

Gestão de equipas com o SCRUM

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Objetivos de aprendizagem

- Identificar vantagens de estruturar um projeto em iterações, produzindo incrementos frequentes.
- Caracterizar os princípios da gestão do *backlog* em abordagens ágeis.
- Identificar os papéis numa equipa de Scrum e as principais "cerimónias"
- Relacionar as atividades da Scrum com as práticas das metodologias ágeis de desenvolvimento.

Como organizar as atividades da equipa?

A metáfora do Scrum...

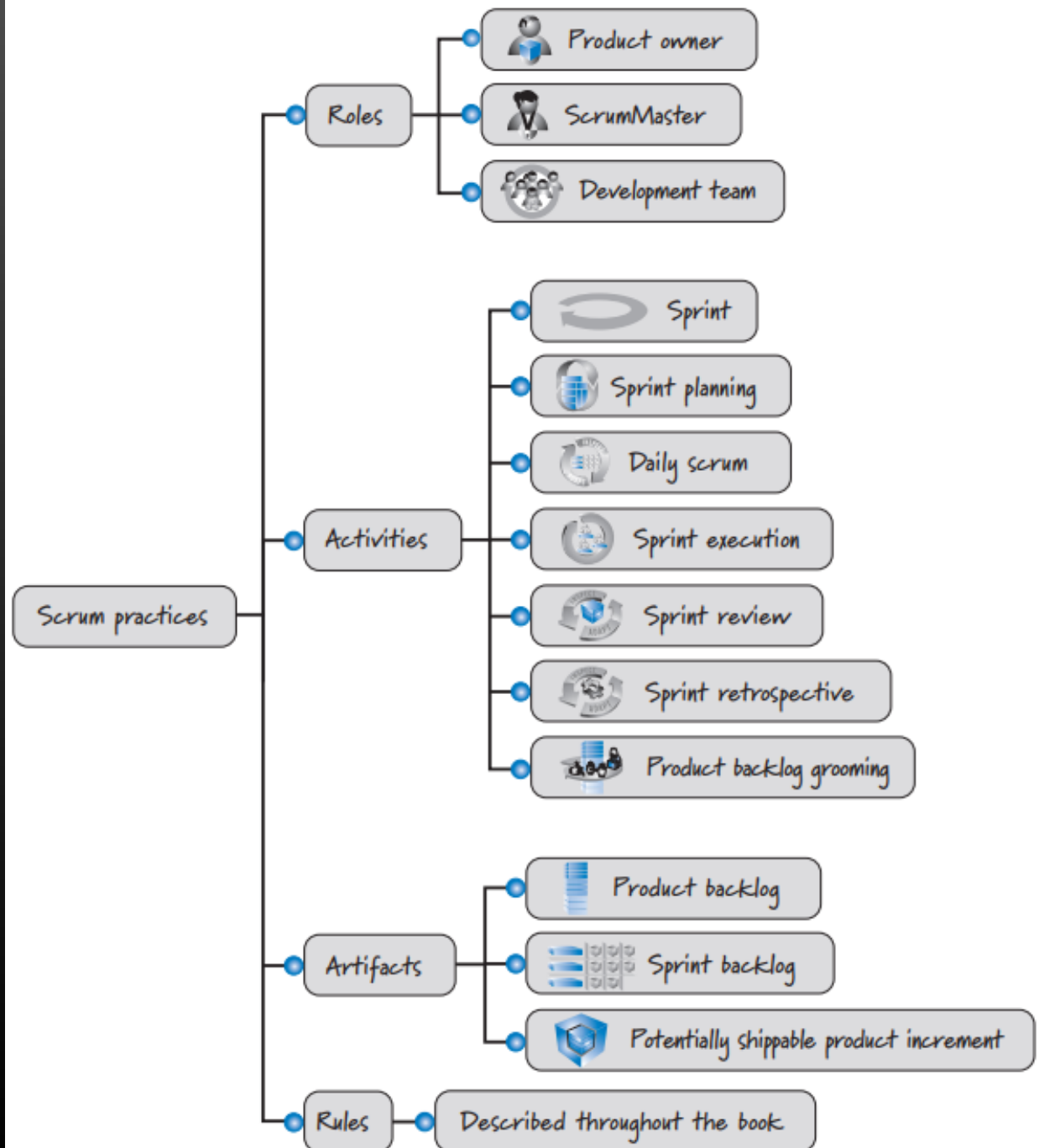
“restarting play in rugby football that involves players packing closely together with their heads down and attempting to gain possession of the ball”

Scrum jobs?...

