# SCRUM AWARENESS TRAINING

## FLORIN OLARIU

**TITLE PRESENTATION**

**March 2, 2020**

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connect.engage.succeed.

# AGENDA

- ✓ What is Agile
- ✓ What is Scrum
- ✓ Scrum Roles
- ✓ Scrum Values
- ✓ Scrum Artifacts
- ✓ Scrum Events
- ✓ Scrum Rules

# MANIFESTO FOR AGILE SOFTWARE DEVELOPMENT

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools

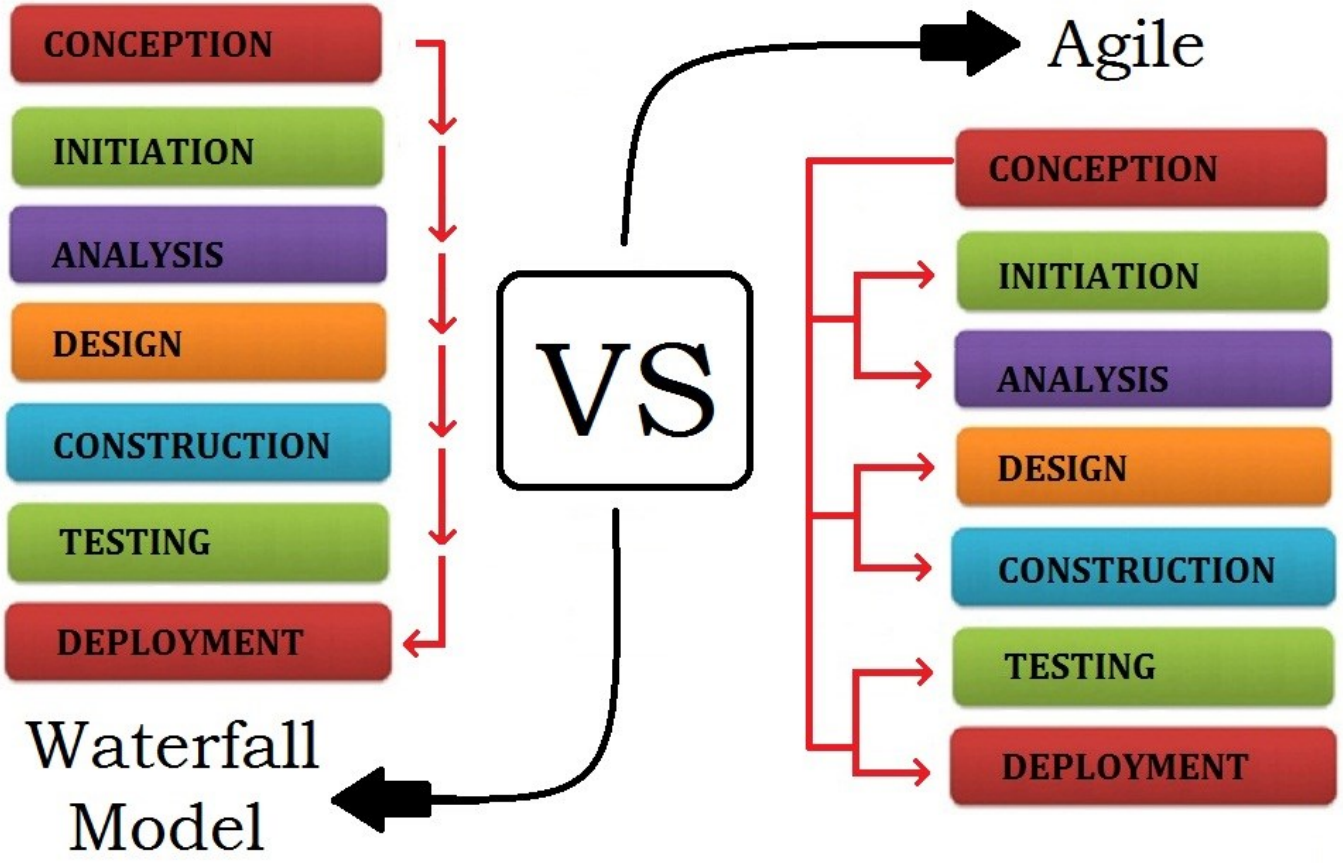
Working software over comprehensive documentation

Customer collaboration over contract negotiation

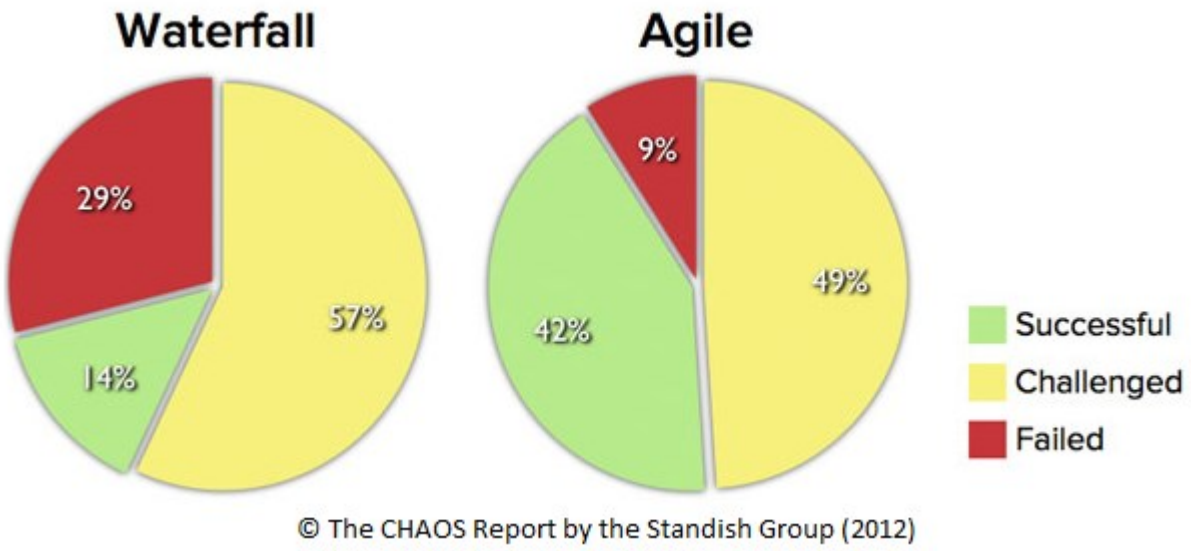
Responding to change over following a plan

That is, while is value in the items on the **right**, we value the items on the **left** more.

