Basic Scrum
Part Deux

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Agenda

Part I:

Agile Dev Model and Lifecycle

Scrum Process Framework

Product Backlog and Product Owner

User Stories

Delivery Team

Part II:

Sprint Planning

During the Sprint

Sprint Review

Sprint Retrospective

Benefits of Scrum

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The purpose of Sprint planning is to agree on which items will be the team focus in the sprint.

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Sprint Planning

Inputs

Product Backlog

Velocity History

Team and World Circumstances

Outputs

Task Breakdown

Capacity Plan

Sprint Backlog

Sprint Goal

Commitment or Forecast or Focus

2-Step Sprint Planning

Part I

Big Picture
Rolling Release Planning/Roadmap Update
Review top of Product Backlog

Part II

Nitty-Gritty
Detailed understanding of the work
        Readiness, discussion, task breakdown
Focus/Commitment/Forecast

*Max 1 hours of planning per sprint week (~7%)

A quick ramble on commitment vs. forecast vs. prediction and also estimation

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During the Sprint

SCRUM MASTER

Change Agent

Servant Leader

*Process Champion

*Obstacle Remover

The Daily Scrum (aka Standup)
It's about Self-Organization*

- Basics:
  - Daily, 15-minute sync-up
  - Same time, same place
  - Stand-up, no problem solving

- Answer the 3 questions:
  - What did you do yesterday?
  - What will you do today?
  - Are you blocked?

- Impediments = SM's Task List

*Not status!

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SWARM

Backlog Grooming
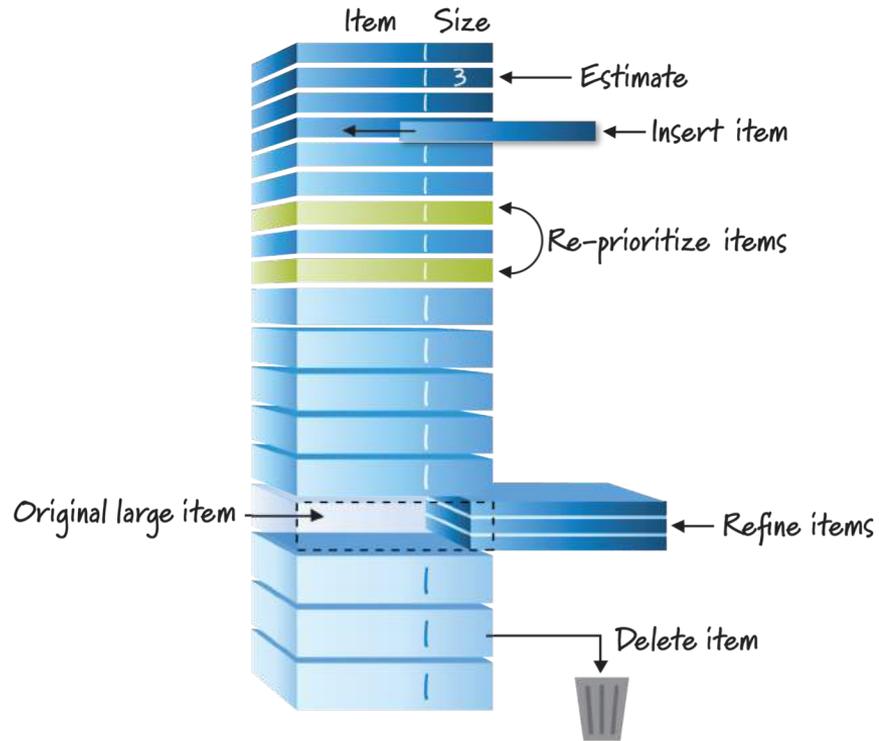
PRODUCT OWNER
ACCEPTANCE

Basic Definition of Done

- Code Complete
- Fully Tested
- No Known Defects
- Checked In
- Tested in Official Test Environment

Sample Definition of Done

Definition of "Done" for a Story

* Working software + demo
  - Unit test
  - Code Review
  - Installer

* Tests → testcase + proof of successful run
  - Functional testing
  - Functional review by Product Owner
  ? - Performance/Load testing
  - Regression tests

* Documentation + review by PM/PA
  - User docs / On-line help
  ? - Design doc (intern use)
  - Samples for critical features
  - Release notes
  - API documentation

14

End of Sprint

Sprint Review

Potentially Shippable Software

Sprint
Retrospective

INSPECT
AND ADAPT

16

Sprint Review (aka "The Demo")

- Everyone's invited

- Working software

- Minimal prep time

- Informal

- Interactive

- Max 1 hour per sprint

RETROSPECTIVE

Safety

"Everyone on this team has continued to do their best work and to contribute to the team at the highest possible level. The purpose of this meeting is not to place blame, but to learn and improve."

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Sprint 96

How are our changes working?

- ~~Write and implement a story for better alerting on hourly build failures~~
- Ask about how many stories have the design label in the next sprint in design grooming
- ~~Post acceptance threads for stories in Slack~~
- Ask question about story size during grooming
- ~~Pull up the epic board during design grooming~~

Metrics

- Velocity (stories completed and accepted)
  - This sprint: 16   Rolling avg. (past *5* sprints): 15.8
- Stories started but not finished
  - This sprint: 6   Rolling average (past *5* sprints): 6
- Average PR lifespan
  - This sprint: 65   Rolling average (past *5* sprints): 58.6
- Bugs reported against deployed code:
  - This sprint: 3   Rolling average (past *5* sprints): 13

What did we do well?

