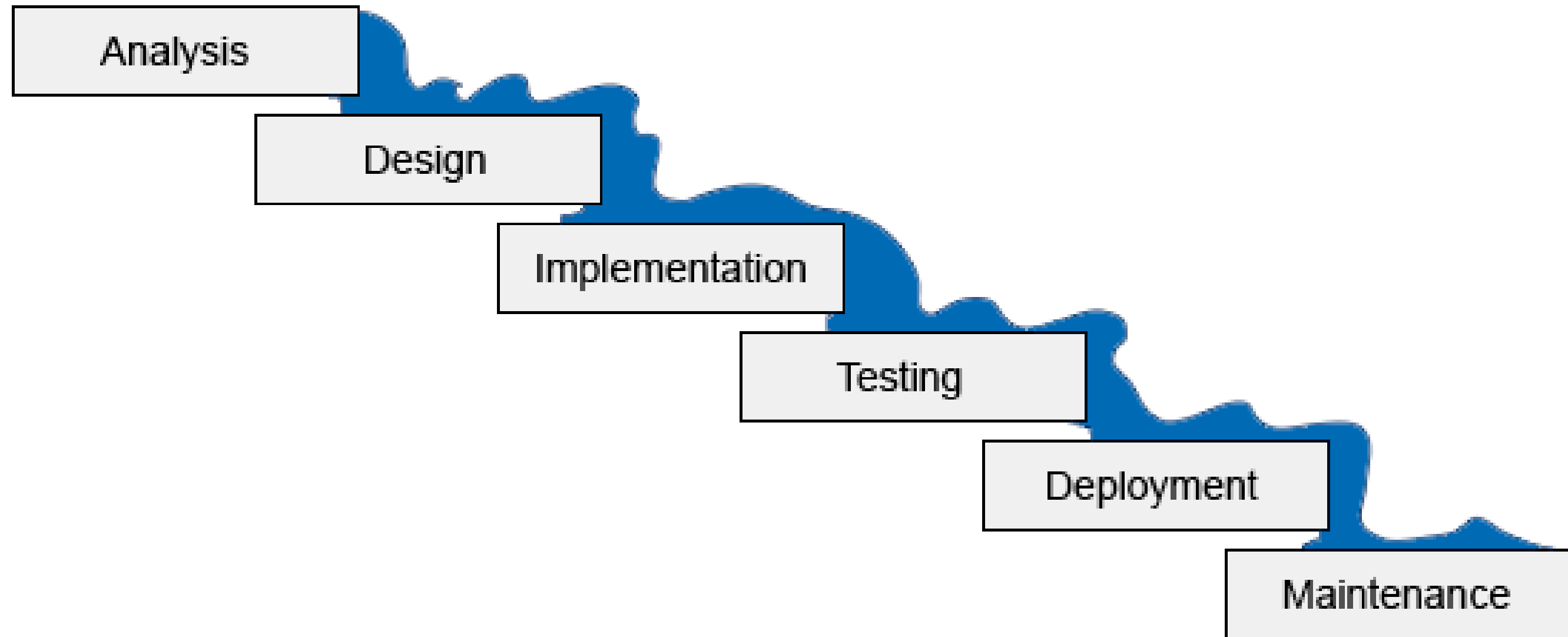




# Agile Dev Scrum

