

As the scrum master my responsibilities are to make sure the team is understanding the project, and the rules required for the project. I am the leader of the team and must keep the team motivated and excited for the project and on track with the project. I must make sure that the team is completing every task on time and completed correctly. I must have great communication skills and must know how to communicate differently with everyone. Everyone has a different way of learning and understanding things, just like everyone has different personalities. As the scrum I must make sure that the goals of the project are being met on team and give everyone achievable assignments.

First to begin the scrum, I would gather everyone the product owner, the scrum master, and the development team to begin the sprint planning and make sure we have everything ready to get the sprint done, the planning is basically going over all the tasks that will need to complete by the end of the sprint. For the daily scrum meets, I will have the entire team gather every day, every time. This includes the product owner, the scrum master, and the development team as well. We'll need to go over the previous days, progress the challenges and the success of the day. Then have the team go over today's assignments. Any possible predictable challenges that might happen and the expected outcome for the day.

The daily will be 15–20-minute meeting no more than that. Any changes to the backlog will be done with the entire team, this way everyone is on the same page on the changes and progress of the product. Once the sprint has been looked over and locked. It will be placed on top of the list and ready for delivery. After refining the backlog and the sprint has been reviewed, the team will reflect on the work and go over the challenges and successes and discuss where there could be improvement.

The product owner will oversee making sure the project goes well without any mishaps or loss of time. After gathering the information of what the project will be from the client. Partnered with myself Scrum Master together we hear what the client ideas and what he wants for his project. Once the client has given us all the information we need. The entire team can get together and have a plan of action. Once we meet, the team will begin the first of several sprints.

Having the user stories are useful because it allows the scrum team to develop the product with the end user in mind. Developing the product with the end user in mind will bring more traffic and more users to the product. By having more users using the product the more money the shareholders will make. When developing a product remember what the user gains from this, what will the client gain from this, and what will the shareholders gain from this?

The user stories will help the scrum team by knowing what the users are interested in having on such a product. Having the user in mind first and asking the user what they would like first gives the direction of the project. The user stories give the team ideas that the team might have not even thought off. This way the team can implement them into the final product. It's preferable to develop something with the user in mind and get the user input. This way you have something the user will use and bring more traffic to the product; more users will use what the team has developed.

The interviews and meetings are like brainstorming with the end user in mind. Yet, by doing interviews with the user gets to tap into the user's mind and find exactly what the user would like to see in the product. This makes it easier for the team to know what the user wants. This makes it better for the client their product will get more traffic and more users interested in using the product.

I want to say details are important, for most service businesses, details are very important. I have noticed it in the past with previous jobs. If there are details missing in the user stories. The product will not come out with the best results and the customers will lose interest and the company will lose customers. Breaking down the steps for each user story was one of the very helpful elements that allows for the developers to get the best products close as possible as the customers might want it. There were a few steps break down so that was helpful.

Just as I mention in the previous paragraph, it's all in the details. As well as the details might have been. There were missing details in the steps and the details of what the users wanted. The steps explained the steps to take, yet there were no details of the exact interface the user was going to have as they use the software.

There are so many ways to communicate information with a client and the client's customers. I if the client had done the user group input. I would communicate with the client for more information on what their customer had meant by the information that was in the user story. If we had done the customer focus group to find out and get the user stories. I would email the product owner to get more information or send more information on what the user meant by their story.

Cynthia,

Based on the information on user story 3 "categories". If you have more details on what the user wanted about categories, and do you happen to have any categories that we will have for the locations. Will there be subcategories to a main category.

It is a bit bothersome when you must go and make changes once you have finished with the project. As much as it may bother me and many other developers. It is all part of a day's work

it is part of our job to create and re-create. If the client is happy and that is all that really matters. The client could become a returning client and refer potentially new clients.

Request that I would ask from the product owner and the tester. Would be a bit more detail on the changes being required. I know that there will be a project that will be done in a crunch but a bit more time to work on changes would be nice also. It makes it hard to get to the details and everything that needs to be done in such a short time.

I will send a very reasonable and detailed email giving the reasons why giving enough time and more details will help the developer. Being as detailed as possible in the email will allow the product owner and the tester a better understanding of the extra pressure they are placing on the developer. The other way to communicate this would be in a meeting explaining how adding more detail to the changes and adding more time helps the developer.

It allows changes to be made more often than by the waterfall. With the waterfall you're taking each step of the way bit by bit. With Agile there are multiple steps happening together. Every daily meeting is a chance to implement changes. The tester is testing while the developer is refining the code. As with every daily scrum meeting the tester will explain what he sees need fixing or changing the product owner has new changes. By the time the product has gone through the third or fourth sprint the product is almost perfect.

After a bit from each role in the Agile methodology. Going over every role of the scrum team. Communication is key when working with such a high pace method of work. Especially a method as fast as Agile using the Scrum method. Yet, communication is key in any field not just the programming field, Retail, Theme Parks, Auto Dealerships, Furniture stores, or at home. It doesn't matter, communication is key in everything, it is the link in a successful team.

I prefer the Scrum event way of communicating. You have the dailies that can really get the excitement every day for the team. I feel that if the first thing that the team talks about as work is about to begin is about the project and the work for the day. The team will be excited to finish what was planned for the day. Then coming back the next day for something new and exciting to work on.

Having the user stories was a good daily opportunity to open the daily planning. This will allow the team to focus on the day's work and not on the project as a whole. Having the user stories allows the team to work on the task for the day. Versus worrying about everything the project is going to take to complete. Working on one user story per sprint instead of full features in general or going step by step as in the waterfall method.

Having an agile management tool like Jira and other sorts. Helps by allowing the team to see the work for the day and a reminder of the final project after all the sprints are done. It keeps control of the project and when changes are added or made the team gets to see the changes. These tools in my opinion are great to do Agile work. Jira for example gives you different Agile methods.