# AGILE VS. WATERFALL



# AGILE VS. WATERFALL

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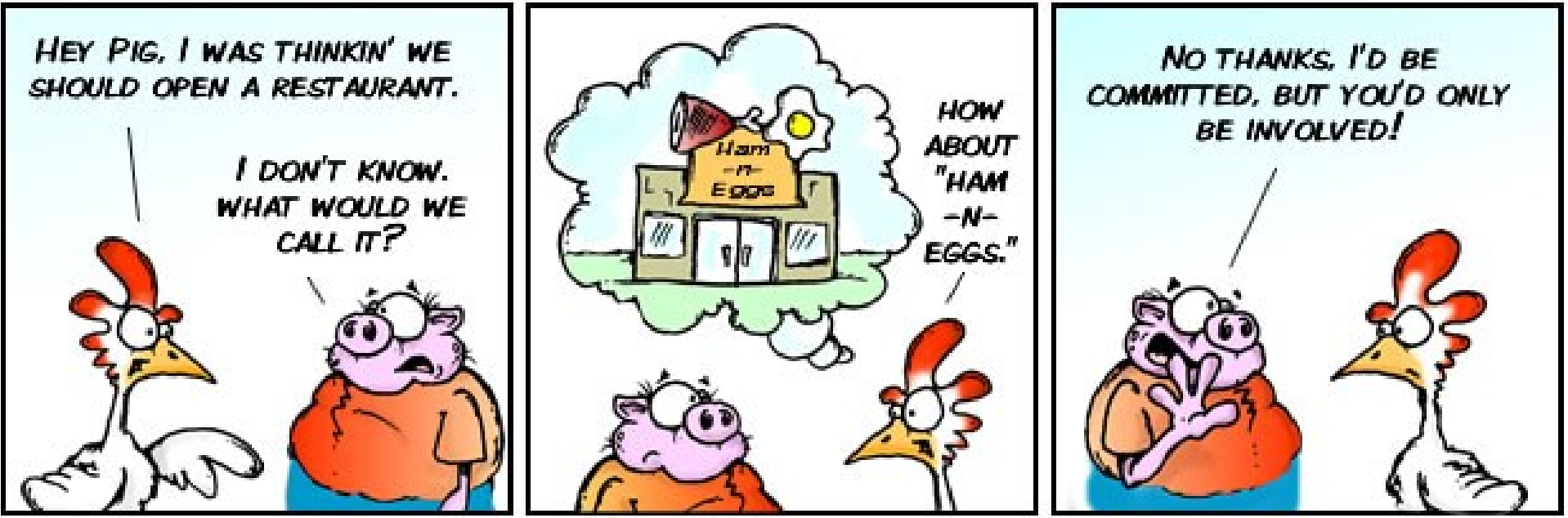
# SCRUM FRAMEWORK

# SCRUM STORY




By Clark & Vizdos

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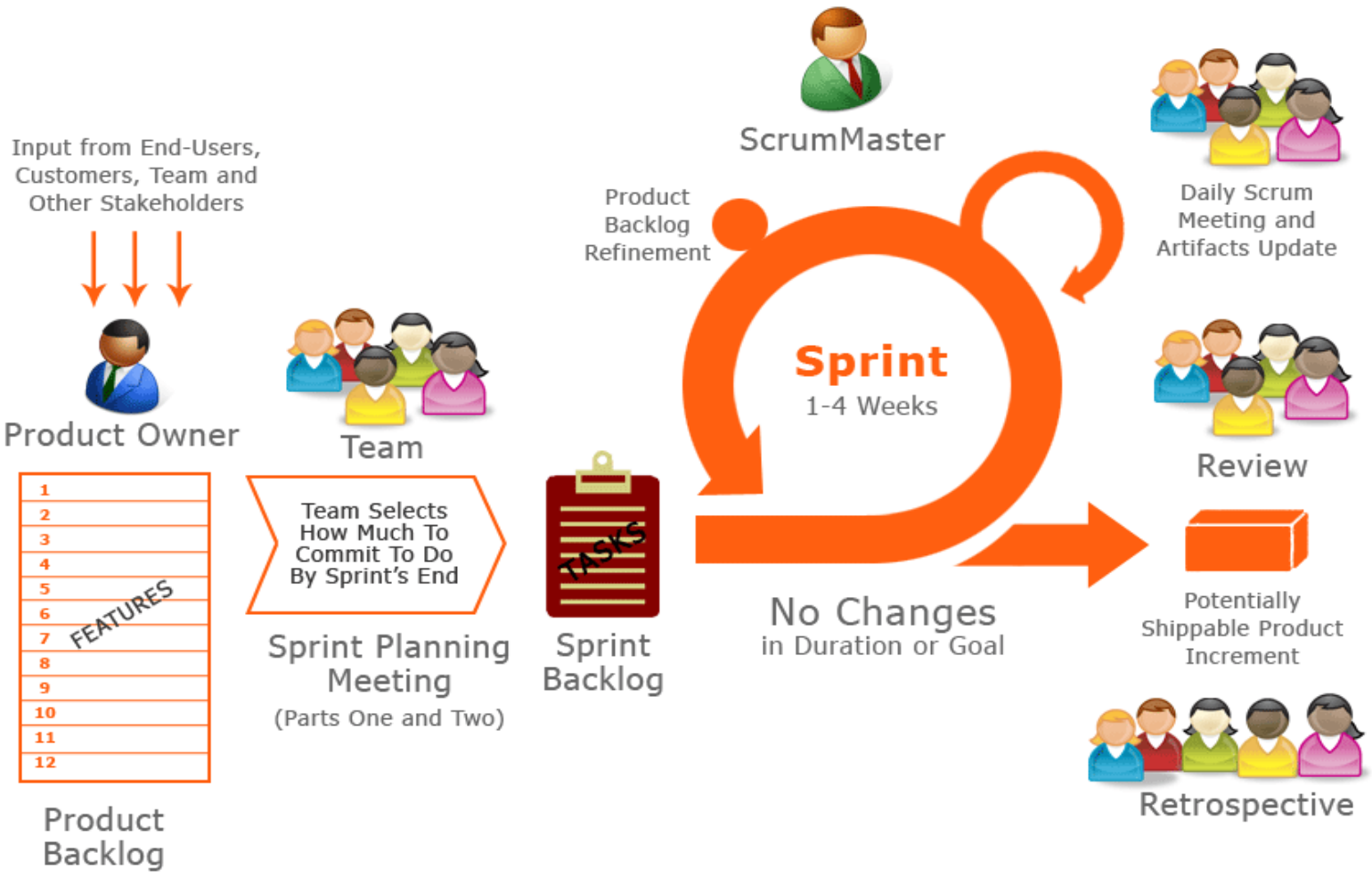
# SCRUM IN 10 MINUTES

- https://www.youtube.com/watch?v=Q5k7a9YEoUI

# SCRUM FRAMEWORK

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# SCRUM ROLES

Product owner

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# SCRUM TEAM

Product Owner

Takes the inputs of what the product should be and translates them into a product vision and a Product Backlog

Scrum Master

Does whatever it takes to make the Scrum Team successful, such as removing organizational impediments, facilitating meetings, protecting the team

