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# Exam Answers: Implementing SCRUM in My Project

## 1. Explaining the Different Stages of a SCRUM Sprint

### Sprint Planning – Planning and Task Definition

**At the beginning of each Sprint, we gathered as a team to define the tasks to be worked on during the specified time frame. We selected tasks from the Product Backlog based on pre-defined priorities.**

**Example from My Project:**

- Designing the user interface in Figma.
- Organizing tasks in Trello.
- Analyzing project requirements and setting priorities.

**What Worked?**

✅ Using Trello to organize tasks.
✅ Breaking tasks into smaller parts made execution easier.

**Challenges Faced?**

❌ Some tasks needed more clarification at the beginning, leading to redefinition during execution.

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### Daily Stand-up – Short Daily Meetings

**These are 10-minute daily meetings where each team member answers:**

- What did you accomplish?
- What will you work on?
- Are you facing any obstacles?

### Example from My Project:

A team member faced an issue with **designing the login interface**, which was discussed and resolved.

### What Worked?

✅ The meetings helped identify problems early.

### What Could Be Improved?

❌ Sometimes, discussions needed to go deeper.

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## Sprint Execution – Executing Tasks According to Priorities

After planning, each team member began executing tasks based on agreed priorities.

### Example from My Project:

- Designing the login screen in Figma.
- Setting up the task list in Trello.
- Analyzing user journeys and screen flows.

### What Worked?

✅ Distributing tasks based on expertise made execution more efficient.

### What Could Be Improved?

❌ Some tasks required more collaboration among the team.

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## Sprint Review – Reviewing Results

At the end of the Sprint, we reviewed what was accomplished.

### Example from My Project:

We reviewed Figma designs and provided feedback to improve the user experience.

### What Worked?

✅ Reviewing designs improved the user experience before actual development began.

### What Could Be Improved?

❌ Documentation of some changes was not clear enough.

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## Sprint Retrospective – Analyzing the Cycle and Improving Performance

In this meeting, we discussed:

- What worked?
- What could be improved?
- Proposed actions for the next Sprint.

### What Worked?

✅ Breaking tasks into smaller parts made completion faster.

### What Could Be Improved?

❌ Documentation of technical issues was insufficient for quickly resolving future problems.

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## 2. Evaluating the Process of Creating and Prioritizing User Stories

### 1. Creating User Stories

**We used the format:**

> "As a user, I want to ... so that I can ..."

### Example from My Project:

- "As a user, I want to log in so that I can access my personal data."
- "As a user, I want to save workout records in the calendar so that I can track my progress."

### 2. Prioritizing

We used the **MoSCoW Method**:

> **MUST HAVE:** Designing the login.
> **SHOULD HAVE:** Adding favorites.
> **COULD HAVE:** Weight tracking.

### What Worked?

✅ Setting priorities helped us focus on the essentials first.

### What Could Be Improved?

❌ Some stories needed more clarification during execution.

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## 3. Transforming User Stories into Actual Application Features

**Example of a User Story and Its Transformation into Technical Tasks**

- "As a user, I want to log in so that I can access my personal data."

### Breaking the Story into Smaller Tasks:

1. **Designing the login interface in Figma.**
2. **Analyzing user journeys and flow experiences.**
3. **Identifying interactive elements and visual layout.**
4. **Documenting technical requirements for future interface-application integration.**

### Verification of Completion:

✅ Successful completion of the user interface design.
✅ Improved user experience based on feedback.
✅ Documentation of all flows for future development.

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## Conclusion: Future Improvements

1) **Improving Task Breakdown:** Some user stories needed clearer breakdowns from the start.
2) **Enhancing Communication:** Adding technical documentation about solutions used to resolve technical issues.
3) **Improving Testing Processes:** Conducting testing sessions to evaluate designs before development.

This way, we effectively applied the SCRUM methodology, helping us improve app development and achieve tangible results, even though the work was limited to design only.