

All about that Scrum

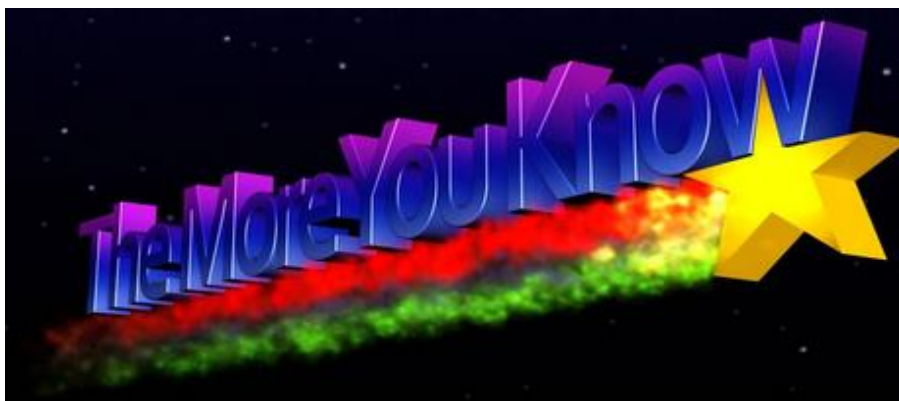
Scrum vs waterfall:

Waterfall goes through a lengthy process cycle.

With scrum, we do just enough planning to get started with a project and build a minimal feature set.

Next, we build what was planned and test and review the small feature set and get it ready to ship. So we have:

Plan → Build → Test → Review; this process is normally completed every 1-3 weeks. This is called a sprint!



Sprints are repeated until the project is complete.

There are 3 key roles in a scrum:

1. Product owner: responsible for defining the features of the product; they have the ideas.
2. Scrum master: servant-leader to the team, responsible for protecting the team and the process, running the meetings and keeping things on-track.
3. Team members: the team that builds the product.

There are 3 artifacts/documents used in SCURM

1. Product backlog: where product owners create a prioritised list of features called user stories. This list changes priority with every sprint.
 - a. User stories are a way of describing a feature set; e.g. "as a ____ I need ____ so that ____". This is used to estimate the size of the task.
2. Sprint backlog: the highest priority user stories. These get estimated for size and are committed to for the next sprint
3. Burndown chart: show the progress during the sprint on the completion of tasks during a sprint. This should approach 0 points as the work is being completed.

3 Ceremonies

1. **Sprint planning:** a meeting between the scrum master, team members and product owner to discuss the user stories and estimate relative sizes.
2. **Daily scrum:** a meeting in which the team discusses what they've completed since the previous meeting, what they're working on, and anything that may be blocked or need help with.
3. **Sprint review and retrospective:** occurs at the end of the sprint, the team demonstrates the completed work to the product owner, and the team discusses what they could do to improve the process going forward.