Development Team

Develops the product envisioned by the Product Owner

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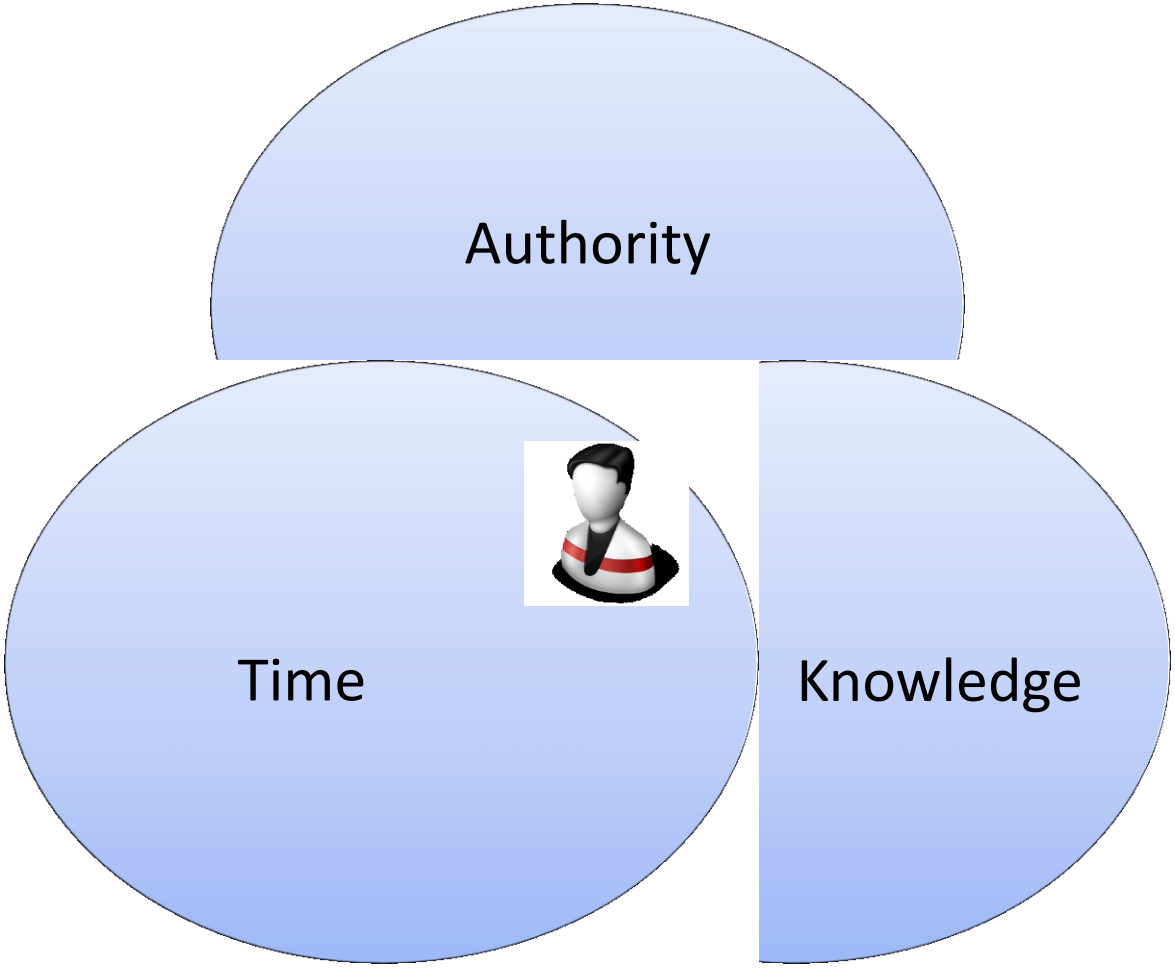
# SCRUM ROLES

**Product Owner**

- “Voice” of the customer
- Responsible for Product Backlog throughout the project
- Responsible for the value of the product
- Participates in Product Backlog refinement/grooming, Sprint Planning, Sprint Reviews and Retrospective meetings

# THE KEY ATTRIBUTES OF A PRODUCT OWNER

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# SCRUM ROLES

**Development Team**

- Responsible for delivering Potentially shippable product increments (meeting the Definition of Done)
- Typically 3-9 people (Product Owner and Scrum Master are not included)
- Cross-functional - has all skills needed to deliver a done increment
- Self-organizing and empowered

# SCRUM ROLES

**Scrum Master**

- Helps the Team become self-organized and cross-functional
- Assist the team continually improve, maintain team's motivation
- Coaches the Product Owner and Team in the Scrum values, practices, and rules
- Removes impediments to the teams progress
- Organizational change agent
- Servant leader rather than manager, facilitates team's meetings

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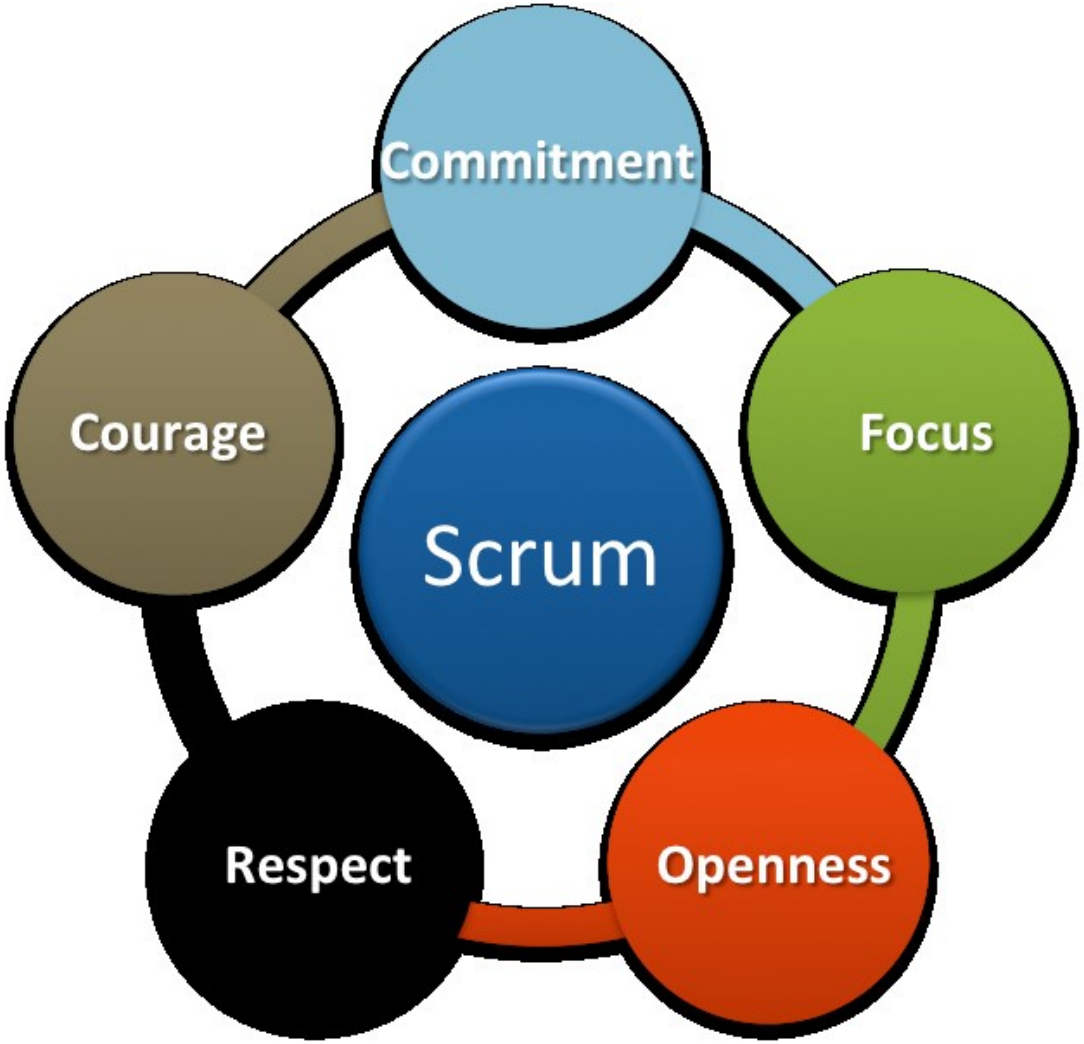
# SCRUM VALUES



