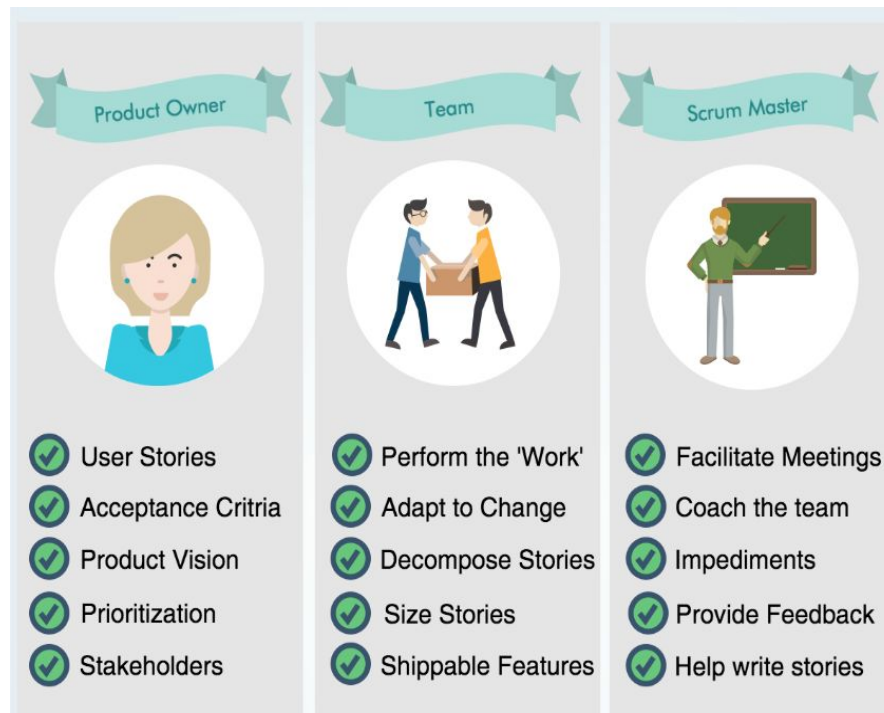# FILMY SCRUM PROCESS

Scrum is an agile way to manage a project, usually software development. Agile software development with Scrum is often perceived as a methodology; but rather than viewing Scrum as methodology, think of it as a framework for managing a process.
Further information is available at the following address:
https://www.mountaingoatsoftware.com/agile/scrum

First of all before the product development we needed as a team to set up our roles for the scrum process. The product owner role was covered by Carlo Corradini, he had to speak with the client, define the requirements and he collaborated with the scrum master to maintain the process without hitches and guarantee releases protecting the team from external disturbances.

Scrum master role was assigned to Miraxh Tereziu, he led the team, followed the development process, helping when necessary and he proposed improvements for the process.
The development team was made up of Luca Santoro, Ayoub Saghir and Grigore Andronic, the team developed the product, estimated how long they needed to produce a release and presented the release when ready.

For our product a possible customer could for example be the cineworld trento service that manages all the cinemas in Trento and needs to have the latest releases so it could request for a set of APIs to receive information about:

- film (release date name, approval rating and cover image)
- actors (name surname, gender, date of birth and possible date of death and the profile image of the actor)
- users (cineworld administrators data that must access the service to use the APIs)

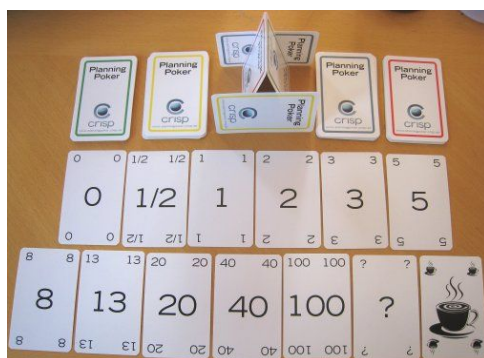| **Product backlog**						
ID	Nome	Importanza	Stima	Descrizione	Come testare	Note
1	Ottieni film tramite un codice identificativo	100	5	Possibilità di visualizzare il film che corrisponde all'id	Aprire la pagina al PATH definito, verrà ritornato il film presente nel sistema in base all'ID specificato	Richiede definizione documentezione API & PATH
2	Inserisci un nuovo film	100	8	Solo tramite autenticazione, possibilità di inserire un nuovo film	Aprire la pagina al PATH definito, autenticarsi, e successivamente inviare le informazioni relative al film da inserire	Richiede definizione documentezione API & PATH. Autenticazione necessaria

The first step of the process was the product backlog and was initially written by the product owner, the product backlog consisted in a collection of requirements in the form of user stories.

Once created, the product backlog got shared to the whole team so that members can clarify something or change one estimate.

After the product backlog we had to plan the sprint backlog, first of all we needed to estimate how many points of the product backlog will be developed then we added to it some of the user stories with higher importance up to its limit and we estimated how many points are needed for each product backlog entry (i.e. for each user story).

Sprint backlog						
ID	Nome	Importanza	Stima	Descrizione	Come testare	Note
1	Ottieni film tramite un codice identificativo	100	5	Possibilità di visualizzare il film che corrisponde all'id	Aprire la pagina al PATH definito, verrà ritornato il film presente nel sistema in base all'ID specificato	Richiede definizione documentezione API & PATH
2	Inserisci un nuovo film	100	8	Solo tramite autenticazione, possibilità di inserire un nuovo film	Aprire la pagina al PATH definito, autenticarsi, e successivamente inviare le informazioni relative al film da inserire	Richiede definizione documentezione API & PATH. Autenticazione necessaria
3	Ottieni un film tramite il suo titolo	90	7	Possibilità di visualizzare tutti i film che corrispondono al titolo del film che sto cercando	Aprire la pagina al PATH definito, verranno ritornati tutti i film presenti nel sistema in base al titolo specificato	Richiede definizione documentezione API & PATH

The development team decided which user stories include in the sprint backlog and the product owner helped redefining the priority of one or more user stories, changing the field (scope) of one or more user stories and divide one or more user stories.

Last but not least we all had to participate in poker planning and the goal was to estimate the points of the sprint backlog, the product owner that is Carlo listed to the team the user stories and after some discussions by the team for the choices made we arrived to establish the story points.