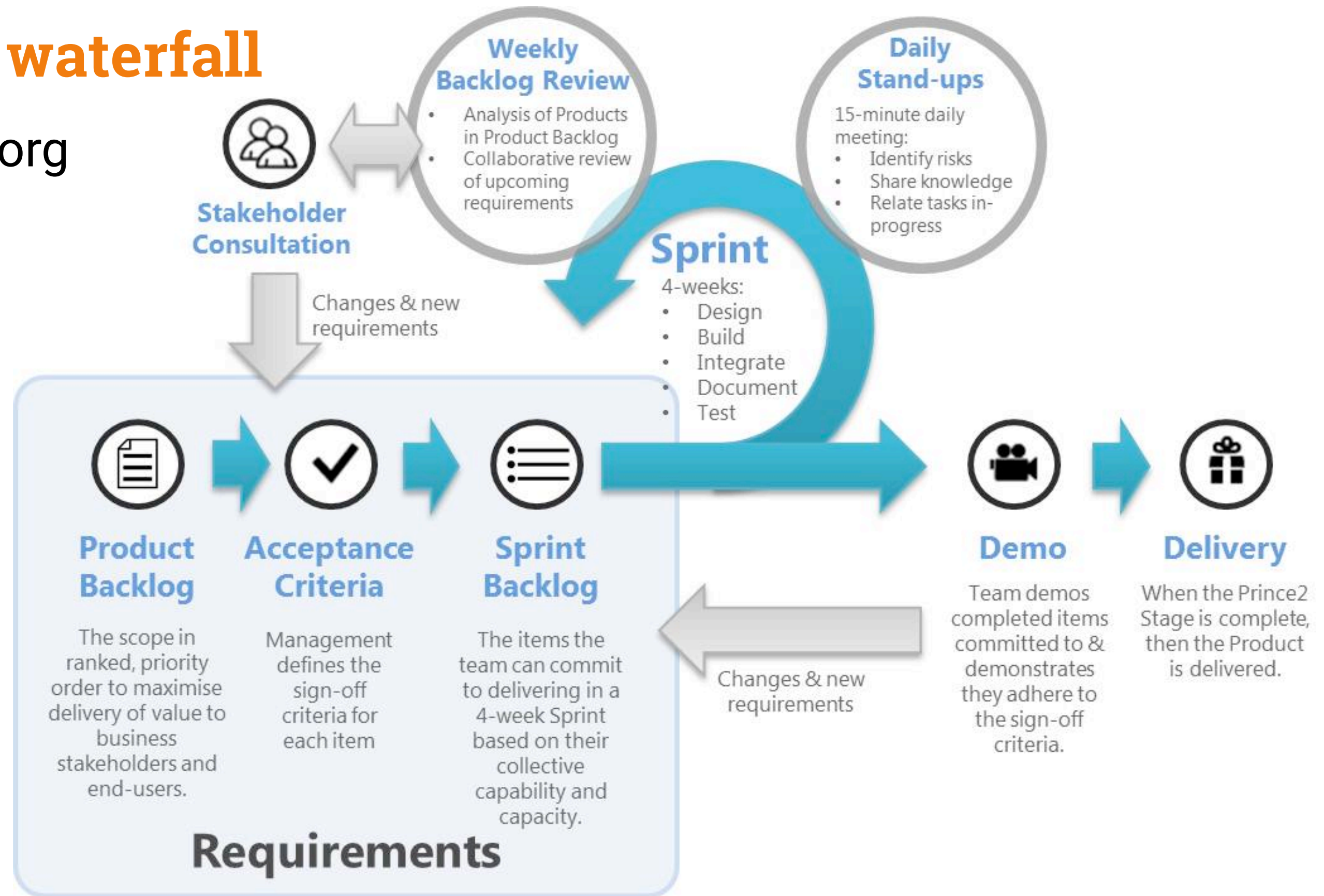
Why aren't you doing it?

