

# D-Scrum

IT-PM for Enterprise,  
SMBs and Freelancer

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**BYTEPOETS**  
**GMBH**

UX Design

Websites

iOS

OS X

Apps

Corporate Design

Consulting

Webservices

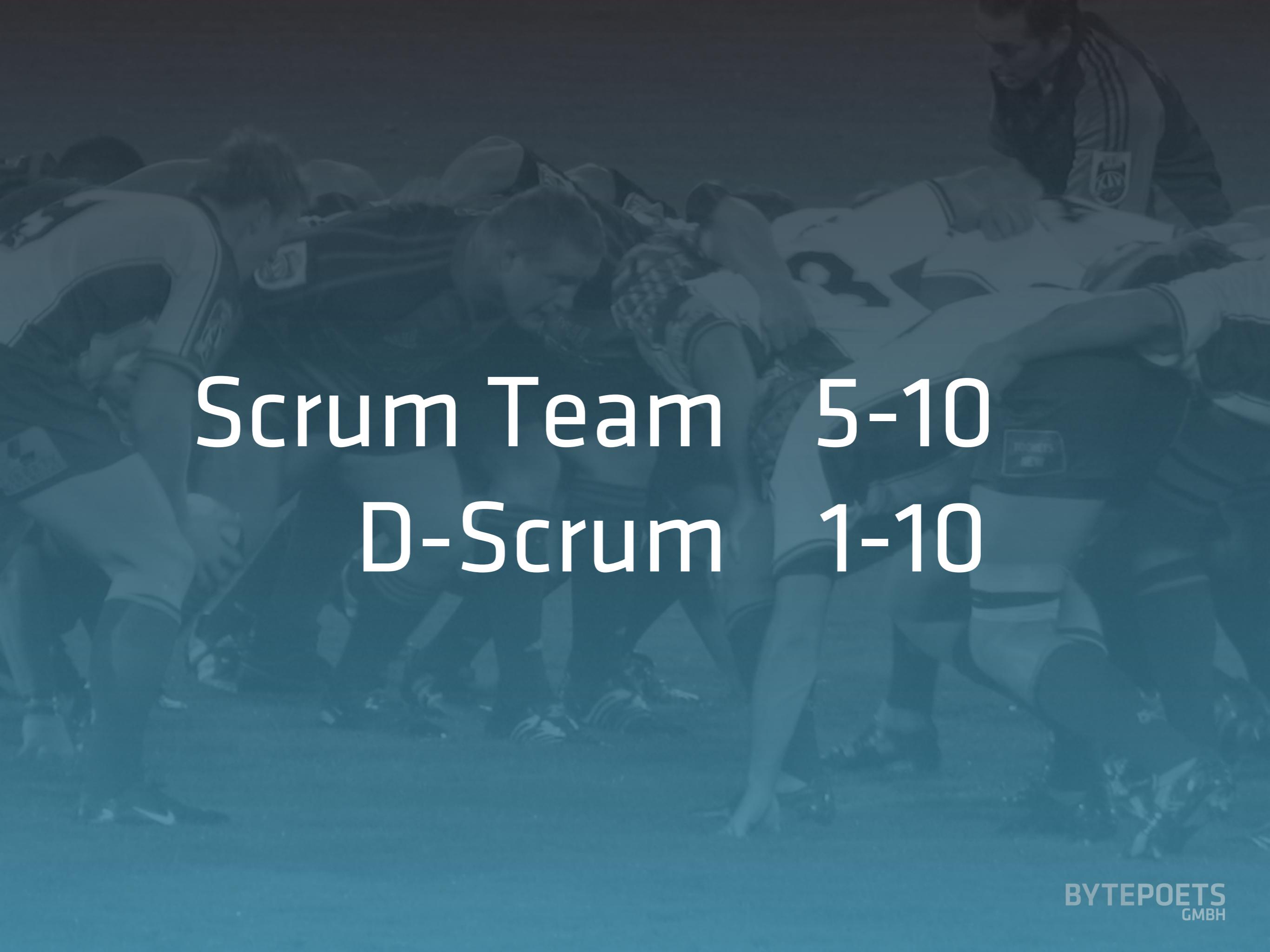
Corporate Identity

**BYTEPOETS**  
GMBH

# WTF is Scrum?



An ordered formation  
of players in which the  
forwards of each team  
push against up  
against each other with  
arms interlocked...



