Team 4

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The Scrum Team & Roles

- Team with total 9 people who worked on developing the visitor's App for an amusement park.
- Separated our team into management, design and development
- Total team was divided into the following roles:
  - ❏ Product owner
  - ❏ Scrum Master Deputy
  - ❏ UX/UI Designer
  - ❏ Developer

Roles

Product owner:

❖ Collected requirements from customer
❖ Defined customer needs into features
❖ Maintained product backlog
❖ Evaluated the results of the sprints.

Scrum Master Deputy:

❖ Ensured team reached the goals
❖ Facilitated team events
❖ Sprints progress tracking

Management of Backlog

Analysis of Product Vision

PRODUCT OWNER

Co-ordination with Scrum Master

Modulating Development Team

Scrum process mgmt.

Team protection

Effective communication

Quality check

Progress tracking

Team building

Scrum Master

Roles

UX/UI Designer:

❖ Designed ideal look of the app interface
❖ Have design work on sprints in advance
❖ Used "FIGMA" tool
❖ Worked with PO to groom user stories

Developer:

❖ Had technical aspects of the project
❖ Both frontend & backend development
❖ Cross-functional teams
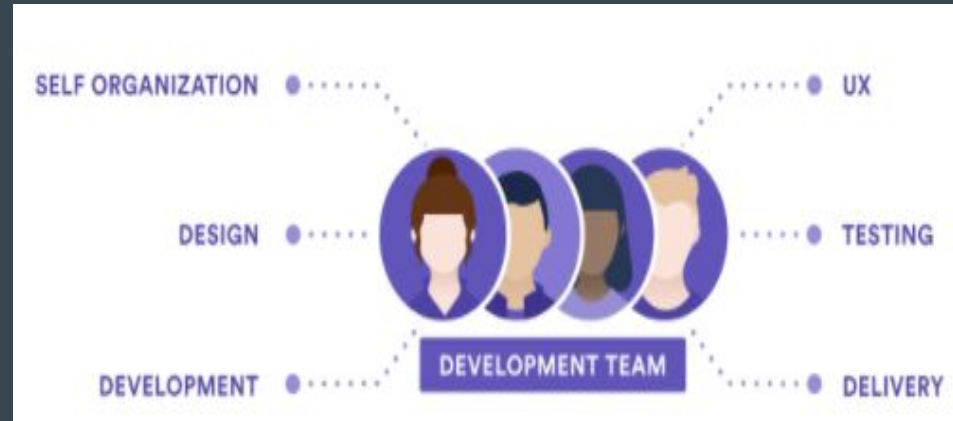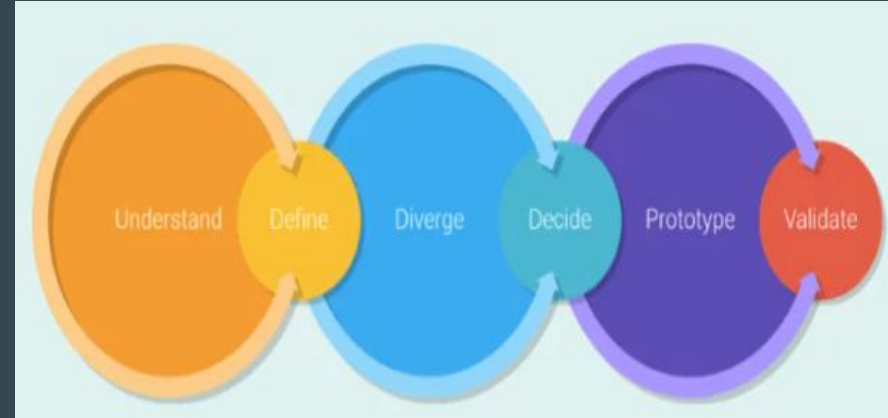
Sprints

- Divided the project into little parts
- 3 sprints in total with different timelines ranging from 2-3 weeks
- Self-organized roles and rotated in every sprint

Sprints

- Sprint 1 was mainly focused on design and basic UI development of "Hello World" application.
- Sprint 2 involved in more frontend design and some parts of backend.
- As we reached end of the project.
- Sprint 3 focused on major parts of the backend development of the features.
- Roles are exchanged in every sprint to learn about the roles and the responsibilities (adaptive to change).

Sprint Events Followed

1. <u>Sprint Planning Meeting</u>
   - Setting up sprint goals
   - Updated product backlog based on customer input
   - Estimated delivery times and functionality effort

2. <u>Daily Standups</u>
   - 10-15 minutes time-box
   - Helped in improving communications
   - Identified impediments
   - Promoted quick decision-makings

Sprint Events Followed

3. Sprint Review Meeting:

- Evaluate end result of the sprints
- Demo of 'Done' functionalities
- Scrum Master facilitated the event
- Next Sprint planning date?

4. Sprint Retrospective Meeting:

- 1-2 hours time-boxed
- What went well during the sprint?
- What didn't go well?
- What can be improved?

Learnings from Retrospectives

- Daily standups helped in knowing the progress and achieving sprint delivery
- Learned about time-boxing for standup meetings (content based meeting)
- Daily Scrum meetings to organize around work completed, future work
- Changing the roles in each sprint helped the team members to better understand their responsibilities.
- Continuous customer feedback is important
- Knowledge sharing within the team helped us in taking up the development roles
- Promoted a culture of learning, openness and honesty
- Backlog grooming is essential

Key Takeaways

1. Breakup a project into small pieces
2. Update the task list on an ongoing basis
3. Communicate as often as needed
4. It's not always about being better but being consistent
5. Timebox your meetings
6. Regular and continuous improvement of Scrum team output is needed
7. Customer satisfaction is vital
8. Self-managing and self-organizing
9. Increased collaboration and ownership
10. Be flexible and open to change

Thank You!!!

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Demo Time