**Team**

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Scrum - Roles Workbook

Roles

| Product Owner | Scrum Master | Scrum Team |
| --- | --- | --- |

Scrum Development Team

| Composition | Developers, Scrum Master, Product Owner |
| --- | --- |
| Organization | Self-organized |
| Cross-functional | Self-contained team with all the necessary skills |
| Responsible to: | The entire team is responsible for the success/failure of the overall project   * + Dev team is still responsible for successful delivery because they are to validate functionality from customer feedback during Sprint Review (delivery and feedback from the customer for that individual stage of increment development.) **Dev Team is ultimately responsible for the success/failure of the project 😣.** |
| Authority | to commit as a team to the customer |
| Size | 7 +/- 3 |

Product Owner

| Owner of Artifact? |  |
| --- | --- |
| Product Backlog Grooming | Manages Product Backlog (add, move, or delete items). |
| Collects | User stories |
| Attends Sprint  Planning Meeting | Daily basis |
| Accountability | Accountable to the customer regarding the ability of deliverables to fulfill customer needs. |

Scrum Master

| Coach—Servant Leader | Coaches the team |
| --- | --- |
| Shields Team | Protects team |
| Deals w/Obstacles | Removes obstacles blocking any team member from higher productivity.   * Deals with customer non-compliance. * Acquires any new equipment or licenses. * Runs interference for any issues the team is facing. |
| Daily Standup Role | Leader |
| Team Velocity | Calculates, documents, and reports team velocity |
| Assist Product Owner | Assist Product Owner in Backlog Grooming |

Velocity

| Definition | A measure of the average amount of work (in story points or other units) that is completed per unit of time (e.g., sprint, day, week, month).  Only items meeting the “definition of done” are included in the calculations. No partial credit is given for work not completed. |
| --- | --- |
| Calculated by: | Completed per unit of time (e.g., sprint, day, week, month). |
| Purpose | Used to measure average amount of work |

Team Velocity

| How often calculated. | Each sprint |
| --- | --- |
| Calculated by: | Scrum master |
| Purpose | Used to define the work speed of the team |

Capacity

| Definition | The measure of the maximum amount of work that a development team expects to produce in a given sprint. |
| --- | --- |
| Purpose | To ensure a team doesn’t take on more work within a given sprint if they’re not capable of tackling the workload. Basically to secure a realistic timeline of completion |

Stakeholder Interactions

