

Roles and Responsibilities

You will be using Scrum, an Agile development framework, to coordinate work among your groupmates.

THERE IS NOT A DEDICATED BACKEND TEAM NOR A DEDICATED FRONTEND TEAM.

In a scrum team, there are defined roles to help facilitate organization, accountability, and collaboration.

Product Owner

Your Project Advisor will also be your "Product Owner". The product owner should have a clear vision of what the final product should be and will convey that to the team. The team must do their best to create the result that the product owner desires. Your Project Advisor knows best what is expected of your final product by the end of the week. The Project Advisor will determine deadlines for features and adjust them according to the team's work throughout the week.

Scrum Master

The "Scrum Master" will be chosen from your group. This person, with the help of your Project Advisor, will maintain organization of the project workflow. This means they will maintain the project backlog items in the Kanban board. If there are dependencies between tasks, the scrum master will make sure the task with dependencies are tackled first.

The scrum master is **not the leader** of the group. The scrum master's job is to organize the project backlog items in order of dependencies to make sure that no one is waiting for certain tasks to be completed to pick up another task. The scrum master will also make sure that the project backlog is up to date.

The scrum master will report to the Project Advisor any time a deadline cannot be met. It's okay if your group cannot meet the expected deadlines. Correctly estimating the amount of time that a task will take takes experience.

If you are chosen as the scrum master and are uneasy or unsure of the responsibilities of your position, then make sure to message and talk to your Project Advisor.

The Development Team

Each person in the team will take on tasks in the project backlog and estimate the amount of time they will take for their tasks. Everyone accomplishes tasks at different paces, so don't be discouraged if you feel like you are slower than the rest of the group, and don't push down others who you think are slow. Try your best to determine time estimates for your tasks that are achievable for you so that your group members can count on you to complete the tasks that you set out to complete in the timeframe that you specified. Let your group know as soon as possible if you think that something will take more time than you initially thought. Again, estimating the correct amount of time to complete a task takes experience.

There is no dedicated CSS person, frontend person, or backend person. Everyone **needs to contribute to the entire full stack**. You will choose a feature that you want to complete, and then do that from front to back, UI to database.