- [Indeed.pt](https://www.indeed.pt)



Elementos do Scrum



"3355"

3

Roles



Product Owner



Development Team



Scrum Master

3

Artifacts



Product Backlog



Sprint Backlog



Product Increment

5

Events



Sprint



Sprint Planning Meeting



Daily Scrum Meeting



Scrum Review Meeting



Scrum Retrospective Meeting

5

Values

O P E N N E S S

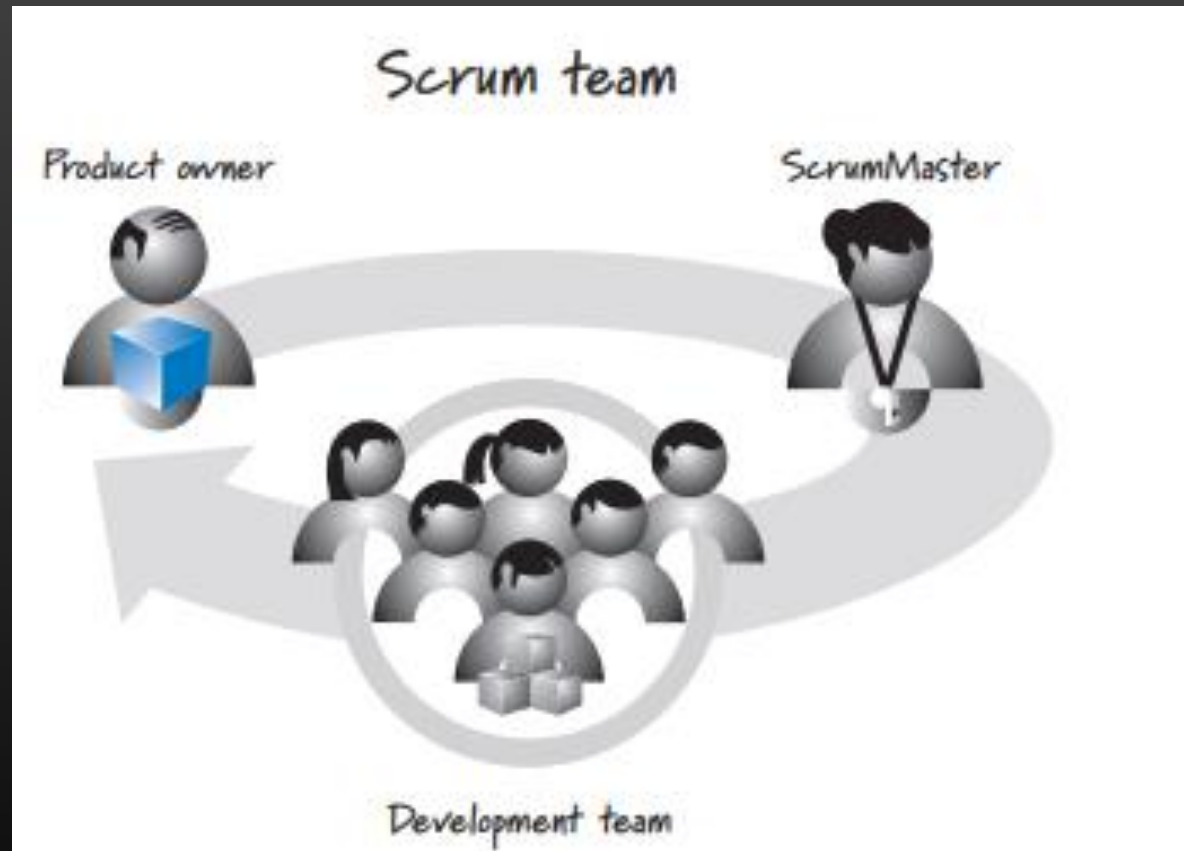
C O U R A G E

R E S P E C T

F O C U S

C O M M I T T M E N T

Papéis previstos no Scrum



Creating a Product: Scrum: Roles & Responsibilities



Product Owner

- Holds the vision for the product
- Determines what needs to be done
- Sets the priorities to deliver the highest value



