

**Assignment 3: Agile Principles Application - Write a two-paragraph reflection on how the Agile values of individuals and interactions, working solutions, and customer collaboration apply to the development of the community event app. with images**

**Agile Principles in Community Event App Development**



team collaborating on a project

The development of our community event app was significantly influenced by the Agile principles of "individuals and interactions over processes and tools," "working software over comprehensive documentation," and "customer collaboration over contract negotiation."

By prioritizing individuals and interactions, we fostered a collaborative environment where team members could share ideas, solve problems together, and adapt quickly to changing requirements. Regular stand-ups, pair programming, and open communication channels facilitated efficient teamwork and knowledge sharing. This approach enabled us to respond promptly to user feedback and iterate on the app's features.



team working on a project

Furthermore, the Agile principle of "working software over comprehensive documentation" guided our development process. We focused on delivering functional features early and often, allowing us to gather valuable user feedback and make necessary adjustments. By prioritizing the delivery of a working product, we ensured that the app met the evolving needs of the community.

**Assignment 4: Scrum Framework Overview - Prepare a one-page cheat sheet on the Scrum framework that includes roles, responsibilities, artifacts, and ceremonies. Provide a brief example of a Sprint task list for the earlier mentioned app project.**

## **Scrum Framework Cheat Sheet**

### **Roles**

- **Product Owner:** Responsible for the product backlog, prioritizing features, and representing the customer's needs.
- **Scrum Master:** Facilitates the Scrum process, removes impediments, and coaches the team.
- **Development Team:** Cross-functional team responsible for delivering the product increment.

### **Responsibilities**

- **Product Owner:** Prioritize backlog, provide clarity, and make decisions.
- **Scrum Master:** Facilitate Scrum events, remove impediments, and coach the team.
- **Development Team:** Self-organize, plan work, and deliver increments.

### **Artifacts**

- **Product Backlog:** Prioritized list of product features.
- **Sprint Backlog:** Selected product backlog items for a Sprint.
- **Increment:** Potentially shippable product functionality delivered at the end of each Sprint.

### **Ceremonies**

- **Sprint Planning:** Team plans the work for the Sprint.
- **Daily Scrum:** Team syncs daily on progress, impediments, and plans for the next day.
- **Sprint Review:** Team demonstrates the Increment to stakeholders.
- **Sprint Retrospective:** Team reflects on the past Sprint to identify improvements.

### **Example Sprint Task List**

- **User Story 1: User Registration**
  - Create user registration form
  - Implement backend user registration logic
  - Test user registration functionality
- **User Story 2: Event Listing**
  - Design event listing page
  - Implement API to fetch events
  - Display events on the listing page
- **User Story 3: Event Details**

- Design event details page
  - Implement API to fetch event details
  - Display event details on the page
- **Technical Task: Implement Authentication**
  - Set up authentication mechanism
  - Secure user data
- **Technical Task: Deploy to Production**
  - Configure deployment environment
  - Deploy the app to production