Scrum Team 5-10  
D-Scrum 1-10

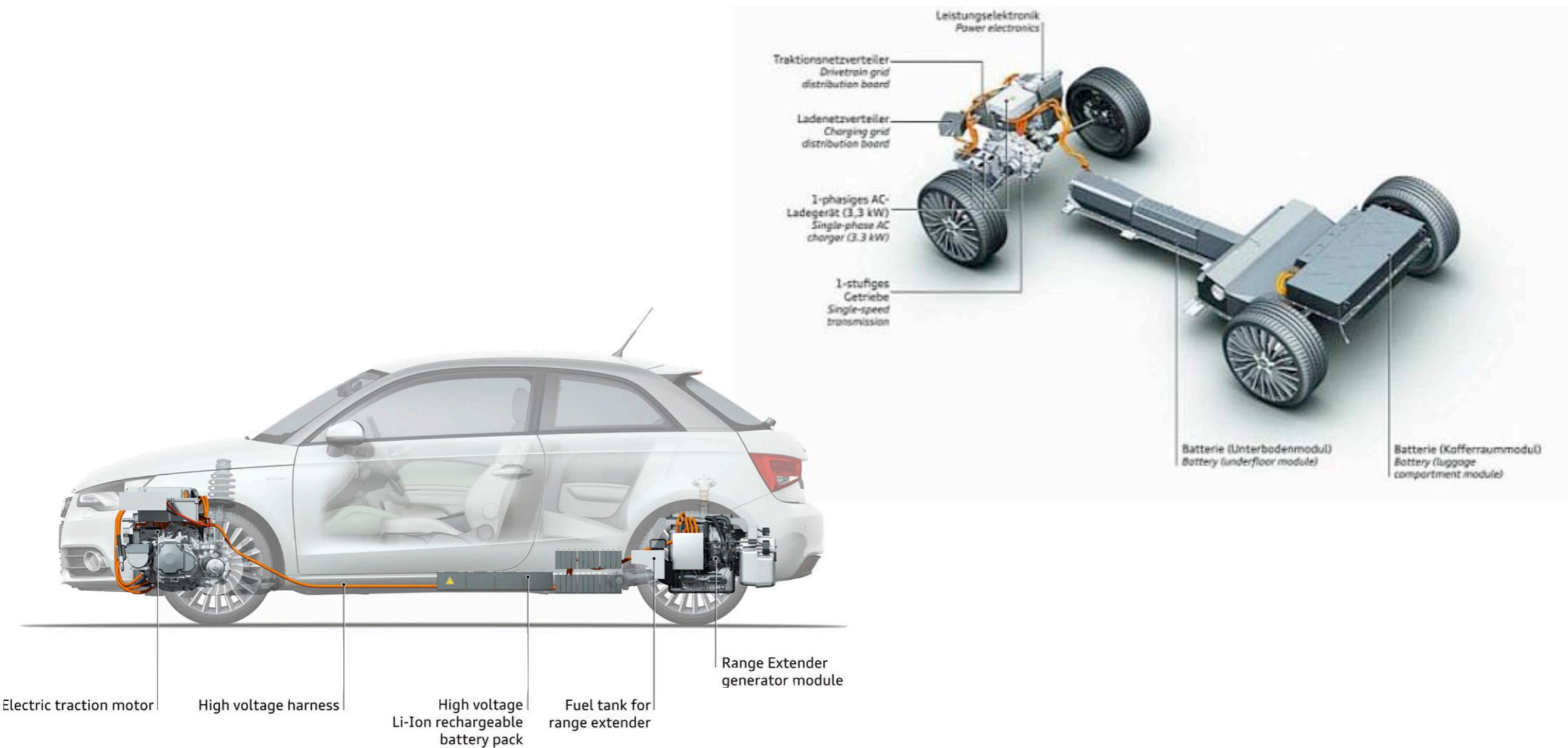
„IT projects can  
not be planned“

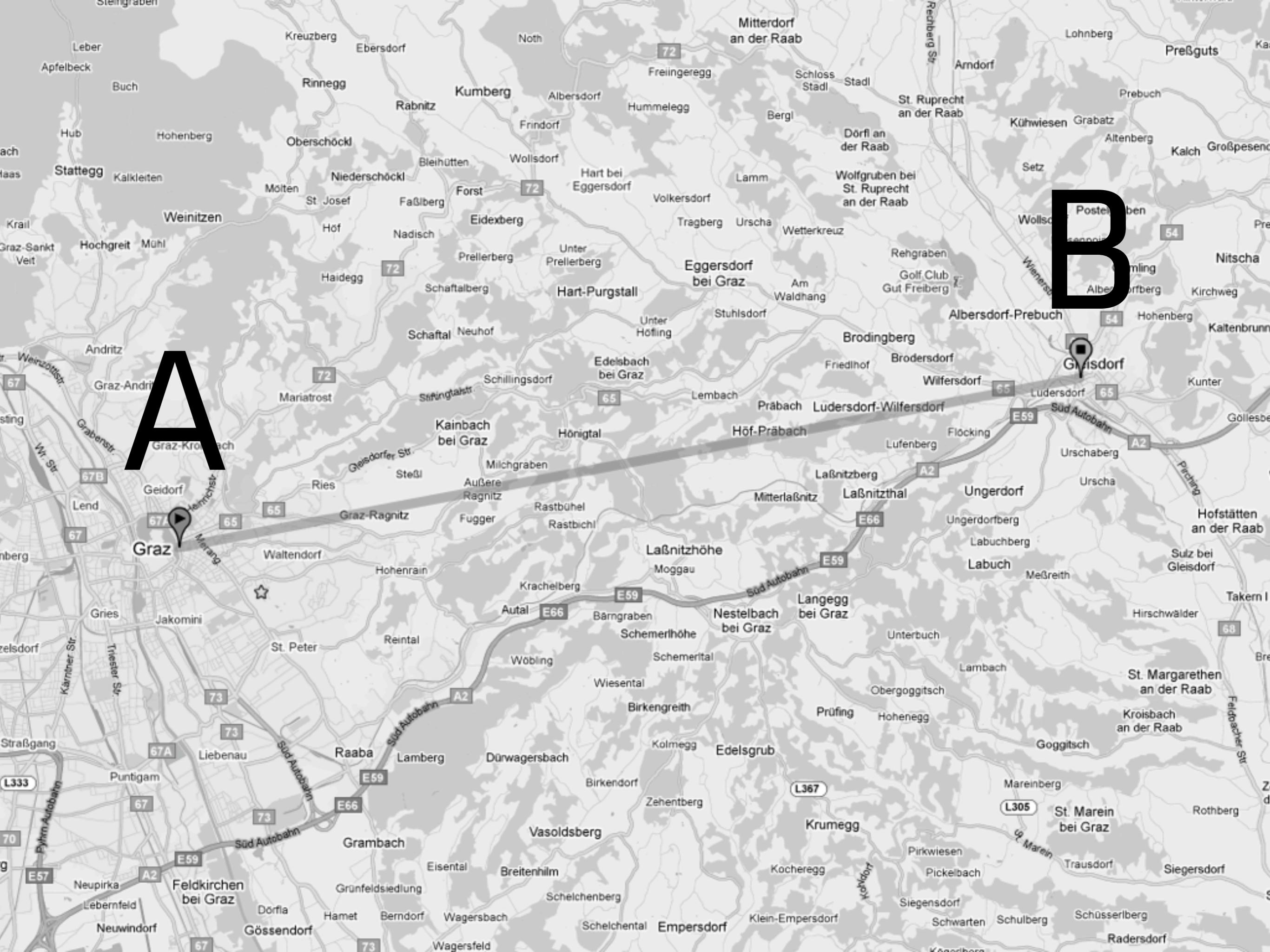
But everyone  
can tell a story

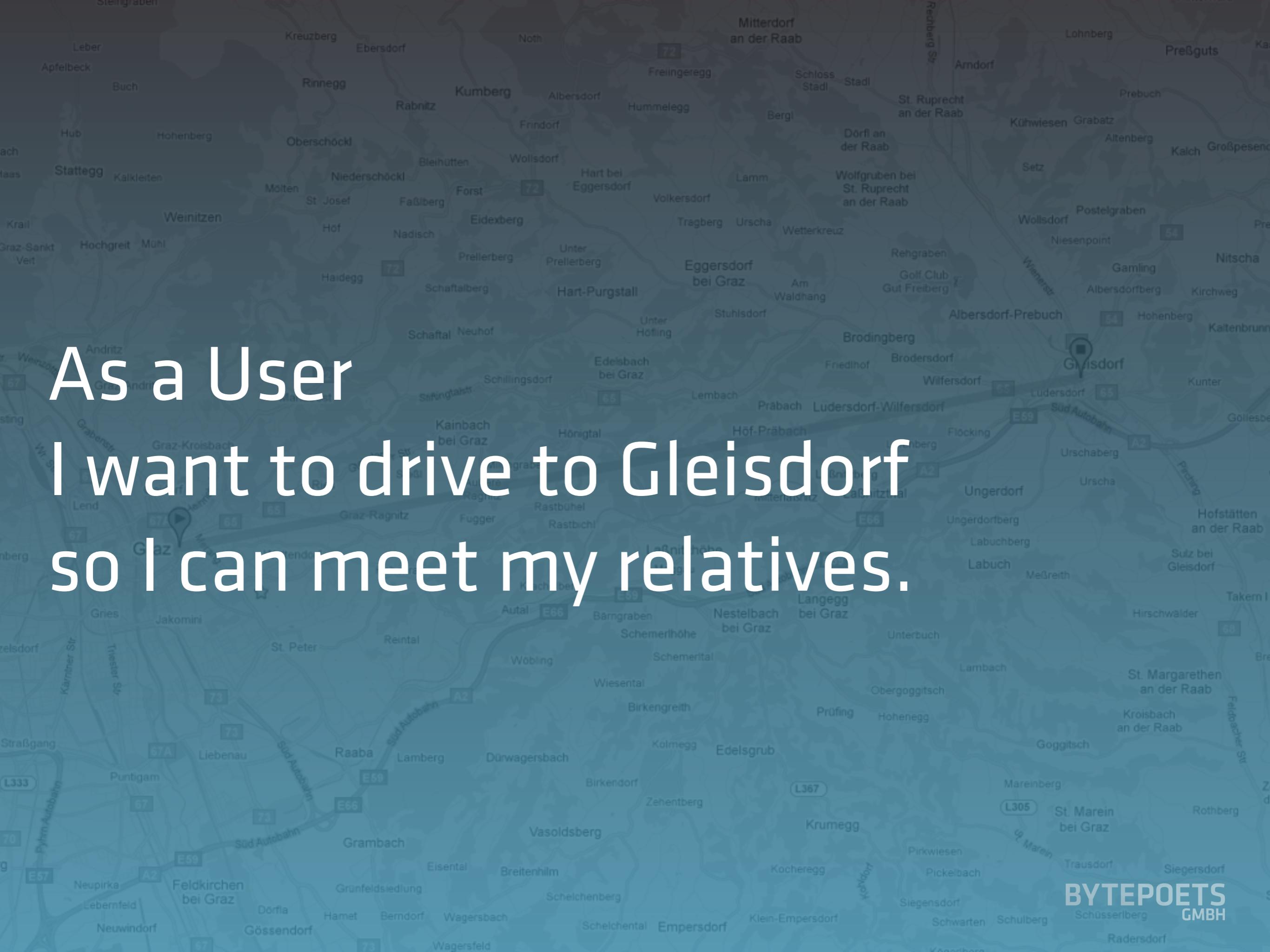
# Technology?



# Technical Specification?



**A****B**



As a User  
I want to drive to Gleisdorf  
so I can meet my relatives.

As a User

I want to drive to Gleisdorf

so I can meet my relatives. Rational

Role

Desire

Independent  
Negotiable  
Valuable  
Estimable  
Small  
Testable

Independent  
Negotiable  
Valuable ★★★★  
Estimable  
Small  
Testable

Independent  
Negotiable  
Valuable  
Estimable  
**End to End!**  
Small  
Testable