# Iterative vs. waterfall



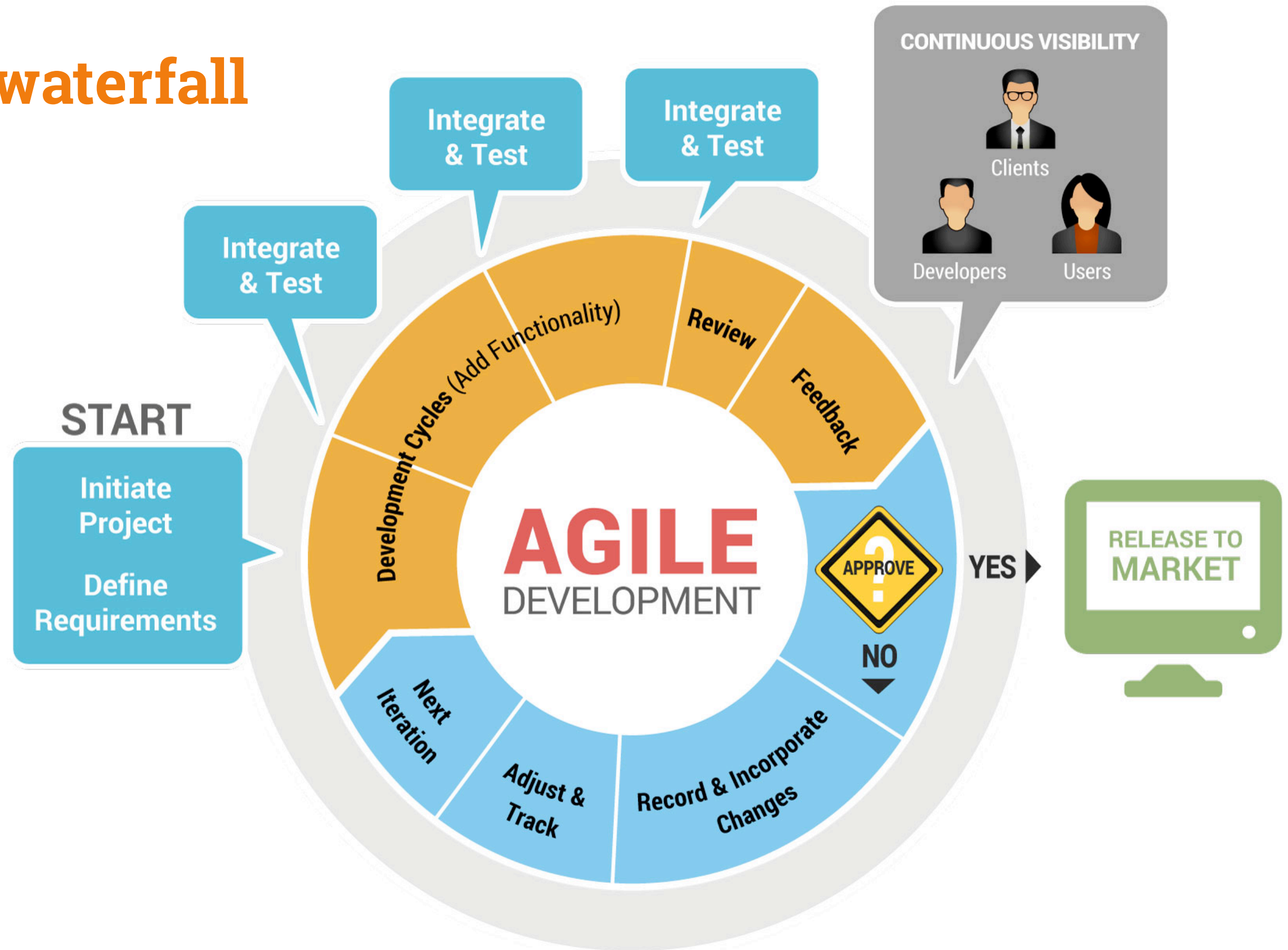
# Iterative vs. waterfall

agilemanifesto.org





# Iterative vs. waterfall

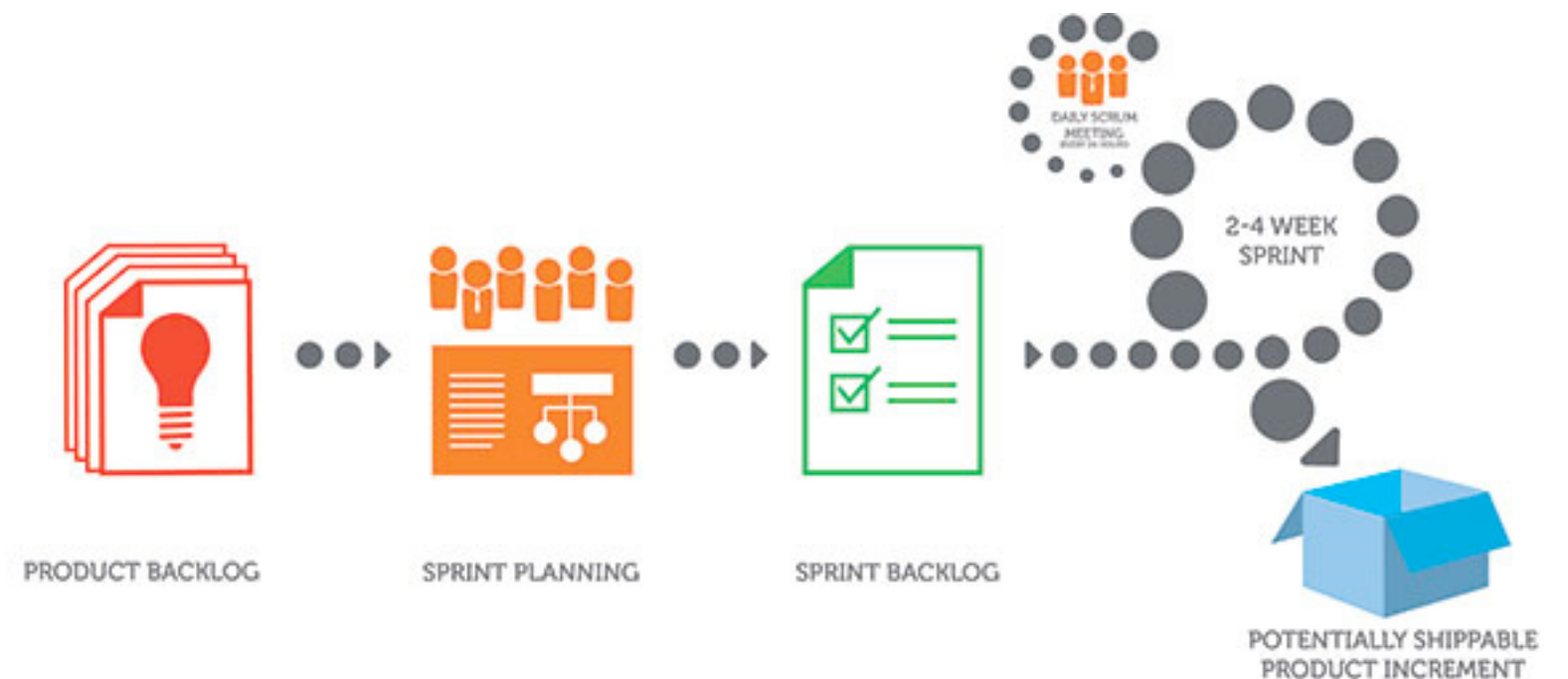


# Scrum Explained in a Minute

- 1 A product owner creates a prioritized wish list called a product backlog.
- 2 During sprint planning, the team pulls a small chunk from the top of that wish list, a sprint backlog, and decides how to implement those pieces.
- 3 The team has a certain amount of time — a sprint (usually two to four weeks) — to complete its work, but it meets each day to assess its progress (daily Scrum).
- 4 Along the way, the ScrumMaster keeps the team focused on its goal.