- Other team coming to PR reviews seems to have helped get their PRs merged - JH
- Looking ahead at the next sprint in design grooming - MG +
- Refactored a major Gordian knot with the failure presenters - SU

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What could we do better next time?

- Are we converting pages to the design system? - JH
- IAL2 improvements - how to account for it in coming sprints - PA
- Not enough people - JH
- Velocity slowly falling off - JH
- What other Gordian knots exist? - PA
  - 2 factor authenticatable
  - OAuth handoff
  - All of our SAML code
  - The sign up completion page
  - The old verification flow handing off to the doc auth flow

What should we implement after this retro?

- Write a tool for tracking how many templates we have converted to the new design system++
- Have a meeting time to build research findings into an epic for improving identity verification+++++
- Reduce usability testing to once every 2 sprints to free up design time++++
- Dockerize the app to run in windows+++++++

How much will we finish by when?
(Planning in Scrum)

Most important stories here

At our slowest velocity we'll get here

At our average velocity we'll get here

At our fastest velocity we could get to here

Least important stories here

23
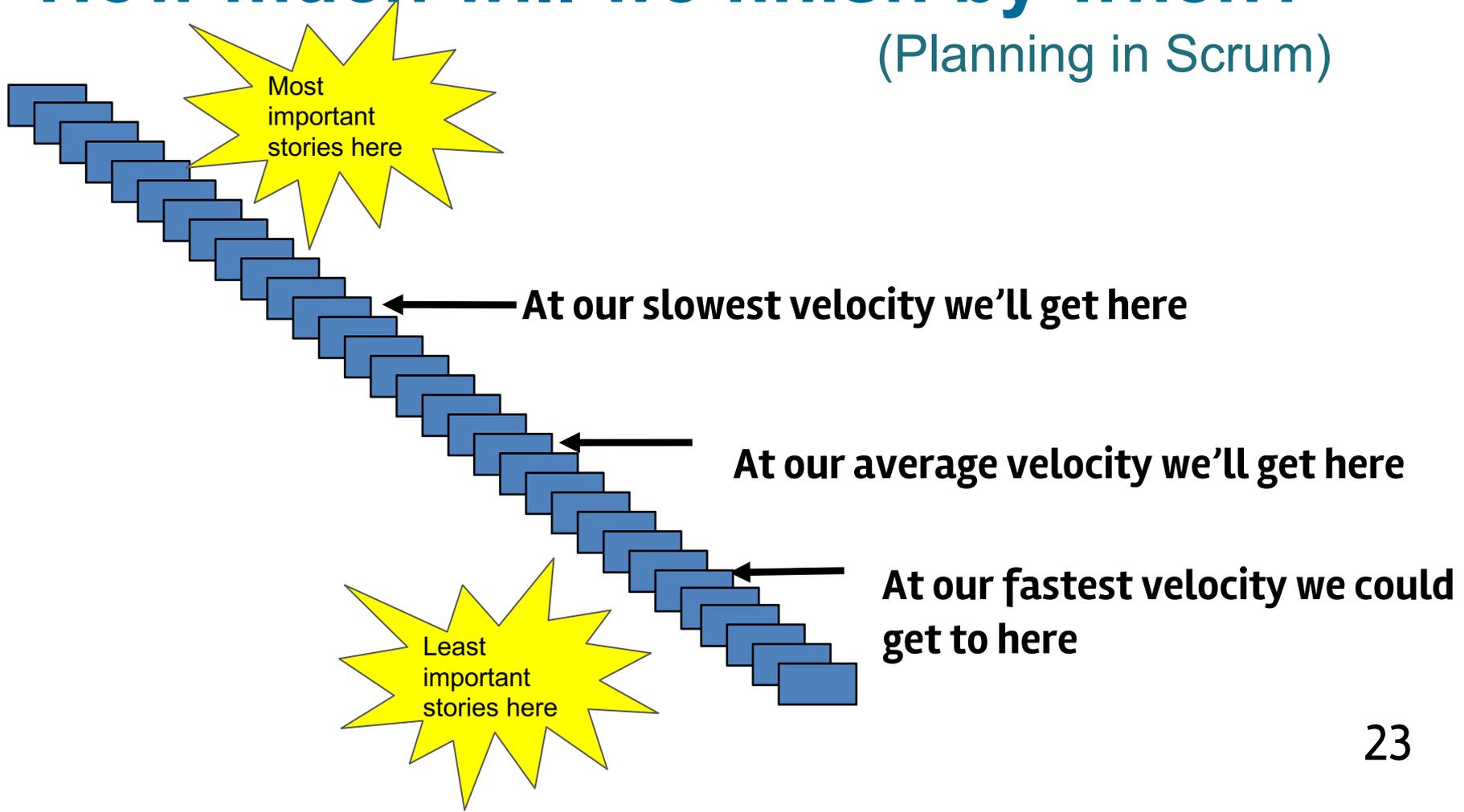
Applicability of Scrum

Works Well

- **SW Development**
  - **Great for complex projects**
- **Stable Teams**
- **Empowerment**
- **Plannable Work**

Not so well

- **Short projects**
- **No teams**
- **Constant product change**
- **Ops and maintenance**

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(Potential) **Benefits** of **Scrum**

- Higher productivity
- Higher quality
- Increased Flexibility and Customer Focus
- Reduced time to market
- Lower risk
- More fun, more satisfying for the team

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Enough about scrum already!

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