Group name: <QI>
Student names: <MaiPhuong Van, James Eagle, Aurélien Franky, Henrik Persson, Jani Pasanen, Gabriele Kasparaviciute>
Scrum-master email: <gabekasparas@gmail.com>
Platfrom: <Raspberry PI>

Scrum work method PM

The Scrum Master in QI group is Gabriele who is also a person responsible for hardware. We are going to update each other via email every day (which would be equivalent to daily scrums) and every second day we will have a tête-à-tête meeting where we all will discuss these questions:

1. What did you do yesterday related to project?
2. What are you going to do today related to project?
3. Do you need any help with your tasks?

Schedule – we will have weekly meetings (sprints). Sprint meetings are going to be on Tuesdays at 10am. We are going to have our project in beta stage by the end of April 2014 (28th of April).

Resources – extra parts required to fulfil project's goal are already acquired; team consists of 6 programmers.

State of backlog is going to be evaluated during sprint reviews with product owner. All daily scrums will be documented. The new requirements must be evaluated by product owner and checked with all members of the team.

Quality is going to be assessed during sprint reviews to inspect the increment since last sprint and evaluate the stage of product backlog if needed. Total work will be summed up every sprint to see how much there is left to reach a goal which is called the increment. Burndowns are unavoidable, therefore they will be tracked by product owner. As there are no skilled members in hardware field and both (Python and C) programming languages for the project are new, technical debt is also inevitable. To reduce the level of technical debt product owner will try to push the tasks that are the first priority and quantify the existing debt while looking at retrospectives which main purpose is to inspect team itself objectively and create a plan for improvements to be adopted during the next sprint. Also during project such tools as SonarQube might be used to inspect code quality. Problems will be firstly solved within team members by building consensus and if there are still going to persist, then product owner is going to have the final word.