SWINBURNE UNIVERSITY OF TECHNOLOGY

SWE20001
Managing Software Projects

Lecture 5

Sprint Planning Meeting

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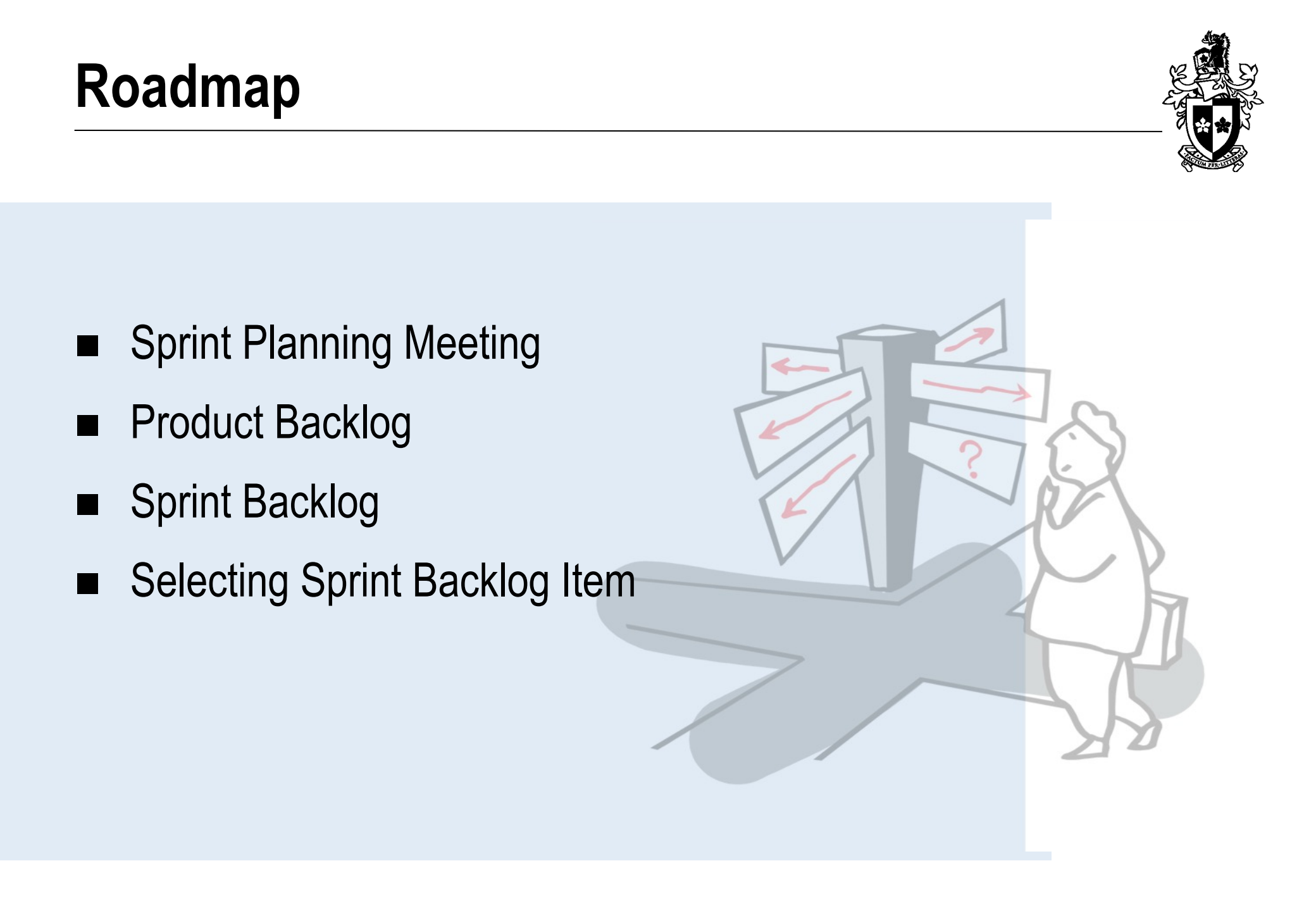
Roadmap