# SCRUM VALUES

- **Focus** (is about creating an proper environment where the team can be focused)
- **Respect** (is about acting professionally)
- **Trust** (this is developing in time, this must be earned – as a human we don't give trust)
- **Commitment** (is about respect your word, is about being professional)
- **Openness** (transparency between team members)

# SCRUM VALUES

Because we value **respect** we will keep chit-chat outside of daily scrum.

Because we value **focus** we will not interrupt someone with headphones on unless absolutely necessary

Because we value **commitment** we will turn up in time

Because we value **trust** we will show only done features at the Sprint Review

Because we value **openness** we will post these decisions on the wall for all to read

# SCRUM ARTIFACTS

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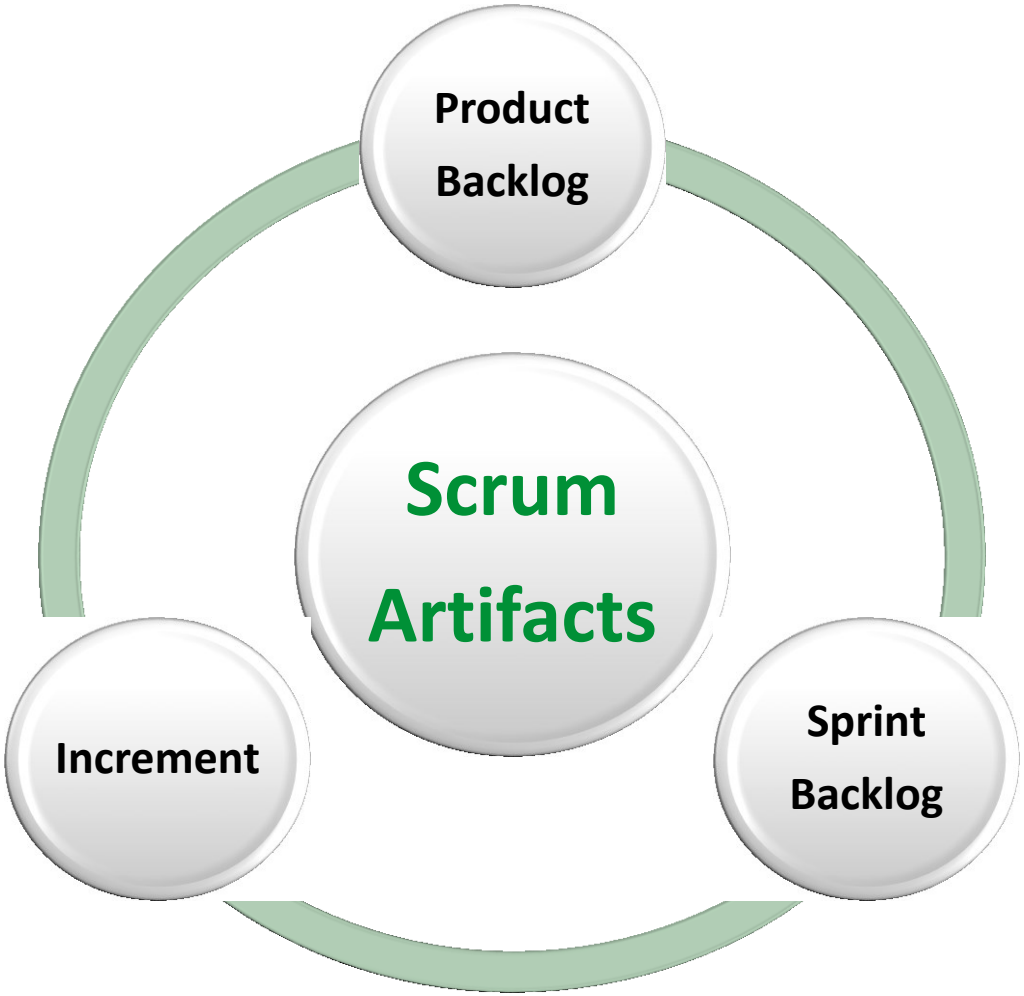


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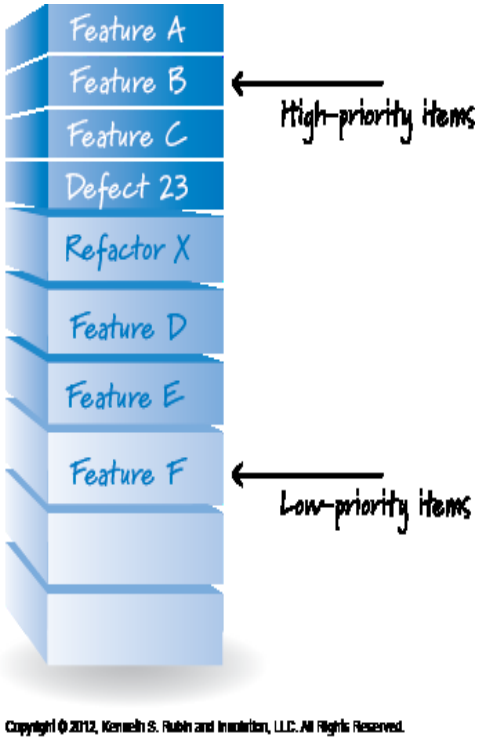

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**Product Backlog**

- An ordered and emerging list of user needs and anything else required for the team to fulfill the Product Vision.
  - ✓ Expressed in business language
  - ✓ Estimated by the team
  - ✓ Ordered by business values
- Anyone can contribute items for the backlog, however
- The Product Owner is responsible for the order and making sure requirements are well formed