# Real Life Example?



QA & Polish

16 h

Documentation

8 h

Code & Glue

24 h

Persistence

32 h

Object Model

24 h

UX Design Drafts

24 h

Detailed Specification

16 h

Concept

16 h

# iOS App

160 h

QA & Polish

16 h

Documentation

8 h

Code & Glue

24 h

Persistence

32 h

Object Model

24 h

UX Design Drafts

24 h

Detailed Specification

16 h

CUSTOMER CAN TEST

16 h

# iOS App

160 h

QA & Polish

16 h

Documentation

8 h

FEATURE  
1

Code

FEATURE  
3

& Glue

FEATURE  
5

Persistence

24 h

FEATURE

2 Object Model

32 h

FEATURE  
4

UX Design Drafts

FEATURE  
6

24 h

Detailed Specification

24 h

Concept

16 h

I

160 h

QA & Polish

16 h

Documentation

8 h

Code & Glue

24 h

Persistence

32 h

Object Model

24 h

UX Design

24 h

Specification

16 h

Concept

16 h



1

2

3

4

5

6

QA & Polish

Documentation

Documentation

Documentation

Documentation

Documentation

Documentation

Code & Glue

Persistence

Persistence

Persistence

Persistence

Persistence

Persistence

Object Model

Object Model

Object Model

Object Model

Object Model

Object Model

UX Design

UX Design

UX Design

UX Design

UX Design

UX Design

Specification

Specification

Specification

Specification

Specification

Specification

Concept

Concept

Concept

Concept

Concept

Concept

You want to  
slice the cake

# Terminology

# Sprint

## 2-4 Weeks



# Daily Scrum

The whole team.

Everyday.

At the same time.



# Scrum Board



# Story

Project	Customer	Priority
Marketing	BYTEPOETS	5500
Due Date	Cash Flow	Estimation
RAEDLER	-	8
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00

Project	Customer	Priority
Marketing	BYTEPOETS	5500
Due Date	Cash Flow	Estimation
RAEDLER	-	8
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00

As a customer I want to see on customer websites that these are made by BYTEPOETS so that I can evaluate the quality of the work.

Project	Customer	Priority
CI/CD	Müller-Fuchs	5450
Due Date	Cash Flow	Estimation
BARTA	-	3
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00

As a Customer I want a sign to be designed

- design sent to customer
- sign delivered to customer

Project	Customer	Priority
LINGUAN	BYTEPOETS	5450
Due Date	Cash Flow	Estimation
BARTA	-	5
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00

As as a potential customer I want to get informed about the product so that I get motivated to buy it.

- have a product description for the app store
- have multiple nice screenshots
- have a "made by product one page like https://www.raedler.com/crafted"

Project	Customer	Priority
RÄDLER	BYTEPOETS	5450
Due Date	Cash Flow	Estimation
2023-09-01	00	00
2023-09-01	00	00
2023-09-01	00	00

As as a potential customer I want to get informed about the product so that I get motivated to buy it.

