

Assignment 1: Agile Fundamentals & Scrum Framework

1. Agile Values & Principles (10 mins)

a. Four Core Values of the Agile Manifesto:

- 1. Individuals and interactions over processes and tools
- 2. Working software over comprehensive documentation
- 3. Customer collaboration over contract negotiation
- 4. Responding to change over following a plan

b. Three Agile Principles (in my own words):

1. Welcome changing requirements, even late in development – Agile embraces change as a competitive advantage.
2. Deliver working software frequently, from a couple of weeks to a couple of months – Short delivery cycles help adapt and get feedback.
3. Build projects around motivated individuals – Give teams the support they need and trust them to get the job done.

c. Real-life Reflection:

In a traditional waterfall model, a team working on a school website might plan everything upfront. If students or teachers request changes mid-way (e.g., adding online payment), the rigid plan can't accommodate it easily.

Agile would allow for flexible iterations. New features like online payment could be added in the next sprint, improving adaptability and customer satisfaction.

2. Scrum Framework Activity (15 mins)

a. Three Roles in Scrum:

- 1. Product Owner

- 2. Scrum Master
- 3. Development Team (Developers)

b. Scrum Workflow Diagram (Text Representation):

Product Backlog → Sprint Planning → Sprint Backlog → Sprint (1-4 weeks) → Daily Scrum → Potentially Shippable Product Increment → Sprint Review → Sprint Retrospective → Repeat

c. Product Backlog vs Sprint Backlog:

User Story	Priority	Story Points
As a student, I want to view upcoming campus events so I don't miss them.	High	5
As a student, I want to register for an event through the app.	Medium	8
As an admin, I want to add new events so that students can view them.	High	3

3. Team Role Simulation (20 mins)

Roles:

- Scrum Master – Facilitates the process
- Product Owner – Defines the product vision and prioritizes backlog
- Developer – Builds the product

Product Idea:

Campus Event App – An app for students to check upcoming events, register, and get notified.

Mock Sprint Planning Meeting:

Sprint Goal: Build MVP features of the Campus Event App.