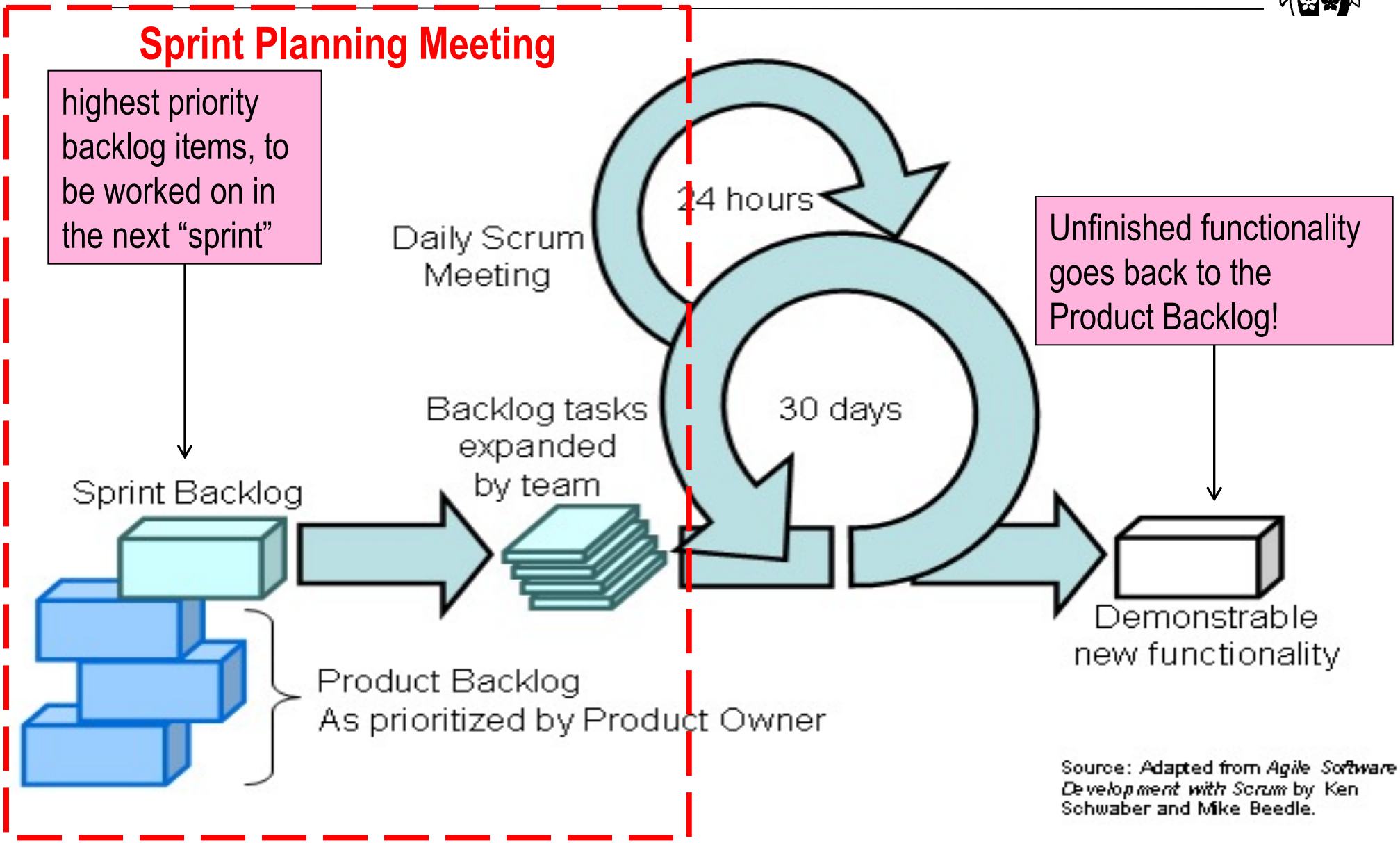


- Sprint Planning Meeting
- Product Backlog
- Sprint Backlog
- Selecting Sprint Backlog Item

Principal References

- Ken Schwaber and Mike Beedle, *Agile Software Development with SCRUM*, Prentice Hall, 2001.
- Ken Schwaber, *Agile Project Management with Scrum*, Microsoft Press, 2004.

