

Fakulta informatiky a informačných technológií
Slovenská technická univerzita

Vnímanie neviditeľného [Holographic Eyes]

Metodika pre Scrum (angl.)

Číslo tímu: 8

Názov tímu: caneless

Vedúci tímu: Ing. Martin Tamajka

Členovia tímu: Bc. Zsuzsanna Bernáth, Bc. Jakub Domian, Bc. Andrej Hucko, Bc. Dušan Janeček, Bc. Ján Karaffa, Bc. Ľudovít Popelka, Bc. Ľubomíra Trnavská

Študijný program: Inteligentné softvérové systémy

Predmet: Tímový projekt

Akad. rok: 2018/2019

Zodpovedná osoba: Bc. Jan Karaffa

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Sprint

- Sprint starts on monday afternoon,
- sprint lasts for two weeks,
- sprint can be started once the user stories are assigned and estimated and tasks within the user story are created and estimated,
- sprint takes 2 weeks.

Daily stand-up:

- Every day until 2pm,
- what have we done to meet Sprint Goal?
 - what did we do yesterday?
 - what are we planning to do today?
- create transparency on progress,
 - focus on achievements,
 - identify blockers.

Sprint Retrospective:

- Team inspects itself,
- get feedback,
- identify improvements → Improvement Backlog,
- identify problems and how to prevent them in upcoming sprint,
- document is containing meeting notes - results, decisions,
- build up document structure,
- improve process.

The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users

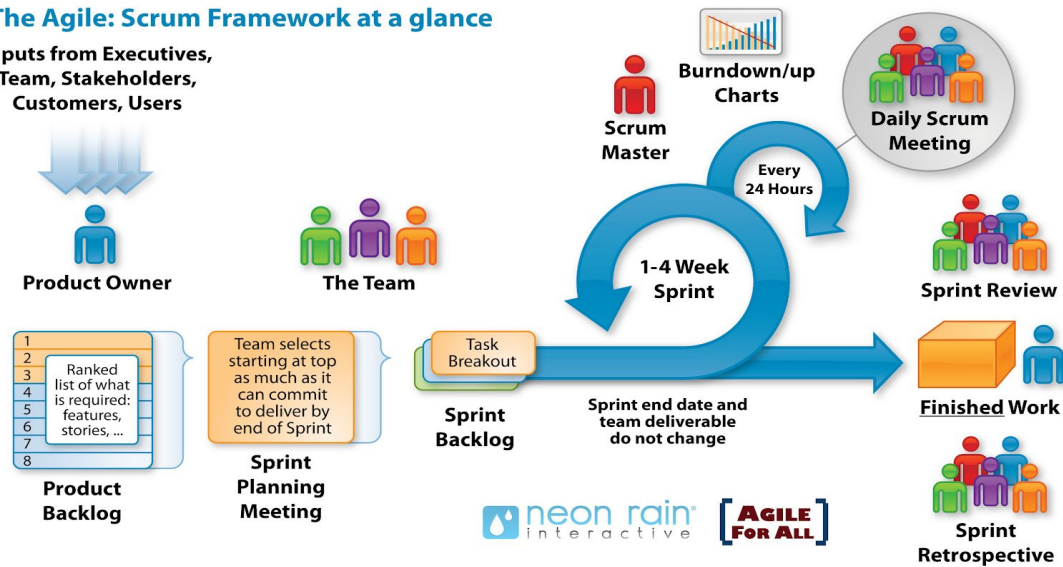


Fig. A1 ([1]): Scrum flow. Our sprints last 2 weeks

Roles

- Product owner - product owner is responsible for definition of vision, backlog prioritization and product quality.
- Scrum master - scrum master's responsibility is to help the team work in scrum, to help the team understand what is scrum and why is scrum good choice, to remove any barriers in communication between team members. to manage scrum board.

Sources

[1] BIELIKOVÁ, M. Metodika vývoja SCRUM [online] 2018. Available from:
<http://www2.fiit.stuba.sk/~bielik/courses/tp-slov/tp-main.html#metodiky>