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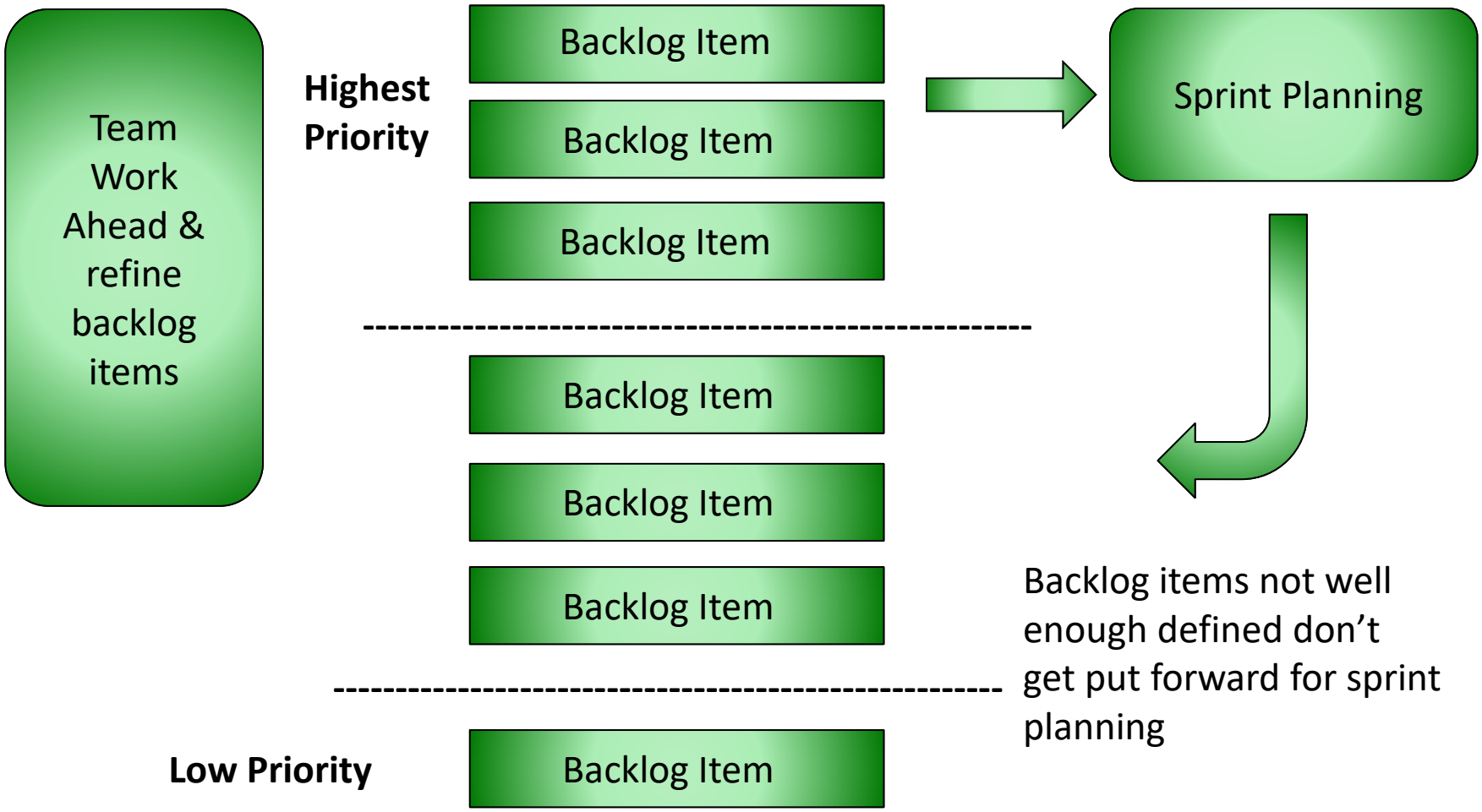
# PRODUCT BACKLOG REFINEMENT

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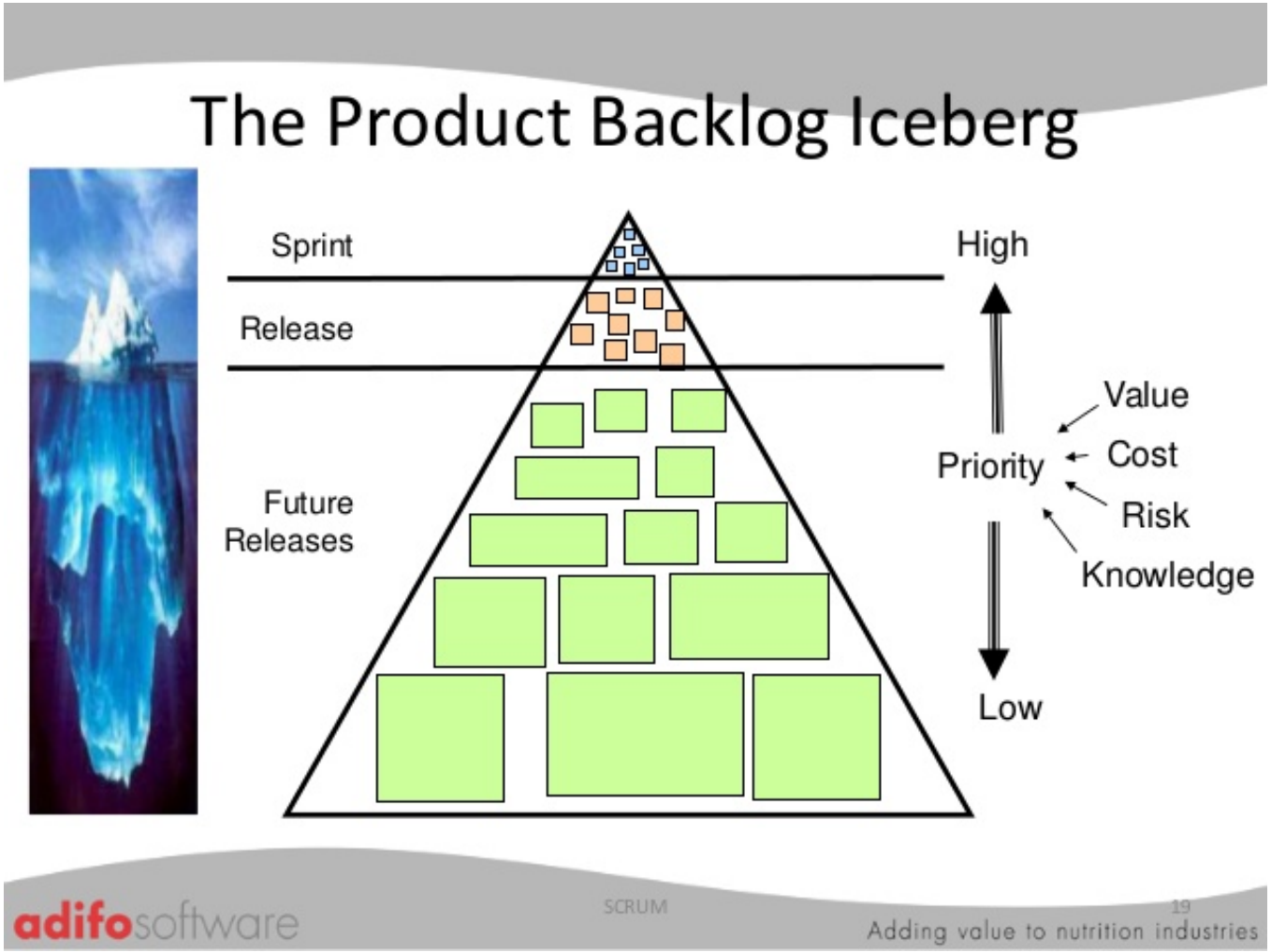


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# PRODUCT BACKLOG

As a Windows 7 user, I can backup my data so that I won't lose information if something happens to my PC.

