • Able to show the correct tasks for today. • Able to show the upcoming events.
Calendar	<ul style="list-style-type: none"> • Able to show and change the correct calendar for the current month and year. • Able to highlight the day that has existing events/plans. • Able to add and show the events for the month.
To-do list	<ul style="list-style-type: none"> • Able to add and show tasks for the current week. • Able to tick the finished tasks.

Definition of Done

- Reviewed by someone
- Completed unit acceptance testing of each of the user story
- Completion of quality assurance tests
- Completion of all documentation related to the user story
- All issues are fixed
- Successful demonstration to the stakeholders

Daily Scrum

Week 1:

[illegible]

Week 2:

[illegible]

Week 3:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What did you do yesterday?	None	None	Jotted down ideas.	None	Learn about scrum, sitemap, and wireframe.	None	Finalized my ideas about the website.
What will you do today?	None	Noted down what website I want to make.	None	Research about sitemap, wireframe and scrum framework	None	Finalized what website to make.	None
Obstacles	None	Many ideas or options	None	None	None	None	None

Week 4:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What did you do yesterday?	None	None	Research about sitemap.	None	None	Jot down the features.	None
What will you do today?	None	Research about sitemap and watched videos	None	None	Jot down the possible features.		Finding the right sitemap maker
Obstacles	None	None	None	None	Too many ideas.	None	Too many applications and sites. Also, took time.

Week 5:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What did you do yesterday?	Finding a sitemap maker.	None	Started the sitemap.	Made revisions.	Removed features.	Finalized the sitemap.	Product backlog changes.
What will you do today?	None	Made the sitemap.	Revisions in the sitemap.	Removed other features in the sitemap.	Finalized the sitemap.	Changes in the product backlog.	None
Obstacles	None	Worry if what I'm doing is right.	Constant change of ideas.	Took time to simplify the outline of the website.	None	None	None

Week 6:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What did you do yesterday?	None	Looked for a wireframe maker.	Looked for web designs.	Made the wireframe.	Made revisions in the wireframe	None	None
What will you do today?	Looked for the right wireframe maker to use.	Looked for ideas for web designs.	Made the wireframe.	Revisions in the wireframe.	None	None	Finalized the wireframe
Obstacles	Took time to find the right one.	None	Took time to place the features at the right place.	Undecided with the placements of the features.	None	None	None

Week 7:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What did you do yesterday?	Finalized the wireframe.	None	Started the pdf.	None	Editing the pdfs.	None	Revisions in the pdfs.
What will you do today?	None	Made the other documents or pdfs	None	Continued editing the pdfs.	None	Made revisions in the pdfs.	Made the presentation.
Obstacles	None	Lost and confused.	None	None	None	None	None

Sprint Review

- Incremental development for the sitemap and wireframe.
- Made changes to the product backlog
- Successful implementation of scrum, sitemap, and wireframe.

Sprint Retrospective

What went well?	What didn't go well?	How did you overcome the obstacles?	What could have done better?
<ul style="list-style-type: none">- Learning about scrum, sitemap, and wireframe.- Implementing sitemap and wireframe.- Flow of ideas.	<ul style="list-style-type: none">- Overwhelmed by other workloads.- Anxiety attacks- Constant change or no concrete instructions about the requirements- Lost and confused most of the time.	<ul style="list-style-type: none">- Took days off- Asked help from others	<ul style="list-style-type: none">- Better time management