Scrum Principles

1. Scrum Roles

A. **Product Owner (Alexander)**: Represents stakeholders of Quiet Eindhoven and is responsible for maximising the value of the product. They maintain the Product Backlog and ensure the team understands the items.

B. **Scrum Master (Elena)**: Ensures the team follows Scrum practices, helps remove impediments, and facilitates Scrum events.

C. **Development Team (Dilyan, Sayem, Katerina, Melisa)**: A cross-functional group that does the work of delivering the product. This team should include software developers, UI/UX designers, and testers.

2. Scrum Events

A. **Sprint Planning**: A session where the team identifies the work to be done in the upcoming Sprint. The Product Owner presents the top priority items from the Product Backlog and the team selects tasks they can complete within the Sprint, creating the Sprint Backlog.

B. **Daily Scrum**: A 15-minute meeting where the Development Team discusses what they did yesterday, what they'll do today, and any blocks they're facing.

C. **Sprint Review**: Held at the end of each Sprint to inspect the increment and adapt the Product Backlog if needed. The team demonstrates new features to stakeholders to gather feedback.

D. **Sprint Retrospective**: After the Sprint Review, the team discusses what went well, what could be improved, and what will be done to make the next Sprint more productive.

3. Scrum Artefacts

A. **Product Backlog**: An ordered list of everything that might be needed in the product, managed by the Product Owner. It should be visible to all stakeholders.

B. **Sprint Backlog**: A list of tasks identified by the Scrum Team to be completed during the Sprint. This list is crafted during the Sprint Planning meeting.

C. **Increment**: The sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.

4. Implementation Steps

A. **Initial Setup**: The Product Owner creates an initial Product Backlog based on the app ideas and community needs.

B. **Sprint Cycles**: The team works in 2-4 week Sprints, each ending with a review and retrospective.

C. **Feedback and Iteration**: After each Sprint, the increment is reviewed by stakeholders, and feedback is incorporated into the next Sprint Planning.

D. **Final Review**: After all major features are implemented, a final review with all stakeholders ensures the app meets the desired objectives.

5. Monitoring and Adaptation

A. Regular reviews of the development process and the product help adapt the project direction based on user feedback and technological advances.

B. The Scrum Master plays a crucial role in ensuring the process stays dynamic and responsive to change.