# Scrum Explained in a Minute

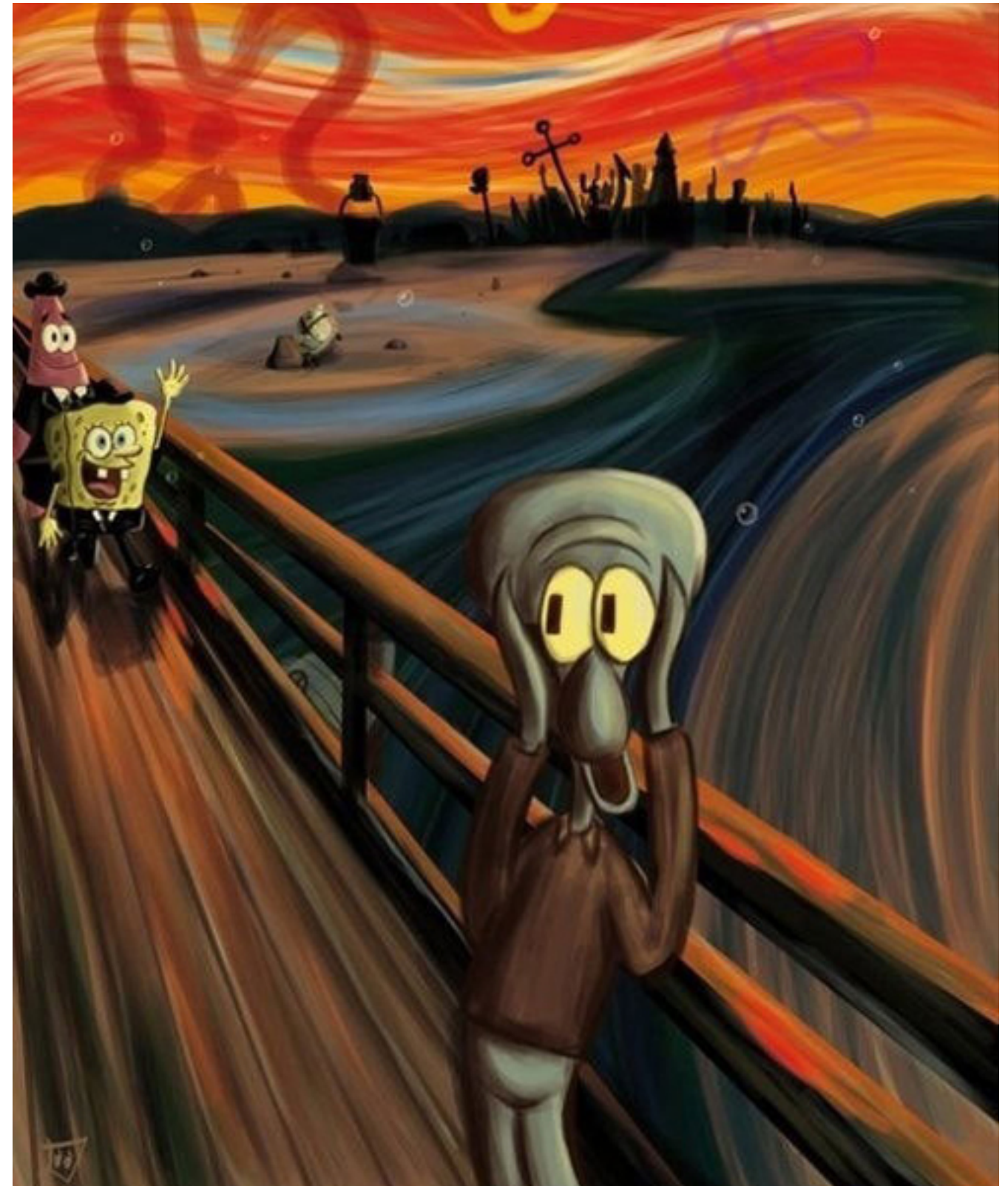
- 5 At the end of the sprint, the work should be potentially shippable: ready to hand to a customer, put on a store shelf, or show to a stakeholder.
- 6 The sprint ends with a sprint review and retrospective.
- 7 As the next sprint begins, the team chooses another chunk of the product backlog and begins working again.





# Build a Website for Me :-)

What about testing?



