SCRUM

- 3 Roles
- 3 Artifacts
- 3 Ceremonies

Scrum Team

R1. Product Ower (PO)
   a. Makes sure product backlog actually represents what the customer wants.
R2. Scrum Master (Team Leader)
   a. Protect the team from the PO changing their mind mid sprint
   b. Makes sure project progresses smoothly and team members have what they need
   c. Facilitate release planning
R3. The Team Members (Developers)
   a. Developers and testers

Release Planning

1. Identify users stories from product backlog that will go into the release
2. These user stories become the release backlog
3. Add time estimate to each feature (# of hours)

A1. Product Backlog

a. Features are written from the perspective of the <u>user</u>; known as "user stories".
b. We collect all these user stories into the product backlog.

C1. Sprint Planning
a. Sprints are short durations
   i. Milestones of 2-30days (2 weeks for this class)
b. Goal of each sprint is to get a subset of the release backlog to ship ready state
c. This subset is the Sprint Backlog **(A2)**
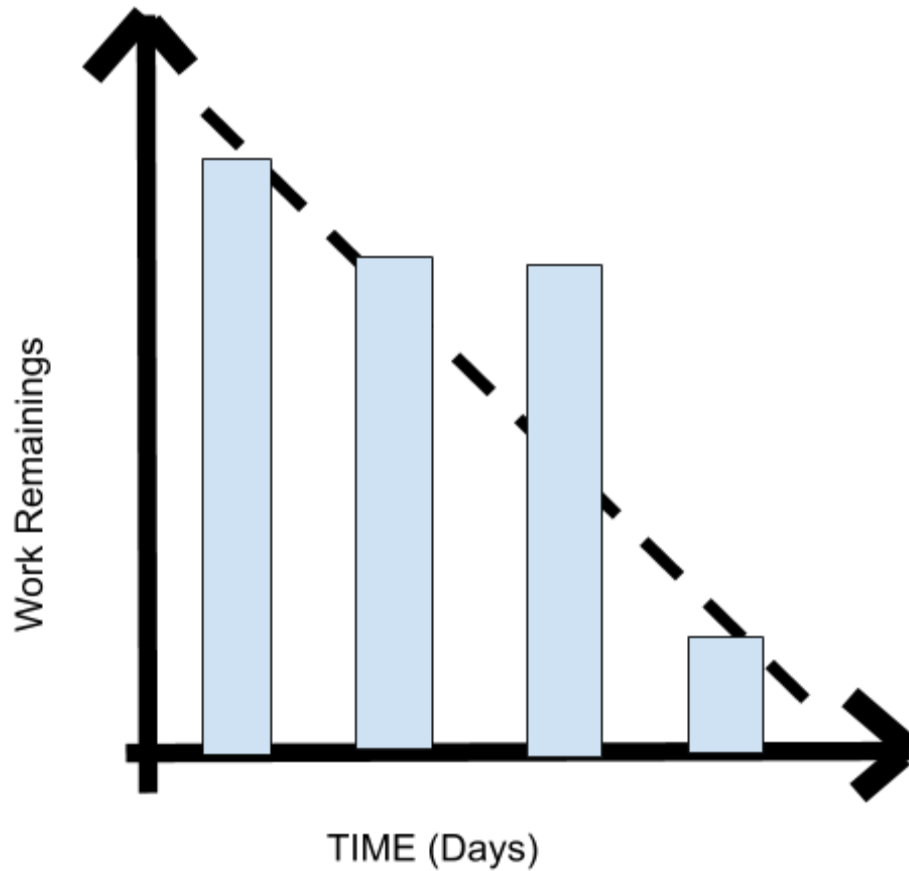
<u>Daily Scrum **(C2)**</u>
Short Team Meeting (facilitated by scrum master)
Every team member must answer:
- What I did yesterday
- What I'll do today
- Help or concerns

<u>Burn-Down Chart</u>
- If sprint is not completed on time this will show you

Work Remainings

TIME (Days)

Sprint Retrospective (C3)

Held at the end of the sprint to document what worked and
what didn't