Lecture 02 Group exercises on Scrum and Estimation

**Exercise 1: Build your own Scrum (40%)**

The following items are building blocks that can be used to describe the Scrum Process:

- Role: Product Owner
- Role: Scrum Master
- Role: Developers
- Role: Stakeholders
- Artefact: Product Backlog
- Artefact: Sprint Backlog
- Artefact: Product Increment
- Event: The sprint
- Event. Sprint Planning
- Event: Daily Scrum
- Event: Sprint Review
- Event: Sprint retrospective
- Other: Needs

Make a drawing on a whiteboard or a piece of paper that illustrates how these building blocks are combined in Scrum and relate it to your semester project.

**Exercise 2: Benefits and drawbacks of Scrum (20%)**

Discuss and write down your answer to the following questions:

| |
|---|
| When is it a good idea to use Scrum? |
| When is it better to use Waterfall? What are the benefits of Scrum? What are the drawbacks of Scrum or iterative and Incremental processes? |

**Exercise 3: Predictive versus adaptive planning and estimation of your semester project (40%)**

Discuss how the product backlog is established and maintained in Scrum and how this differs from establishing and maintaining requirements in a waterfall process. Next, discuss and write down your answer to the following questions:

| | |
|---|---|
| What does it mean that requirements in Scrum are emergent, and how is that similar or different to your semester project? | |
| How do we estimate in Scrum, and how do you estimate in your semester projects?<br>Should your semester project be iterative (if yes, in how many iterations)?<br>Should your semester project be incremental (if yes, in how many increments)? | |