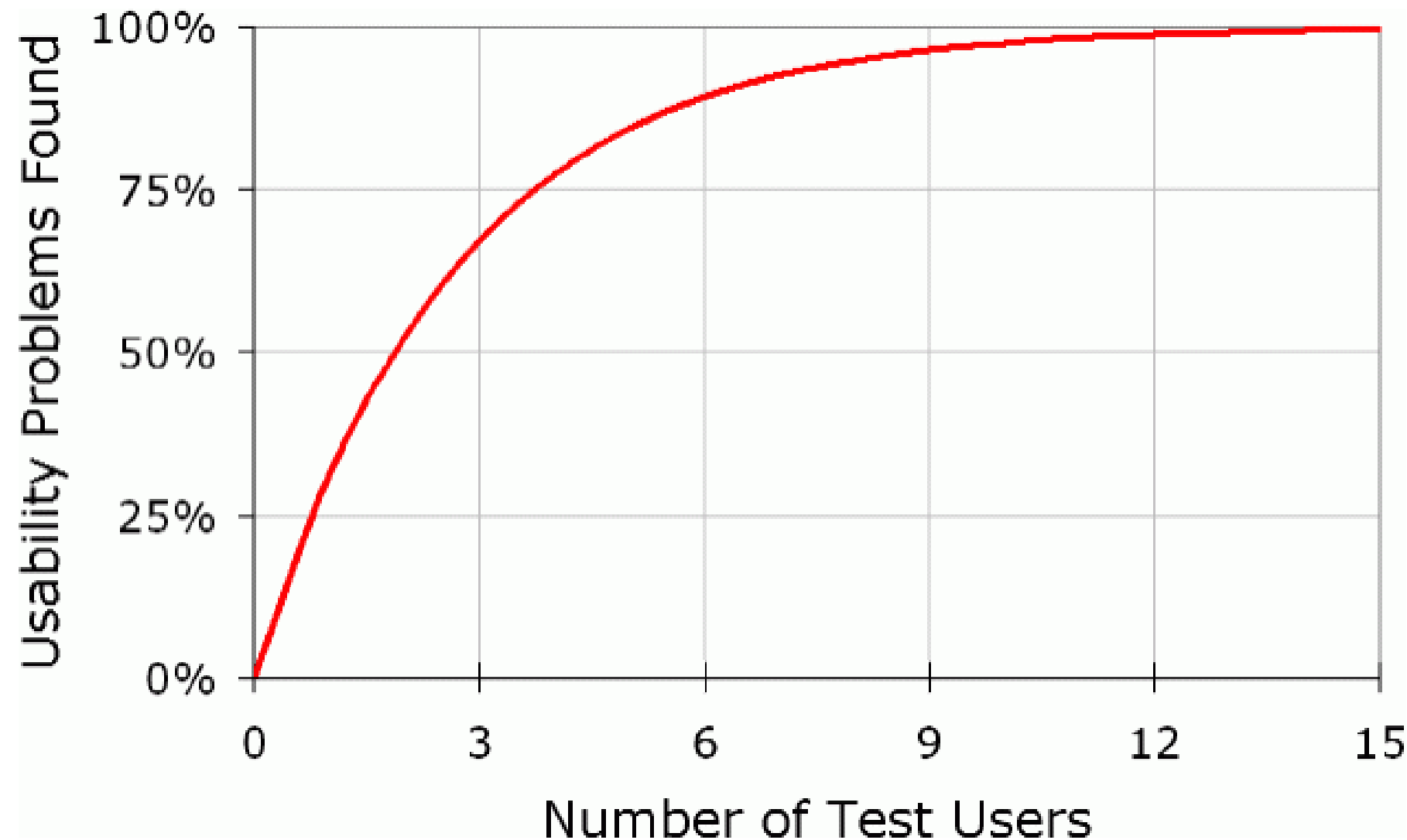
Brace Yourselves for a Simple Truth

Any  
testing  
is  
better  
than  
none





# Why You Only Need to Test with Five Users



Elaborate usability tests are a waste of resources.

The best results come from testing no more than 5 users and running as many small tests as you can afford.

See: Jakob Nielsen, <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>



Real Experience. Real Results.

**Thanks for listening!**