

SPRINT 1 – DEVELOPER JOURNAL

Researching the questions should provide definitions to the terms and concepts listed below.

- Acceptance Criteria
- Agile Development Process
- Class Diagram
- Deliverables
- Domain Driven Development
- Kanban Board
- Product Owner
- Project/Sprint Backlogs
- Scrum
- Scrum Master
- Sprint Goal Setting
- Sprint Review
- Stakeholder
- Systems Development Life Cycle (SDLC)
- Team Communication Server
- Team Member
- Use Cases
- User Stories
- Waterfall Development Process
- Wireframes

NOTE: You do not need to submit definitions, but you should know what they are and may be asked to describe them in the questions below.

Answer the following questions in your own words:

1. Describe the Agile Development Process.
 - a. Agile Development Process are set phases that are aimed to keep projects on track, by allowing for delegating work. This ensures the project stays on track, which is set up like a cycle to allow for a beginning, middle, and end.
2. Describe how Scrum and a Kanban board are used as a type of process for agile.
 - a. The boards allow you to visualize the Agile system in a way. You are visibly able to see who work is delegated to, where you are in the agile cycle for the project, and perhaps allow you to see an end date for the project.
3. State the role of the following in the Scrum process: Stakeholder, Product Owner, Scrum Master and Team Member.
 - a. Stakeholder: managers, legal officers.
 - b. Product Owner: The person who knows the customers, marketing, competition, trends, and know the feedback on the product.
 - c. Scrum Master: work with the Product owner. Make sure that the company gets the most money for the product. The give updates to the Team members regarding backlog, etc.
4. State the difference between the waterfall and Agile Development Process. Describe two projects, each one better suited for either waterfall or agile.
 - a. Waterfall: oldest of the two and rigid. Each phase must be completed before you can continue to the next. So, they fall into each other as you progress through the project. It is great for construction for example. You would not pour a foundation for a 2-bedroom home you would not want the customer to decide now they want a 4-bedroom home.
 - b. Agile: Newer and more flexible. Agile allows you to make changes whenever. An example would be like how screenwriters like to use a board with sticky notes or notecards. They lay out the main

SPRINT 1 – DEVELOPER JOURNAL

scenes they would like the movie to have, then they begin adding more details in between, however halfway through if they find that the original sequence, they laid out needs to be adjusted to make the details work a bit more smoothly, then they can add or remove what they need to, in order to accomplish that.

5. Describe the difference between the Project Backlog and the Sprint Backlog.
 - a. Product Backlog: list of everything you need for the product.
 - i. This is where “ongoing releases” come from with products.
 - ii. Will always have a backlog (i.e. will always have customer complaints, or items that were not ready for the release of the product, or foreseen needed updates)
 - iii. Added and removed items by the Product Owner
 - iv. This backlog is used to keep track of features that the team plans to build.
 - b. Sprint Backlog: An iteration of days where the team will decide what items will be included in the sprint.
 - i. Includes features, bugs, fixes asked for by customers, etc.
 - ii. These items come from the product backlog when you are planning the sprints.
6. State three uses for a common team communication server.
 - a. It allows you to collaborate with your teammates (messaging, video chat, etc.)
 - b. Easier to share updates on projects.
 - c. Eliminates chances for miscommunication.
7. State who in an IT project might develop or use wireframes.
 - a. Product Managers so they can stay on top of UX (user experience)
 - b. UI (User interface) designers (Web Developers)
 - c. Software Developers
8. Describe what the domain or entities are in an application.
 - a. The domain model tells you about the relationships between entities. This aids in the design of applications and what is required in the application.
9. Describe how user stories, acceptance criteria, and use cases are used when developing applications.
 - a. It helps you figure out the layout of the application. It lets you see how a user would navigate the application, allows you to avoid issues when planning the domain model, and helps you delegate work to teammates (Product backlog and sprint backlogs)
10. Share any observations you made this sprint about yourself as a developer or your team.
 - a. I observed with myself that I have retained a lot of what I have learned thus far into my degree. The imposter syndrome has subsided for the time being. I am actually able to help my team (who are more “green”) to navigate this project.
 - b. The team is working great together so far. We are all contributing very well and delegating the work properly. We are all invested in the project and in learning more as the project proceeds. We all are in agreeance of our choice for an application as well which makes it even better.