Micro-Sprint: The Perfect Pizza

Story

As hungry students, we want to design the perfect pizza recipe so that our class could enjoy it at a dream pizza night.

Lernziel (Learning Goal)

You will experience how a self-organized team works with eduScrum to achieve a concrete outcome.
By the end of the sprint, your team will have:
- Produced a clear, agreed pizza recipe,
- Worked with roles, a flip (task board), and a Definition of Done,
- Presented your result to the class.

Acceptance Criteria

Your final product must include:
- Ingredient list with quantities
- Dough process (mixing, fermentation)
- Baking instructions (temperature, duration, oven type)
- Sketch or photo of the pizza
- Short explanation of your choices (why these ingredients / method)

Roles (choose in your team)

- Facilitator → keeps the team on task
- Timekeeper → manages time
- Quality Guard → checks Definition of Done
- (Optional) Note taker/Communicator

Definition of Done (DoD)

A task is only 'done' when your team agrees it meets clear standards.
Example:
- Task = 'Research flour types'
- DoD = At least 3 flour options identified, each with pros/cons documented, and one choice agreed.
Your team must define DoD for at least one other task yourselves.

Artefacts

- Flip board (To Do → Doing → Done)
- Definition of Done for at least 2 tasks
- Final product = pizza recipe (meeting acceptance criteria)
- 3-minute pitch in the review

Timeboxes

- 15 min → Sprint Planning (roles, tasks, DoD)
- 90 min → Sprint Execution (recipe, board, deliverables)
- 30 min → Sprint Review (presentations)
- 20 min → Retrospective (reflect on teamwork)

Important: This sprint is not about pizza perfection — it is about practicing teamwork with eduScrum.