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<div align="center">Homework 03: Scrum</div>

General Overview

Scrum management is a rhythmic consistent process involving interdisciplinary members all collaborating in a series of interactions. The personnel and roles involved in a scrum team can be categorized into stakeholders and the scrum team handling a majority of the development work. Stakeholders can include product owners, customers, and internal stakeholders who are tasked with defining user stories and features sets. Then stakeholders then communicate the user stories to the designated scrum master who acts as a liaison between the two teams. Afterward, the development is taken over by the engineering team that is composed of 3-10 members or relative to the size of the organization. Members of the engineering team typically include a manager at the helm, developers, testers, and specialists that can operate independently.

Sprint 1

During the first sprint, all stakeholders and members of the development team are expected to collaborate to establish a backlog and start processing users' stories. In a sprint planning meeting, we begin defining sprint goals and defining the concept of a completed user story. This is based on user stories defined by the stakeholders and prioritized by the product owner. Then, some key components are also agreed upon such as the length of a sprint and the development process.

Then, throughout the entirety of the sprint, the development team will work to build features. The main responsibility of a scrum master is to allow the development team to be able to work without outside interference. This means any communications from stakeholders to the development team should be filtered through the scrum master before reaching the development team. This allows the developers to focus on building rather than administrative tasks.

At the end of the first sprint, the development team is expected to deliver the features correlated to the user stories defined at the beginning of the sprint. As well as host a sprint retro meeting to discuss how to improve the process for the next sprint based on the experiences of the prior sprint. The development team and scrum master is expected to attend the sprint retro meeting.

Burn-down chart

A team can measure the progress of a project by using a burn-down chart. The goal of which is to display the velocity of the team over a period of time. The velocity of a team is typically denoted by the sum of points defined in completed user stories over a length of time. By tracking this metric, the development team is able to better understand how much work they can realistically expect to complete. As well as, easy notice periods of loss of rhythm or stagnation which can be indicators of deeper management problems.

Backlog

Sprint backlogs are boards broken in different categories defined by status milestones of features. Items are initially placed into the backlog by the scrum master after they have discussed the priority of the item with stakeholders. After which the order in which each item is executed is

defined by the development team. Changes can be made based on discussions brought up by any members of the team that presents a need to pivot and reprioritize.