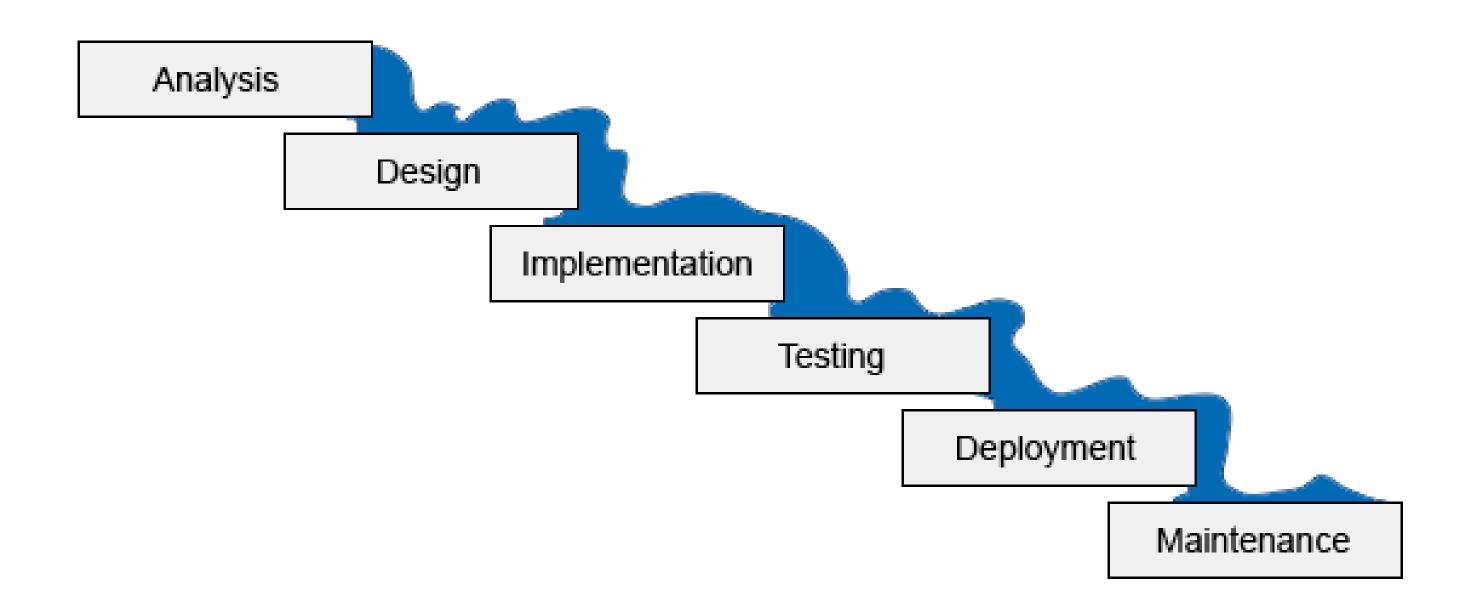


# Agile Dev Scrum

Why aren't you doing it?

### Iterative vs. waterfall



### Iterative vs. waterfall

agilemanifesto.org



Stakeholder Consultation

Changes & new requirements

#### Weekly Backlog Review

- Analysis of Products in Product Backlog
   Collaborative review
- Collaborative review of upcoming requirements

#### Daily Stand-ups

15-minute daily meeting:

- Identify risks
- Share knowledge
- Relate tasks inprogress

### Sprint

4-weeks:

- Design
- Build
- Integrate
  Document

Changes & new

requirements

Test







### Product Backlog

The scope in ranked, priority order to maximise delivery of value to business stakeholders and end-users.

### Acceptance Criteria

Management defines the sign-off criteria for each item

# Sprint Backlog

The items the team can commit to delivering in a 4-week Sprint based on their collective capability and capacity.

