



Unit 2 Design Challenge Sprint 2 Assignments

Your design team has reviewed the scope of the challenge, completed a K-N-W chart and written the requirements analysis for the project. The next step is to create the Sprint assignments.

A Sprint is one iteration of the AGILE cycle. We will have two sprints for this project. Sprint 1 will focus on the business case study and the individual essays. Sprint 2 will focus on the recruitment artifact and the EarSketch programming plugin.

The first Sprint check will be _____.

Use this form to document the sprint goals and assign tasks to each group member. In addition, there will need to be team roles assigned.

Project Manager: Responsible for leading a quick team meeting each day to check progress on goals. They are responsible for ensuring that all projects are meeting the requirements, required documentation is completed and team members are working productively. They will resolve any conflicts that arise between the work plan and the actual results. They must be good at planning and have excellent communication skills. The project manager should also have assigned tasks on the business case study and recruitment artifact. The project manager will oversee both Sprint 1 and Sprint 2.

Key Responsibilities:

- Daily Team Meetings: Lead quick team meetings each day to check progress on goals.
- Project Oversight: Ensure all projects are meeting the requirements and that required documentation is completed.
- Productivity Monitoring: Ensure team members are working productively and efficiently.
- Conflict Resolution: Resolve any conflicts that arise between the work plan and the actual results.
- Planning and Communication: Exhibit strong planning skills and excellent communication to keep the team aligned.
- Task Assignment: Assign tasks to team members on the business case study, the recruitment artifact, and the EarSketch plugin.
- Sprint Management: Oversee both Sprint 1 and Sprint 2, ensuring smooth progression through each phase.

Team Leader of Recruitment artifact: The team leader for the recruitment artifact ensures the recruitment team is covering all the required content for the project and checks on progress of other team members each day. The team leader of the artifact team will also help create the artifact.

Key Responsibilities:

- **Content Coverage:** Ensure the recruitment team is covering all the required content for the project.
- **Progress Monitoring:** Check on the progress of team members each day to ensure tasks are on track.
- **Artifact Creation:** Assist in the creation of the recruitment artifact, providing guidance and support to team members.
- **Collaboration:** Work closely with researchers and developers to integrate their contributions into the recruitment artifact.
- **Quality Assurance:** Ensure the final recruitment artifact meets the project's standards and requirements.

Team Leader of EarSketch Client Challenge: The team leader of the EarSketch client challenge assists other team members in learning to navigate the EarSketch website and begin basic coding in the IDE. The team leader will also help with any debugging questions and will ensure that all team members are creating a 30 second music clip that relates to the selected business.

Key Responsibilities:

- **Guidance and Support:** Assist team members in learning to navigate the EarSketch website and begin basic coding in the IDE.
- **Debugging Assistance:** Help with any debugging questions and issues that arise during the coding process.
- **Progress Monitoring:** Check on the progress of team members each day to ensure tasks are on track.
- **Music Clip Creation:** Ensure that all team members are creating a 30-second music clip that relates to the selected business.
- **Collaboration:** Work closely with the project manager and other team leaders to integrate the EarSketch programming plugin into the overall project.
- **Quality Assurance:** Ensure the final music clips and programming plugin meet the project's standards and requirements.

Developers: The developers are responsible for the technical implementation of the project components. They will work on creating the recruitment artifact and the EarSketch programming plugin during Sprint 2. Developers will collaborate closely with the project manager and team leaders to ensure that all technical requirements are met and that the project is completed on time.

Key Responsibilities:

- **Technical Implementation:** Develop and implement the recruitment artifact and the EarSketch programming plugin.
- **Collaboration:** Work closely with the project manager, team leaders, and other team members to ensure seamless integration of all project components.
- **Coding and Debugging:** Write clean, efficient code and assist with debugging any issues that arise during development.
- **Documentation:** Maintain thorough documentation of the development process and any technical challenges encountered.
- **Quality Assurance:** Test the final product to ensure it meets all project requirements and functions as intended.
- **Place Recruitment Artifact on website.**

Researchers: The researchers are responsible for gathering and analyzing information that will support the development of the business case study and the recruitment artifact. They will conduct thorough research on relevant topics, ensuring that all data collected is accurate and up-to-date. Researchers will work closely with the Team Leader of the Business Case Study to ensure that all necessary content is covered and will assist in the creation of the case study. Additionally, they will collaborate with the team during Sprint 2 to provide insights and data for the EarSketch programming plugin.

Key Responsibilities:

- **Conducting detailed research** on assigned topics.
- **Compiling and organizing data** to support the business case study and recruitment artifact.
- **Collaborating with team members** to ensure all research is integrated effectively into the project.
- **Assisting in the development** of the business case study and providing data for the EarSketch programming plugin.

SPRINT LAYOUT

**Save & complete this form digitally. When roles have been assigned, print and add to the team notebook. Have Mrs. Whitlock sign the final sprint layout form. You can add as many rows to the tables as you need.

Team Name:	Topic:
Team Members:	Assigned Role:
	Project Manager
	Team Leader for Recruitment Artifact
	Team Leader for EarSketch Client Challenge
	Developer
	Researcher

Sprint #2: Completion Date _____

List the specific goals/tasks and assigned team member that should be completed at the end of Sprint 2.

Goal/Task	Team Member	Completed by Sprint Date?	If no, explain why & give actual completion date