



UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

Team Gremlins

Compiler

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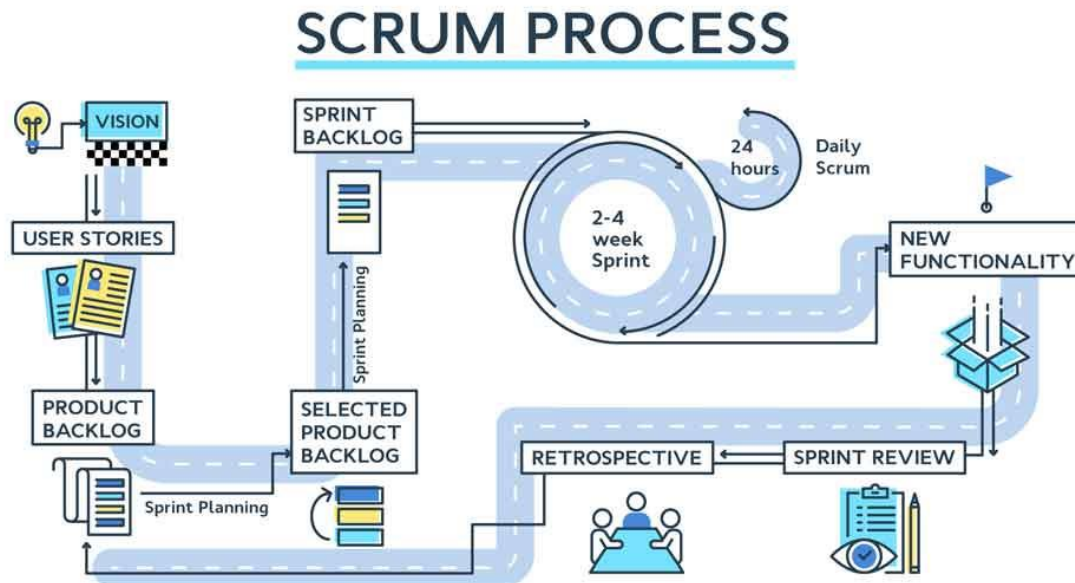
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Methodology used in the development of the Compiler

SCRUM

We chose this methodology since it was easy to understand and adapted to our needs for the compiler.



Link of image: <https://www.itconsultors.com/metodologia-scrum>

Roles in the methodology

Product Owner

Person who represents the client within the work team; her responsibility was to express the client's need within the Product Backlog and transmitted the information to the SCRUM master and the Development Team

SCRUM Master

Person in charge who ensured that the SCRUM was understood and carried out; I verify that the work team adhered to the SCRUM theory, practices and rules.

Development Team

Development team; we were all developers within the team.

Work cycle

Product Owner defined customer needs (**Product Backlog**).

Sprint Planning Meeting - They were the virtual meetings that were held to attack the problem to develop and reach the proposed objectives and requirements.

Sprint Backlog- List of functionalities that were taken from the Product Backlog. The tasks were built from 1 to 4 weeks.

Sprint Heart of SCRUM corresponded to the process of development or construction of the need for the time in which these activities were built, divided into a functional module with a development time of between 1 and 4 weeks. The SCRUM Master and the team developer in charge of developing and building the defined need for the sprint participated.

The SCRUM master was in charge of helping and facilitating things so that the team developer could work; That person can also be part of the team developer, however, as SCRUM master intervened as the moderator so that the team developer understood what the need is and helped them to fulfill the objective.

One of the most representative activities of the SCRUM were the daily meetings that had the objective of giving a daily follow-up to all the processes that were held within the Sprint. Here the SCRUM master and the team developer met where a series of very specific questions were asked. Which were:

What was done yesterday?

What is being done today?

What is going to be done tomorrow?

What problems were encountered?

Meetings held to advance the project

Short meetings were held where the current context of the Sprint was held daily; They were done in front of the board, the board that was used was with the Trello tool (tasks and activities to be defined were defined) which streamlined the work process.

SCRUM team meeting

I involve the Scrum master, product owner and the development team to verify compliance with the goals and objectives of the sprint in question (Sprint review). Here we review the delivery or the incremental product.

Sprint retrospective meeting

It sought to analyze what were the results of the previous Sprint to find problems and improvements to apply to the next Sprint and so at the end of the sprint a new sprint was started taking other features of the Product backlog to get the Backlog sprint again and start another time the process until you have a new functional product.

The idea was to deliver this product to the client so that he could interact and see the progress of the project that at the end of all the Sprints leads to the final product.

Important concepts

Product backlog Number of customer needs, ideas, and requirements to meet customer needs

Sprint back log set of requirements to build from one to 4 weeks.

Sprint Development or construction process of the client's need in a certain time.

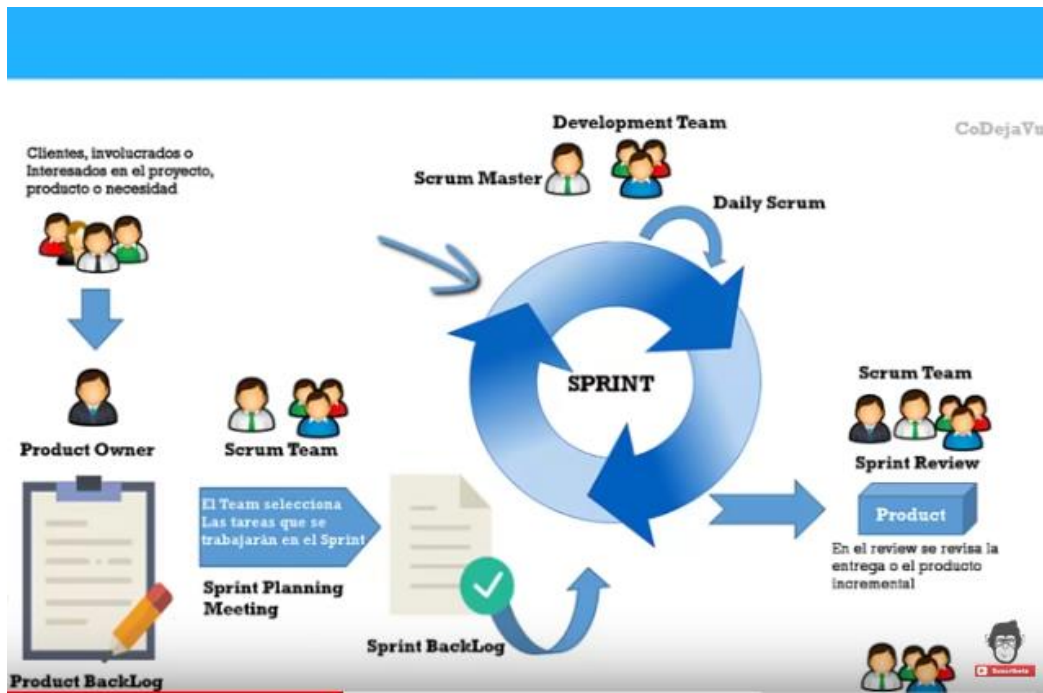


Image taken from: <https://www.youtube.com/watch?v=HhC75lonpOU>

Bibliography

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