***Scrum Onboarding Summary***

***What is Scrum?***

According to the official Scrum Guide, Scrum is “a lightweight framework that helps people, teams and organisations generate value through adaptive solutions for complex problems”. It is a methodology of agile software engineering that is focused on splitting up tasks in order to help a team work together more effectively. Scrum is structured around various “sprints” that involve short (1-2 week) bursts of development before presenting the work done in a sprint to stakeholders and the Product Owner, usually involving demos of the functions created or worked on during the sprint. These sprints are organised and facilitated by a “Scrum Master”, who oversees the development team and acts as a sort of liaison between the development team, the Product Owner, and the stakeholders. In Scrum, daily scrum meetings are held, which are short (usually no more than fifteen minute) meetings where the development team and Scrum Master can discuss what items on the Sprint Backlog must be done, how far along these items are in development, adjust the sprint plan if necessary, and identify any setbacks in the development process. According to the official Scrum Guide, Scrum has five main values that the team must abide by in order to ensure Scrum development goes smoothly: Commitment, Focus, Openness, Respect, and Courage.

***Scrum In This Project***

The purpose of this project is to use the Scrum methodology in order to create a website about the Discipline of Computing, where users can find information about courses, staff members, and research groups. A key function of the website is that some users are able to edit or add pages, and this must be done in an easy-to-understand way so that even someone not very proficient in computers is able to carry out these tasks.

Scrum is key to the development of this website as it is a deceptively big task, which involves multiple web pages, CSS styles, and functions that must all smoothly work together. Because of this, using Scrum to break down the project into sprints is the best way to tackle the development. The development team for this project consists of 7 developers, one of whom, Developer 1, also acts as the Scrum Master. Key aspects of Scrum will be used in the development of this website, such as Daily Scrums, Sprint Retrospectives, and Sprint Reviews, as well as documents such as Sprint Backlogs and a Product Backlog.

At the end of the week long sprints, the development team will present a version of the website to stakeholders and the Product Owner, who will assess what the development team has produced so far and give their thoughts and suggestions on it. The Scrum Master will be responsible for using this feedback to plan the next sprint, and this will continue until the project is completed.

***Why Scrum for this Project?***

Due to the amount of moving parts involved in this website, the Scrum framework proves essential for completing the project in a timely, costly manner. Developers can communicate and work together more effectively, and this allows them to make sure each part of the website works with each other, while reducing the amount of errors caused by systems not working in tandem properly, as this is usually a common occurrence in more complex projects. Additionally, working in Scrum allows stakeholders to get consistent updates on how the development is coming along and allows them to give feedback during the development process, which is when feedback is most useful as opposed to after the project is already finished. This is advantageous to both the developers and stakeholders in this project, as the stakeholders are able to keep an eye on how the project is developing and raise any concerns or give feedback, and the development team can take this feedback into account while developing.

***Conclusion***

In conclusion, Scrum was chosen as the best Agile framework to use to complete this project due to the complexity of the project and the different parties involved, as Scrum is designed to help foster solutions to complex problems, and manage a development team as well as stakeholders and a product owner through the work of a Scrum Master who facilitates most major parts of the Scrum process. Scrum will also allow for this project to be completed quicker and in a more cost-effective way than it would with other Agile frameworks, making it the ideal way to complete this project.