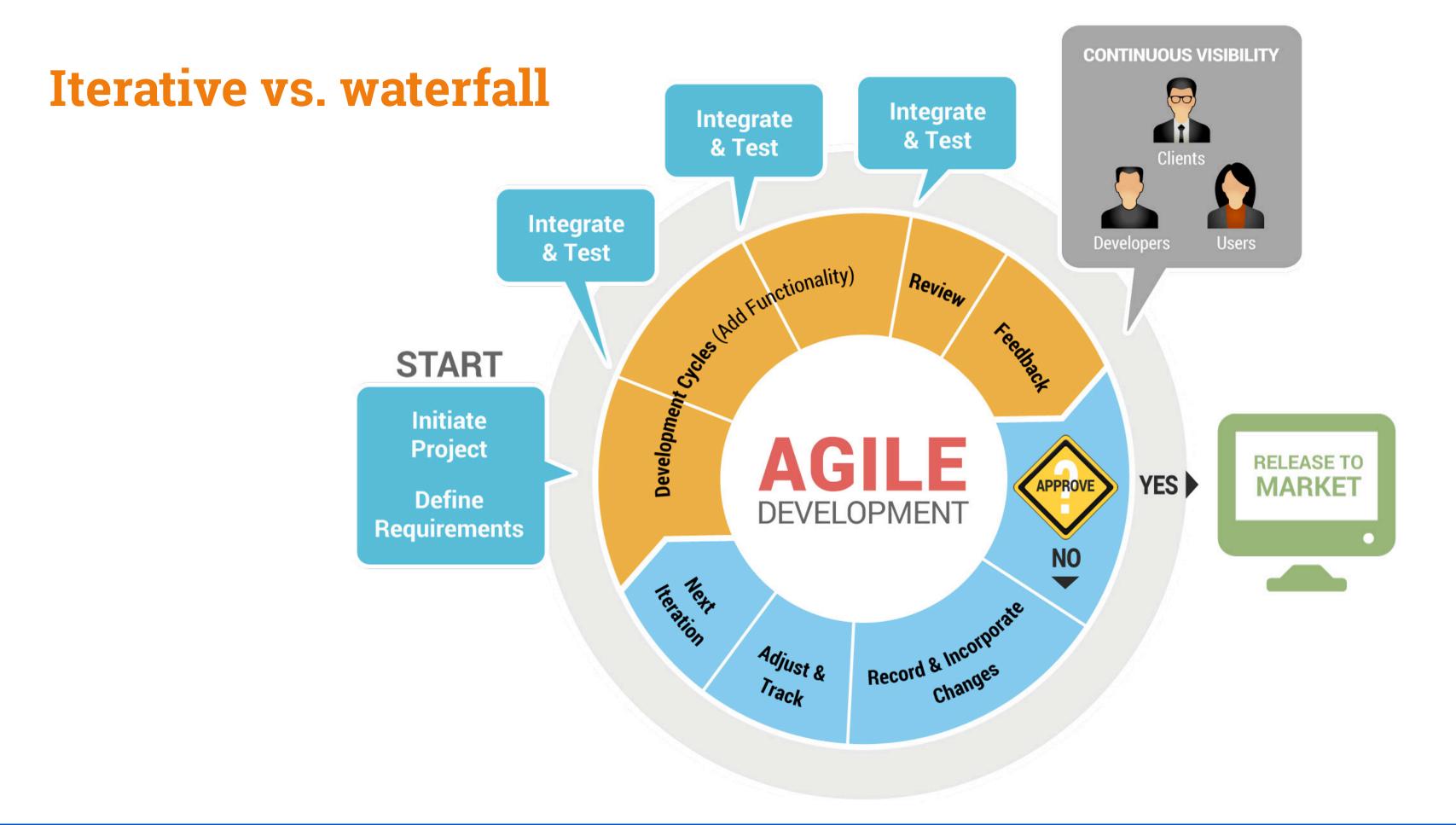
Requirements

#### Demo

Team demos completed items committed to & demonstrates they adhere to the sign-off criteria.

### **Delivery**

When the Prince2 Stage is complete, then the Product is delivered.

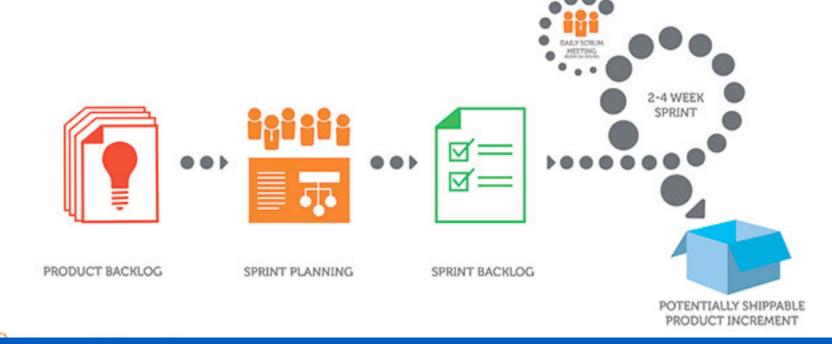


# Scrum Explained in a Minute

- A product owner creates a prioritized wish list called a product backlog.
- 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.
- 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).
  - Along the way, the ScrumMaster keeps the team focused on its goal.