## User Stories Format

**A template**

"As a <user role>, I want <goal> so that <reason>."

# PRODUCT BACKLOG

Definition of Done (DoD)

**Example Definition of Done**

- ✓ Functionally Tested
- ✓ Acceptance Tested
- ✓ No known defects
- ✓ No increased technical debt
- ✓ Documentation in order
- ✓ Conforms to relevant standards

# SCRUM ARTIFACTS

**Product Increment**

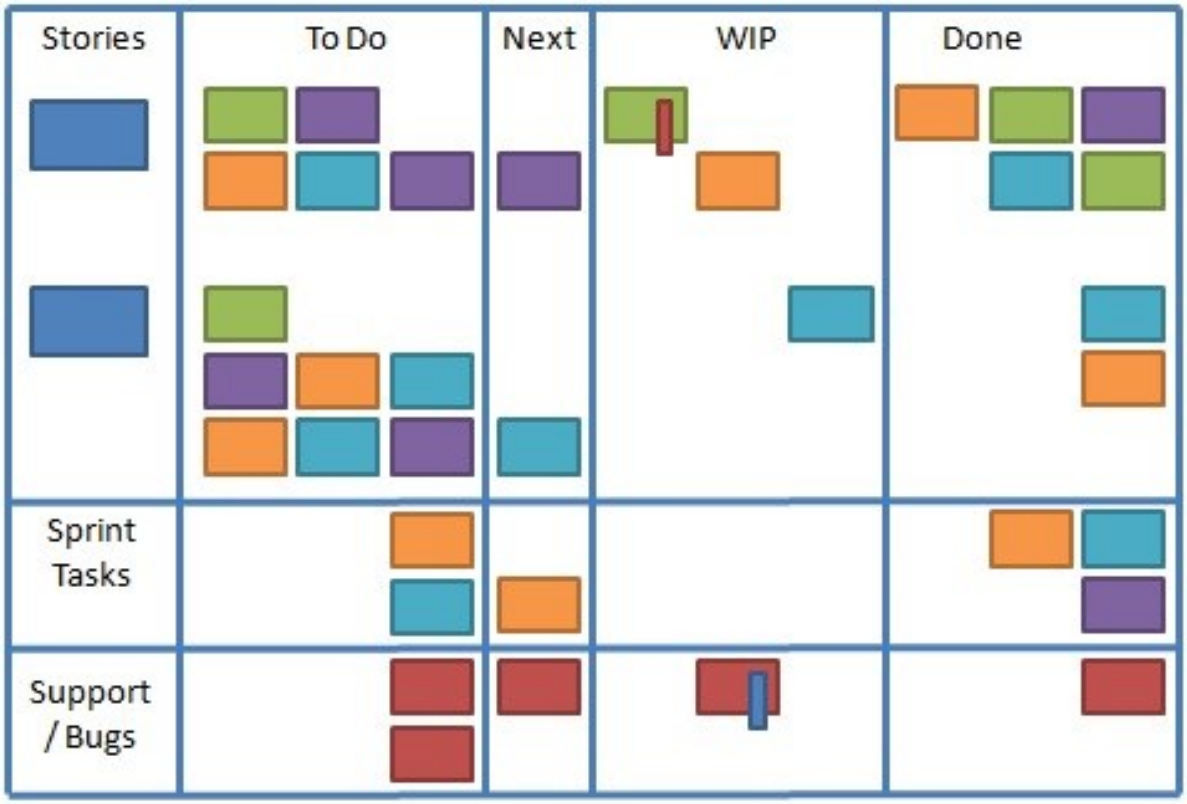
- Is the result of any successful Sprint.
- Includes the sum of the Product backlog items that are DONE and delivered last Sprint.
- The responsibility of what we should do with an increment is related to Product Owner

# SPRINT BACKLOG

- Is the sum of product backlog items that were selected to be delivered for the current Sprint.

- The target should be a plan for turning them into a product increment.
  - Here we should be able to see remaining work daily
  - This belongs to the Development Team

# SPRINT BACKLOG

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# SPRINT BACKLOG

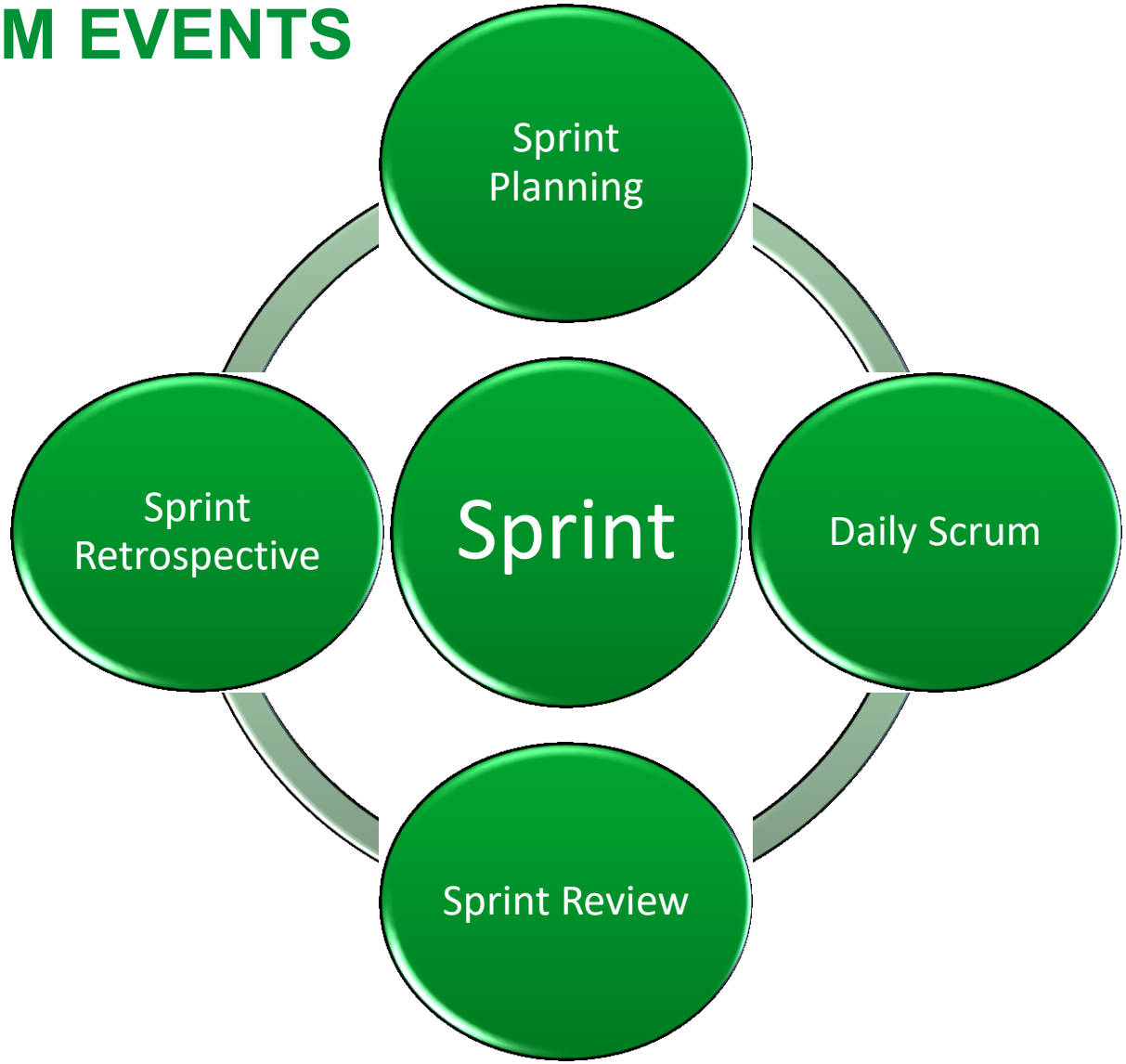
- **Sprint Goals**
  - ❑Are created during the Sprint Planning
  - ❑Are created by Development Team and Product Owner
  - ❑Should be reviewed frequently by Development Team in order to ensuring the focus