Scrum – The Process – Recap



Source: Adapted from *Agile Software Development with Scrum* by Ken Schwaber and Mike Beedle.

Product Backlog – Recap

- Everything currently assessed to be necessary to bring project to completion
  - could be features not yet implemented, bugs not yet resolved, documents not yet written, etc.
  - features, architecture, defects, quality attributes, constraints, etc.

Product Backlog – Another view

- A collection of items **to be done** by the team to complete the project
  - Each item must satisfy “definition of done” in order to be useful to the client
- Backlog items – things put into a “bag” for future consideration

Product Backlog – Related Issues

- Who writes the product backlog items?
  - Product owner? Developers? Scrum Master?
- Under what conditions a software project is good and can be terminated?
  - All product backlog items are done?

Sprint Backlog

- A collection of items **to be done** by the team in each sprint
  - Each item must satisfy “definition of done” in order to be useful to the client
  - When the client is OK, the item will be “integrated” into the main software for client to use

Sprint Backlog – Related Issues

- Who selects the sprint backlog items? How to select?
  - Product owner? Developers? Scrum Master?
- What if the sprint backlog item is done badly or it does not satisfy the definition of done at the end of a sprint?
  - Put back as a sprint backlog item for next sprint?

Sprint Planning Meeting

- Done in Day 1 of a sprint
  - Usually 4 hours for a 2-week sprint
- The development team discusses what should be developed in the "current" sprint
  - The jargon here usually is the "next" sprint, but I prefer it to be the "current" sprint
- Focus is on selecting the items in the product backlog to be developed in the "current" sprint
  - Product backlog item → Sprint backlog item

Scrum Team and Sprinting

- Once the product backlog is ready and estimates put forward – the team starts the sprint (i.e. the iteration), during which they will address chosen backlog items (the sprint backlog)
  - Sports metaphor – once the game starts, the rules cannot be changed, i.e. the sprint (product) backlog cannot be revised (until end of the sprint)
  - Each sprint is *30 calendar working days* (approx. 1½ months in business working days)
  - The team is *self-organising* (as in a footy team) – under the guidance of the *scrum master* (this is a role – does not mean a separate person is needed 100% for this)
  - Team expands backlog into tasks and gets to work on them
  - Team should be 7 members (+/- 2) [less than 5 discouraged]
    - Hypothesis – *odd member teams work better*

Sprint – Before each sprint

- Sprint Planning Meeting [first few hours of the sprint]
- The team takes time to plan for the sprint
  - Product owner, Scrum master and team meet to prioritise the functional requirements and organise the work
  - The team identifies the set of functionality they can deliver – the choice is made by assessing business value of the functionality; this is the **sprint backlog**
  - Ends in a short (but formal) presentation outlining the commitment from the team – any stakeholder may attend this session

Sprint Planning Meeting

- The following activities are undertaken in a sprint planning session
  - ☐ Sprint planning meeting time/date set (Scrum master)
  - ☐ Product backlog is presented, with any information helpful to the team from the business (Product owner)
  - ☐ Select product backlog items for the sprint (Entire Team) → sprint bklg
  - ☐ Define the goal (vision) for the sprint (Product Owner)
  - ☐ Construct sprint backlog (Scrum team + Scrum Master)
  - ☐ Formal presentation to stakeholders (Scrum master)

Note: There may be an additional round of planning after the formal presentation if there is any significant feedback, else that is used as input into detailed planning or for next iteration.

Resources/References

- Scrum Development on a Page
  - http://xp123.com/xplor/xp0401/
- Scrum - Wiki
  - https://en.wikipedia.org/wiki/Scrum_(software_development)
- Scrum Tutorial, by Ken Schwaber
  - http://www.controlchaos.com
  - http://www.agilealliance.com