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SSW555 Homework 3

1. Overall description of the Scrum process and roles Scrum is a process framework that can be employed to manage complex product development. Scrum meetings run in a cycle of sprint planning meetings, daily standups until sprint completion, a sprint review meeting, and sprint retrospective. The different roles in the Scrum process include stakeholders, a product owner, scrum master, a development team, and customers/users. The product owner represents the customer and the customer’s needs while also being responsible for the Return on Investment. The product owner also has the final say over the product and releases while also being responsible for managing and maintaining the Product Backlog of desired features. The development team is a small, cross-functional, self-sufficient group of developers that possess all the needed skills, including development, test, and specialized skills. The development team is self-organizing so that the team chooses the process, roles, and tasks that they will complete for the sprint. The Scrum Master helps the development team practice Scrum best practices and protects the team from outside interference by managing the developers’ outside interactions and clearing any roadblocks.
2. Before Sprint 1 starts, the team will meet for sprint planning. The product owner, development team, and scrum master are all involved in sprint planning. During this meeting, the team will work together to define the sprint backlog and sprint goal and to create the “Definition of Done.” The Product Owner will identify needed features, and the Developers will identify tasks required to deliver features, develop a task list, and compute the time needed to complete the task list. These deliverables will need to be established before work for the sprint can be started.
3. On a day-to-day basis during Sprint 1, the team will have daily standup meetings to monitor progress and adapt the team to changes. These meetings bring together the Development team, the Scrum Master, and the Product Owner, as desired. The team meets daily to discuss each individual’s progress. Each developer will report the following: what have they done since the last Scrum, what will they do before the next Scrum, and if there are any roadblocks. Managers may observe daily standups but they do not participate. The developers will also create a new build at least once per day.
4. At the end of Sprint 1, the team will host a sprint retrospective meeting. This involves the development team and the scrum master. The team will reflect on the process and reflect on what they are doing well, what they can improve on, and if there was anything that happened during the sprint that was a surprise. The team will work to improve the process for the next sprint.
5. The team uses Backlogs to measure progress of the project. Each user story is broken down into sub tasks and the tasks move between categories as more work is completed for them. The categories typically include To Do, In Progress, Blocked, and Done. The sprint’s progress can be tracked with a Burn Down chart to give a visualization of the amount of time that has passed versus the amount of work remaining.
6. One of the main advantages of using the Agile methodology is the flexibility that it provides development teams to reprioritize tasks as needed. The product owner sets the priorities for sprints so that developers are always working on the most important development features. The features and priorities are locked for the duration of a sprint, but they can be adjusted before the next sprint starts.