# SCRUM EVENTS

# SCRUM EVENTS

- Each event in Scrum is time-boxed.
- Time boxing:
  - A maximum duration – no minimum
  - Acts as container for self organization and collaboration
  - Focus participants on the best result possible in the time allowed
  - Capitalizes in *The Art of Possible* (Otto von Bismarck – “politics is the art of the possible”)

# SCRUM EVENTS

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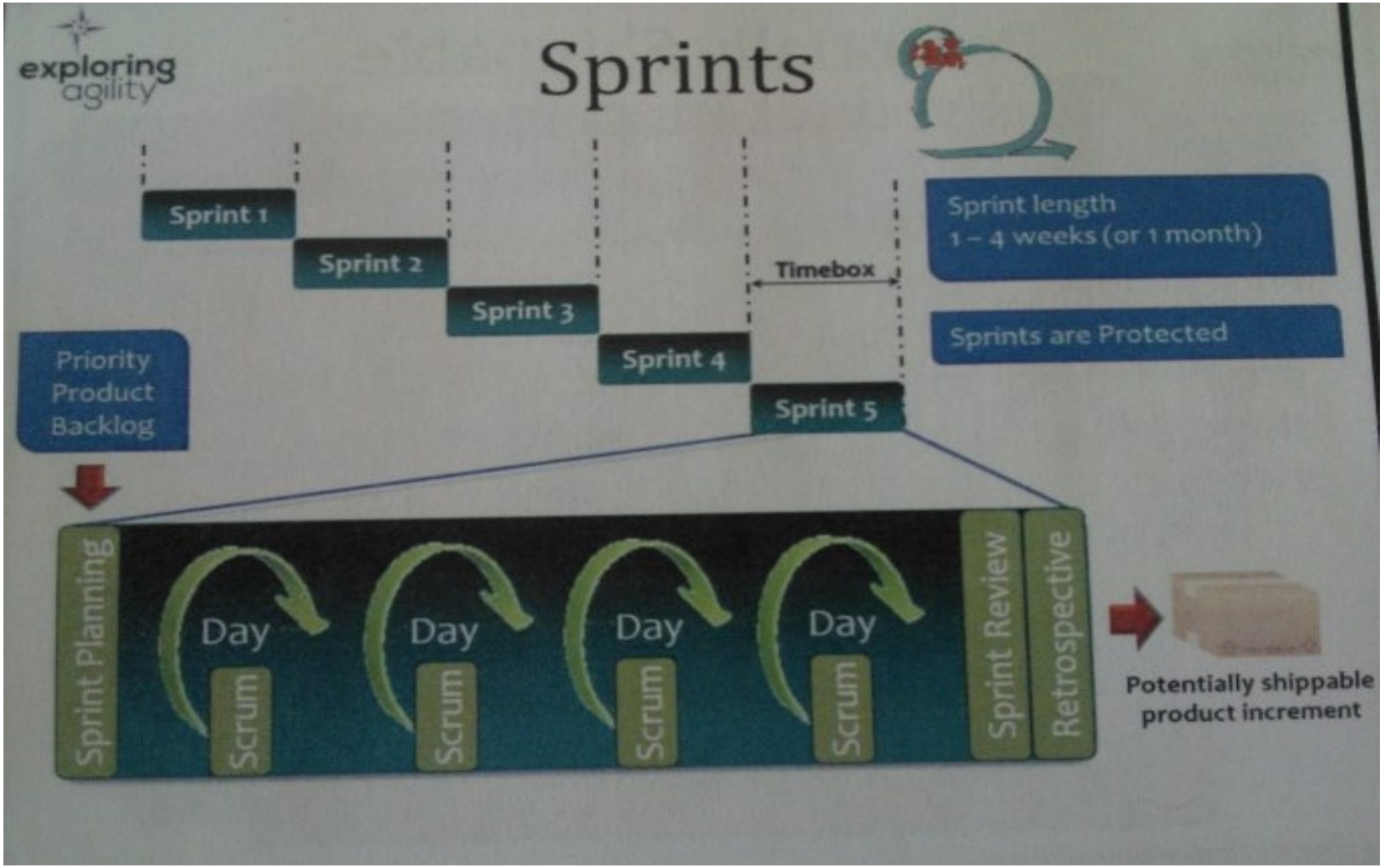
# SCRUM EVENTS

- Sprint
  - ❑Duration of 30 days or less (the best option is 3 weeks – 21 days)
  - ❑Short duration limits costs
  - ❑Creates focus
  - ❑Realistic plan horizon

# SCRUM EVENTS

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# SCRUM EVENTS

- Sprint planning
  - ❑ Ensure that the approximately 2 Sprints work of Product Backlog is well prepared for Sprint Planning.

