# Basic Scrum Part Uno

18F Training Updated Oct. 2019

### Goal of Basic Scrum Module

Working knowledge of the roles, artifacts, and ceremonies of scrum and the special nature of the Scrum team.

#### Agenda

Part 1:

Agile Development Model and Lifecycle

Product Backlog and Product Owner

Scrum Process Framework

**User Stories** 

**Delivery Team** 

Part 2:

**Sprint Planning** 

During the Sprint

**Sprint Review** 

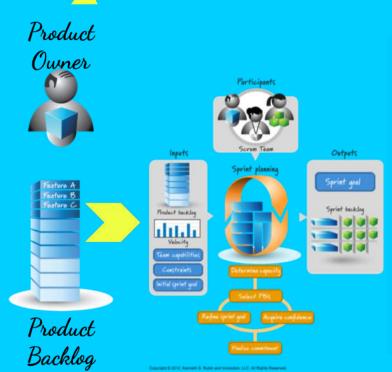
**Sprint Retrospective** 

**Scrum Values** 

Benefits of Scrum

# **Scrum Process Framework**

(1 of 2)





Sprint Review



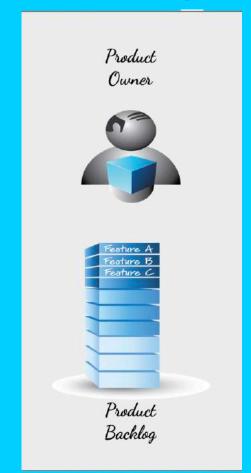


Potentially Shippable Software



Sprint Retrospective

# Product Backlog and Owner



# **Sprint Planning**



# **Sprint Execution**



# **Sprint Completion**



# **Scrum Process Framework**

(2 of 2)





Product Backlog



Sprint Review

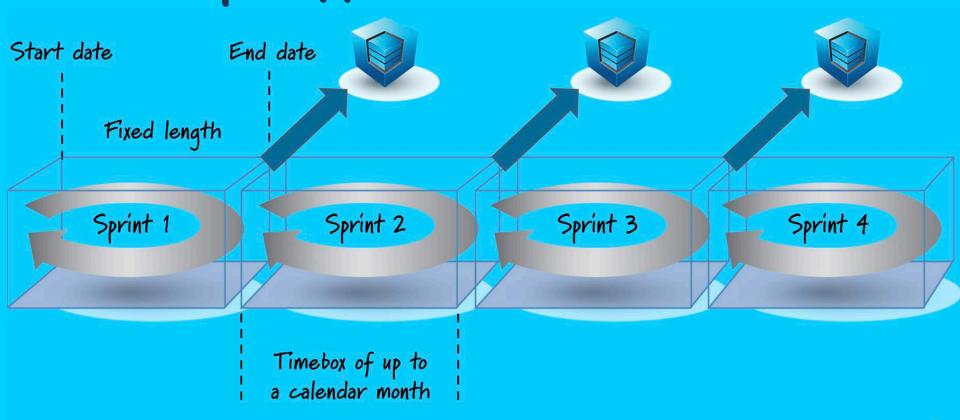






Sprint Retrospective

# Potentially shippable Product Increments



### **Product Backlog and Product Owner**



#### **Scrum Master**



- Ordered list of value to be produced
- Primarily used for short- and medium-term planning
- List of \*all\* work for the team
- Owned and maintained by Product Owner

#### **Product Owner**

#### Responsibilities

- Empowered Action
  - Drive Product Success
  - Product Vision
  - Own the Product Backlog
  - Maximize ROI
  - Define value
  - Prioritize work
  - Accepts work
  - Determine Releases

#### **Activities**

- Active Role
  - Sprint Planning
  - Backlog Refinement
  - Sprint Review
  - [Retrospective]
  - [Daily Scrum]
  - Release Planning
  - One per product/team



