**Daily Scrum (Daily)**

General Framework Ideas  
Spencer Peterson – DigiPen Scrum Framework

* Set a maximum time for this. You want these to be quick, so you can squeeze this in during lunch, right before class, right after class, or before everyone gets to work
* In-Person is preferred. Posting on a Slack page does not work unless the team is highly disciplined, even then, its too hard to mange
  + Use Working Agreements to avoid issues arising when Daily Scrums are missed or impossible to make

**Start Up\Sprint Planning (Per Iteration)**

* Only plan the current iteration
* Preform Story Point Poker to avoid being agreeing with each other purely to avoid conflicting ideas
* Develop a sprint goal beforehand. This can help clear the path of where we need to go, and what stories we need to pull.
  + For larger teams, have smaller teams develop their own goal, and start the meeting with each team presenting their goal

**Sprint Review (Per Iteration)**

* This is the “What” that happened
* Review where we are in terms of the current release plan
* Based on the weeks results, develop a risk assessment for stories moving forward

**Sprint Retrospective (Per 2 Iterations + End of Release)**

* This is the “How” that happened
* Review how everyone was during the sprint
  + What did we miss in story estimation?
  + What were things we could have avoided?
* Review the Scrum Tabloid and vote on how everyone feels about each of the values
  + Story Point Poker Style
* Set up a goal for the next retrospective for the team to shoot for