**AGILE SCRUM METHOD IN PROJECTS**

The Agile scrum methodology is a vital framework for the iterative and incremental development of projects. A series of in-depth interviews were conducted with HR, CEO, LOGISTICS including the scrum master, lead programmer, lead researcher, and a group representative to gain comprehensive insights into the specific needs and objectives of the organization. These interviews were aimed at identifying existing challenges and exploring opportunities for enhancing the team's daily workflow.

During these interviews, it was revealed that the company lacked a robust admin system for its merchandising management. This gap led to the realization that there is a significant opportunity to develop an integrated system that will automate and streamline the company's manual processes, thereby improving overall efficiency and productivity.

**ROLES (e.g. Scrum Master, Product Owner, Development Team)**

The success of the project is heavily reliant on the crucial contributions of the Scrum Master, Product Owner, and Development Team.

The Scrum Master plays a vital role in fostering effective communication within the development team, ensuring the seamless integration of their efforts to create a comprehensive system for the Great Wall of Arts. This is achieved through a combination of in-person and online meetings, meticulously orchestrated to guarantee optimal collaboration.

The Product Owner's active involvement is of paramount importance, as their cooperation and openness in sharing critical information and entrusting the Scrum Master and development team with insights into their company and system significantly impact the progress of the Merchandising Management System: Admin, particularly in the realm of legal documentation.

The Development Teams are deeply committed to their collaborative efforts, engaging in intricate programming tasks, meticulous documentation creation, and active brainstorming sessions. Their collective aim is to ensure that the project aligns seamlessly with the preferences and recommendations of the Product Owner, resulting in a successful and meticulously executed implementation.

**SPRINT CYCLES (e.g.sprint planning, daily projections, sprint reviews)**

**SCRUM ARTIFACTS (e.g., Product Backlog, Sprint Backlog)**

**INTEGRATION APPROACH FOR INFORMATION SYSTEMS**

**INTRODUCTION TO TOGAF AND THE FOUR ARCHITECTURAL DOMAIN**

**AGILE SCRUM METHODOLOGY IN THE PROJECT**

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| **SPRINT** | **SPRINT BACKLOG** | **START** | **FINISH** | **DURATION** | **PRODUCT INCREMENT** |
| **SPRINT 1** | **Login form with authentication** | **September 10, 2024** | **Septermber 12, 2024** | **20 hours** | **COMPLETE** |
|  | **Creating dashboard with design and connecting in login form** | **September 13, 2024** | **September 18, 2024** | **45 hours** | **COMPLETE** |
|  | **Creating Crud and connecting dashboard** | **September 19, 2024** | **September 20, 2024** | **14 hours** | **COMPLETE** |
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| PRODUCT BACKLOG | START | FINISH | PRODUCT INCREMENT |
| LOGIN FORM WITH AUTHENTICATION | SEPTEMBER 10, 2024 | SEPTEMBER 12, 2024 |  |
| DASHBOARD AND LOG IN FORM CONNECTION | SEPTEMBER 12, 2024 | SEPTEMBER 18, 2024 |  |
| CRUD FOR DASHBOARD FILES | SEPTEMBER 19, 2024 | SEPTEMBER 20, 2024 |  |
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