PROJEKTE  
EVALUIEREN

DEMAND  
CUSTOMER  
FEEDBACK

PRODUKT  
KLASSE  
ERWEITERN

"made by"  
einbauen

Schild  
designen

Produkt-Template  
implementieren

Projekt  
erstellen

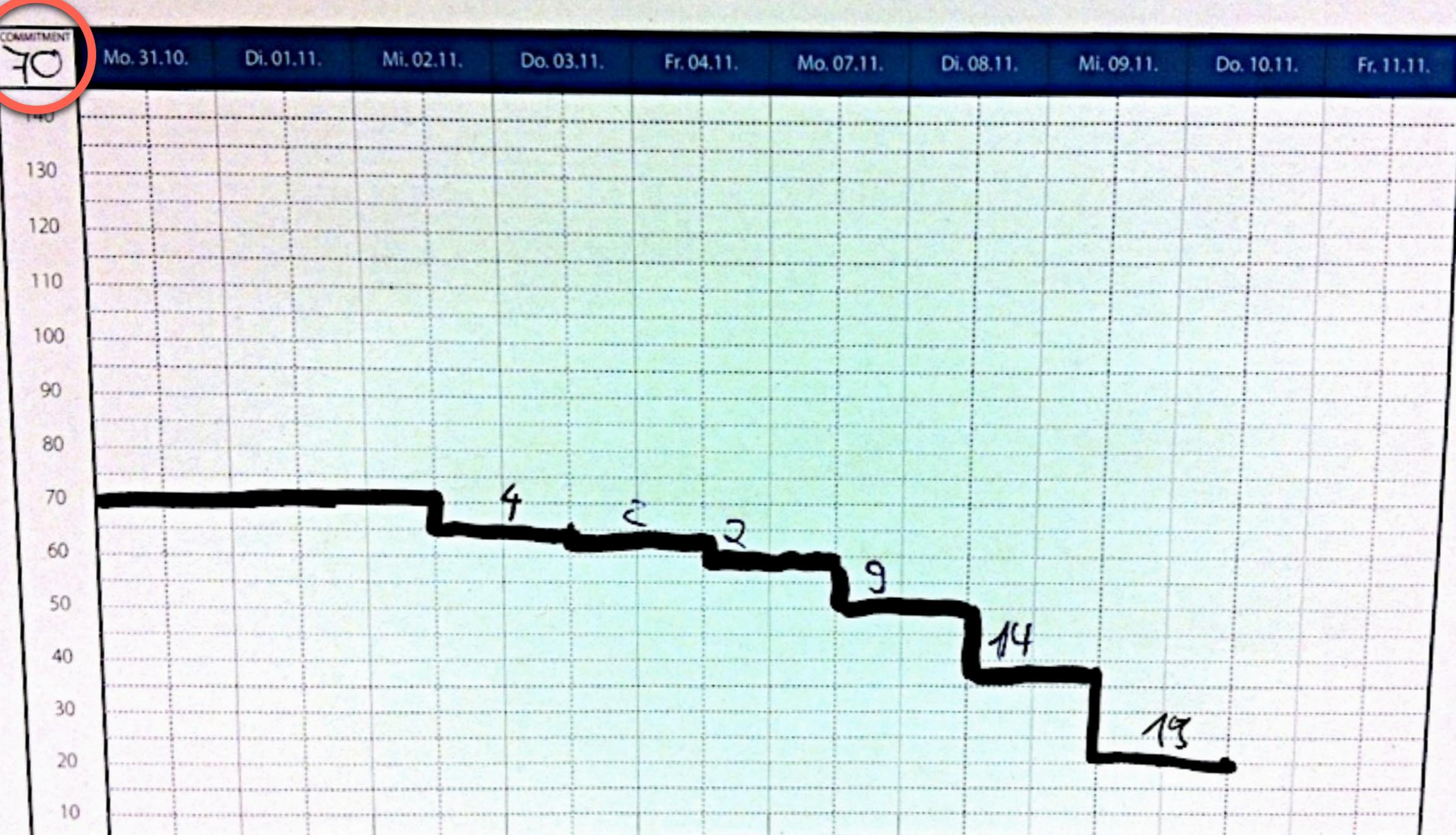
Schild  
bestellen

Produkt  
inbetrieb  
nehmen

# Burndown Chart

# SPRINT

# BURN-DOWN CHART



# Retrospective

What is the most important Scrum meeting?

# Impediment Backlog



# D-Scrum



	Scrum	D-Scrum	MyScrum
Iterations / Sprints	YES	YES	YES
User Stories with Acceptance Criteria	YES	YES	YES
Backlog, Sprint Backlog	YES	YES	YES
Daily Scrum Meeting	YES	YES	Limited
Sprint Planning Meeting 1: Estimations	YES	YES	YES
Sprint Planning Meeting 2: Tasks	YES	YES	YES
Restrospective	YES	YES	YES
Scrum Board with Stories and Tasks	YES	YES	Limited
Product Owner should work on (solve) User Stories	NO	YES (1st year)	Limited
Product Owner and Management should participate in Retrospective	NO	YES	n/a
Scrum Master may be part of the Team	NO	YES (1st year)	n/a
Dynamically exchange Users Stories	NO	YES	YES
Cover UX, UI & design process for Apps, Web, Print with customer feedback	NO	YES	YES
Covers support scenarios like phone, IM, mail support for customers	Limited	YES	YES
Covers administrative Tasks not suitable for a Scrum User Story	Limited	YES	YES

# Ressources

Urheberrechtlich geschütztes Material  
boris GLOGER



# Scrum

PRODUKTE ZUVERLÄSSIG UND  
SCHNELL ENTWICKELN

Mit einem Geleitwort von Ken Schwaber

3. Auflage

HANSER



Urheberrechtlich geschütztes Material



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HANSER

Boris  
GLOGER

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GMBH

# BYTEPOETS GMBH

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