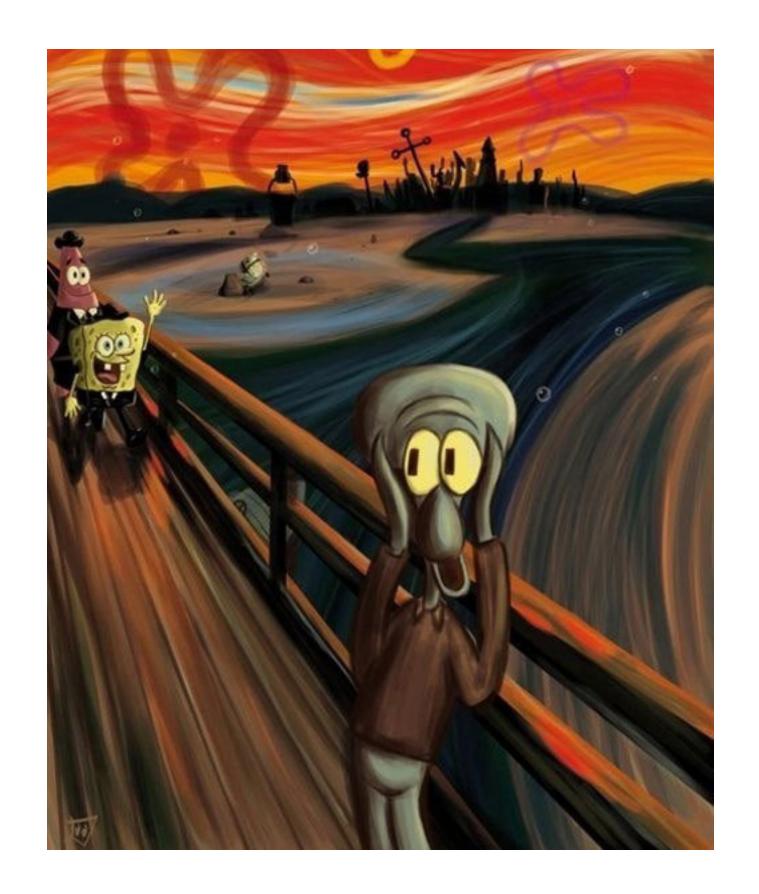
## Scrum Explained in a Minute

- 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.
- As the next sprint begins, the team chooses another chunk of the product backlog and begins working again.



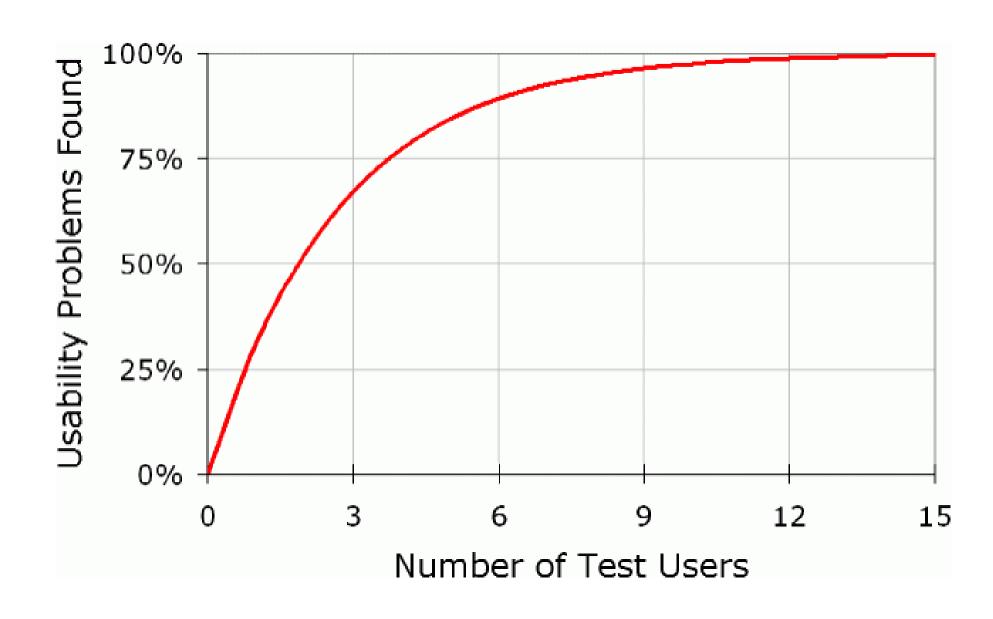
# Build a Website for Me:-)

What about testing?





## 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.



Real Experience. Real Results.

# Thanks for listening!