This is a Collaborative Learning Community (CLC) assignment.

One of the most important responsibilities for a computer programmer is being able to determine the specific requirements a business needs for the software they want you to build. Every enterprise is unique, and it is the job of the computer programmer to make sure the software to be developed meets the needs of the client and is in alignment with the goals of the company (or group within the company). Therefore, every project starts by consulting with the client to collect the specific needs for the software. In this assignment, your team will work together to gather data from the client and create User Stories that will be developed into requirements in the next sprint. The team is responsible for finding a client either within or outside of GCU. The scope of a project should be small enough so that it can be completed within the semester, but not so small that you cannot develop the documentation you need (please review the other Sprint CLC Milestones as part of your sprint planning). It is expected that you will have more user stories than you can implement in your application. You will use the Agile-based tool and Scrum to manage priorities and risks.

**This assignment consists of two parts: The Team Charter and Create User Stories in the Agile-based tool.**

**Part 1: Team Charter**

Create a team charter. This charter document is a form of proposal that lists the following details:

1. Title
2. Team members and their responsibilities
3. Plans for team coordination
4. Full description of the software to be modeled
5. Environment
6. Scope, time, and constraints
7. Customer description (business, experience, qualifications for this task, confirmation of willingness to work with the team, and availability)

Translate the specified details to develop tasks and specifications for the computer programmer.

**Part 2: User Stories**

Use the provided example, "CST-326 Example Client Q&A," to give your team ideas on how to collect data from the client that can be used to ultimately develop User Stories. The User Stories you create will be written in the description of the Issues created using the Agile User Story format and added to the product backlog. Each team member is expected to contribute. You will have more user stories than you have time to develop. Your CLC group will manage the backlog during subsequent sprints.

1. The team will develop multiple User Stories from a list of questions that they will ask their client to help organize and guide the creation of requirements. These User Stories will be captured in the context of an Issue in the Agile-based Tool and assigned to individual group members to develop their sections of the requirements document.
2. User Stories will be assigned to individual group members to develop their sections of the requirements document during the next sprint.
3. Screenshots or exports of User Stories developed will be collected into a single Word or PDF document for submission in the assignment dropbox. If screenshots are used, ensure the User Stories are readable.
4. Submit the questions you sent to your client in the assignment dropbox.

APA style is not required, but solid academic writing is expected.

This assignment uses a rubric. Please review the rubric prior to beginning the assignment to become familiar with the expectations for successful completion.

You are not required to submit this assignment to LopesWrite.

Submit the assignment to LoudCloud as directed by your instructor.