# Requirement

#### 6.2 The system shall provide a login page that includes:

- 6.2.1 Username entry with validation
- 6.2.2 Password entry
  - 6.2.2.1 Masked
  - 6.2.2.2 Clear and readable
  - 6.2.2.3 Password display option select
- 6.2.3 'Forgot My Password'
- 6.2.4 'Forgot my Username'
- 6.2.5 'Create Account'
- 6.2.6 Lots of eye candy and boilerplate, preferably with cute pictures
- 6.2.7 Legalese stuff at the bottom in small type
- 6.2.8 Must follow the established site format guidelines

#### **Dashboard**

As a Program Manager, I want to see a high level summary of program status and issues so that I can easily track and manage for success.

### **User Story Format**

```
As a < persona > I want to < action > So that < benefit >
```



# Acceptance Criteria

#### **Password Display**

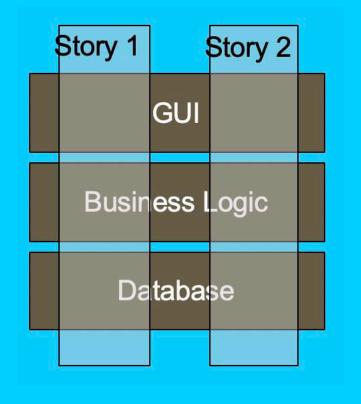
As a user, I ant to be able to choose whether my password is displayed in the clear or obscured when I login, so that it will be easier to input a long password correctly.

AC: Obscuring character is ' $\Delta$ '

# **Stories are Slices**



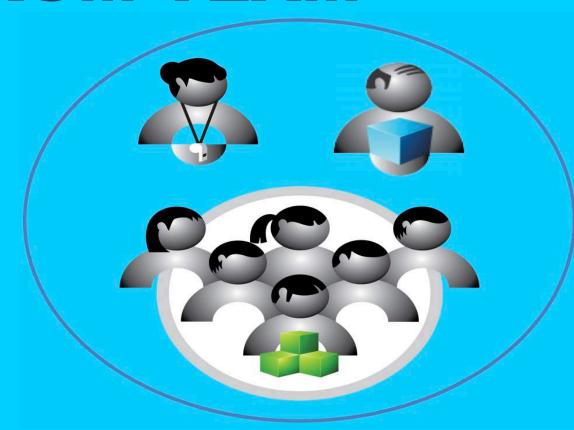
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### THE SCRUM TEAM

- Long-Lived and Stabled
- Dedicated
- Cross-Functional
- Self-Organizing
- Face-to-Face
- 5 9 People







### **Self-Organizing Team**

- Accepts work from Customer
- Makes and meets its own commitments
- Decides how to do the work
- Decides who does the work
- Decides how to meet its commitments
- Takes responsibility for quality

### **New Team Mindset**

#### **Directed**

- "Just tell me what to do and I'll do it."
- "I'm done with my part. You finish yours."
- "The boss has the answer."
- "We're doing fine."
- "We can't do that here."

#### **Self-Organizing**

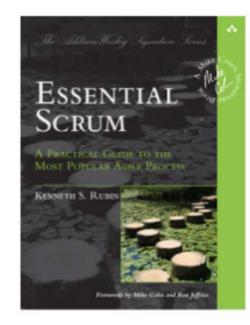
- "I think the right thing to do is..."
- "I'm done with my task. How can I help?"
- "We do the work. We have the answer."
- "How can we get better?"
- "Well, what can you do?"

#### **Information About these slides**

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### Acceptance Criteria Can Become Stories

#### Cancel Reservation

As a traveler, I want to cancel my whole reservation easily, without having to cancel each piece, so that I can save time and avoid errors.

#### Acceptance Criteria

- Cancel >24hrs before travel begins
- Charge 10% fee
- Ask "are you sure"
- Display confirmation of what has been canceled
- Process cancellation within 4 hours
- No email confirmation yet