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# SCRUM EVENTS

- Sprint planning
  - ✓ The team determine the work that can be completed in the next Sprint
  - ✓ Two parts of Planning:
    - **Choose Goal**
    - **Create Sprint Backlog**

# SCRUM EVENTS

- Daily Scrum
  - ❑Daily 15 minute meeting for the team
  - ❑For synchronization – not problem solving!
  - ❑ Only the Team, Product Owner and ScrumMaster talk during the meeting
  - ❑Each team member answers 3 questions:

# SCRUM EVENTS

- Daily Scrum

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# SCRUM EVENTS

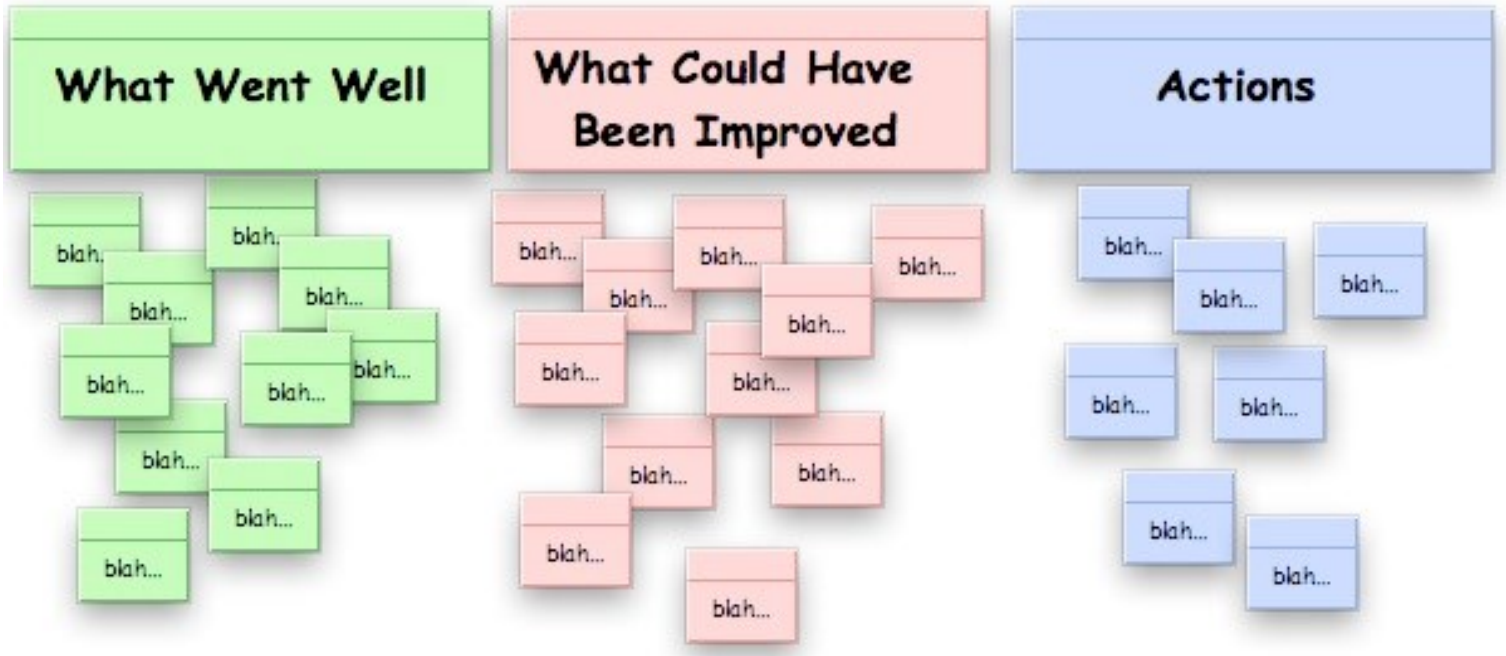
- Sprint Review

# SCRUM EVENTS

- Sprint Review
  - Demonstrate what was achieved in the Sprint and collect feedback
  - The Team presents, not the ScrumMaster
  - Informal
  - Whole team participates
  - Invite anyone and everyone

# SCRUM EVENTS

- Sprint Retrospective

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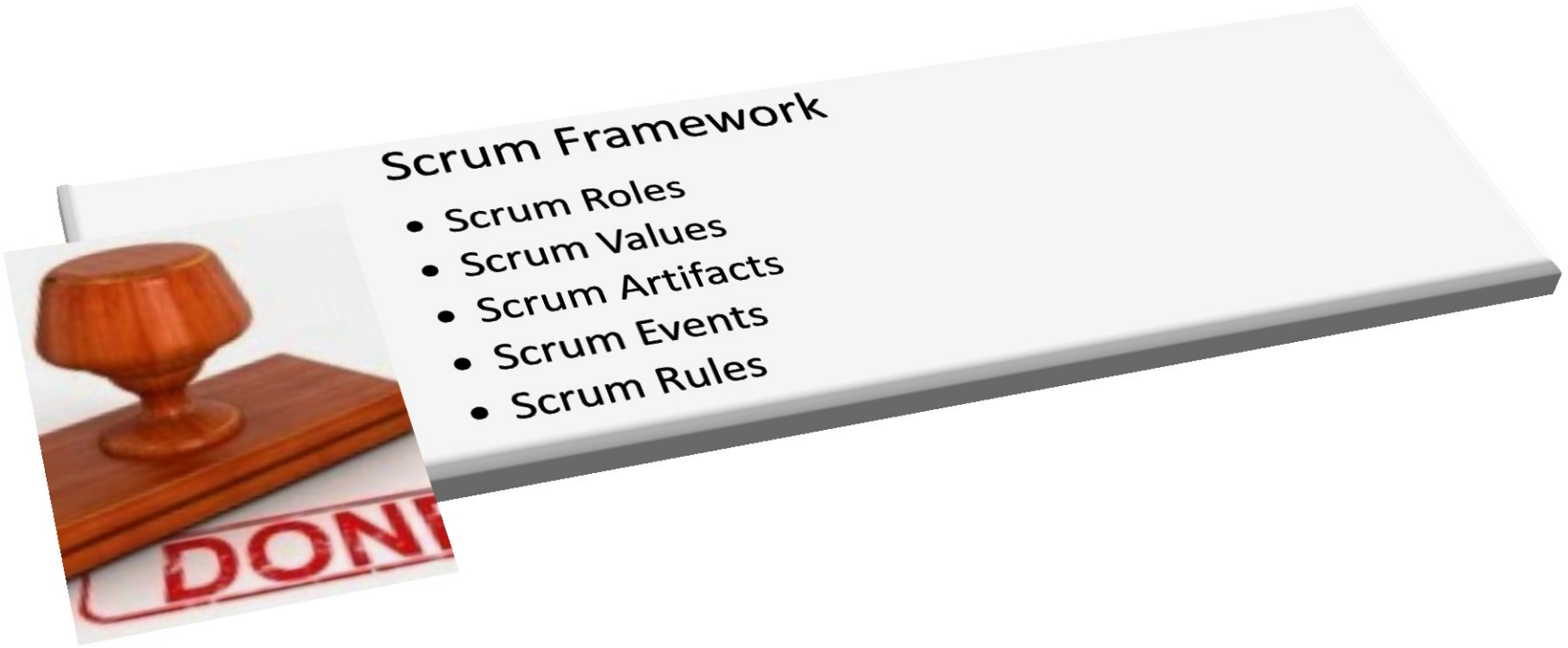
# SCRUM EVENTS

- Sprint Retrospective
  - ❑ The whole Scrum Team attends
  - ❑ Refine and expand the Definition of Done
  - ❑ Commits to new behaviors or standards

# SCRUM RULES

- Product backlog is visible for all
- If Product backlog is not ready Sprint Planning is postponed
- The Development Team should update work remaining daily
- The Development Team own and expand DoD
- Scrum Master should facilitate any Scrum event
- Scrum Master decides nothing about work to be done

# SUMMARY

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# QUESTIONS?

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# THANK YOU!

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