Scrum Master

- Help the team best use Scrum to build the product
- Protecting the Scrum process
- Prevent distractions/impediments



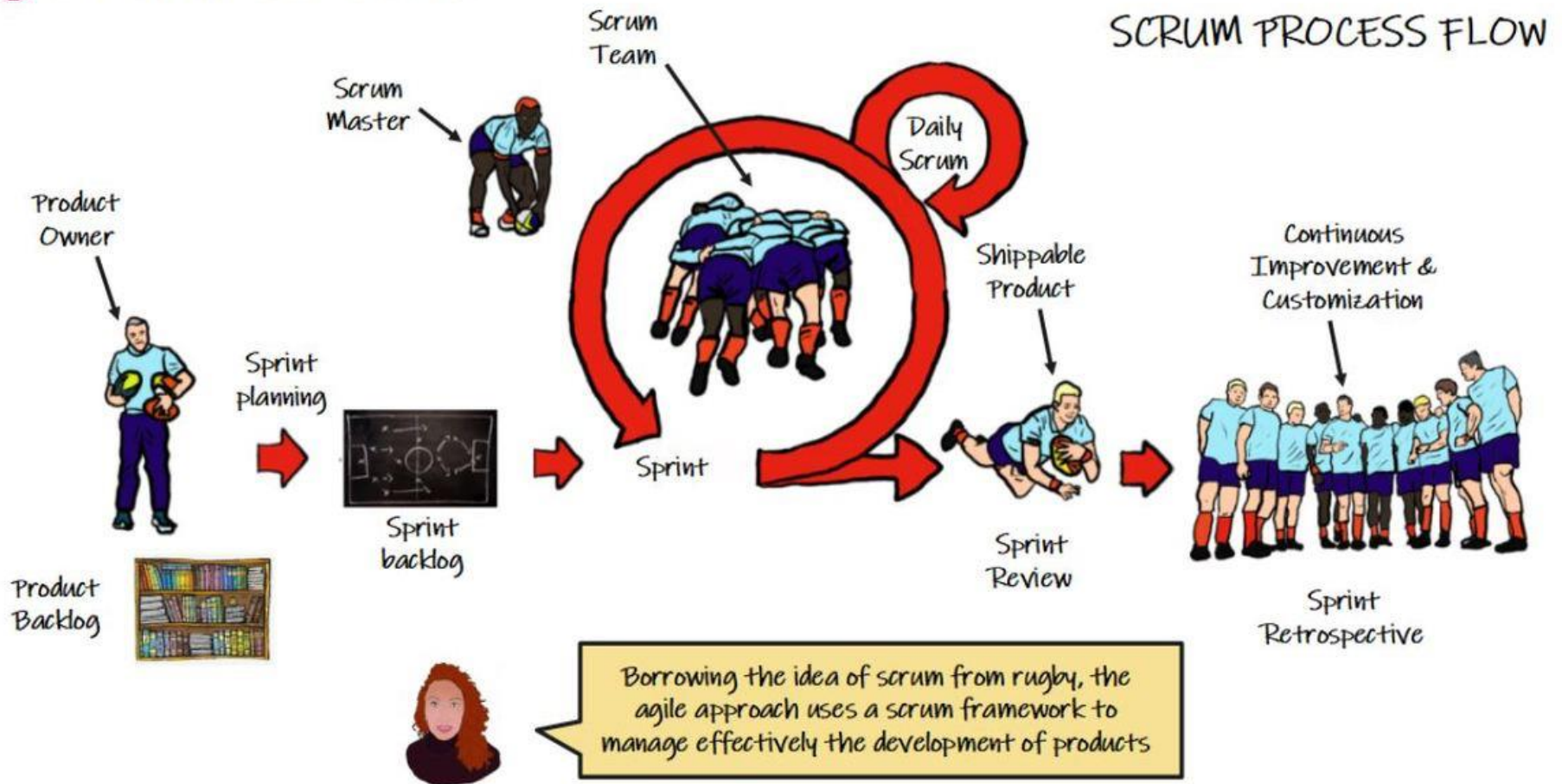
Development Team

- Builds the product
- Self-organizing group
- Takes on and determines how to deliver chunks of work in frequent increments

Credit: Nokia Networks.

Metodologia de gestão de equipas SCRUM

 SCRUM-INSTITUTE.ORG



Scrum process

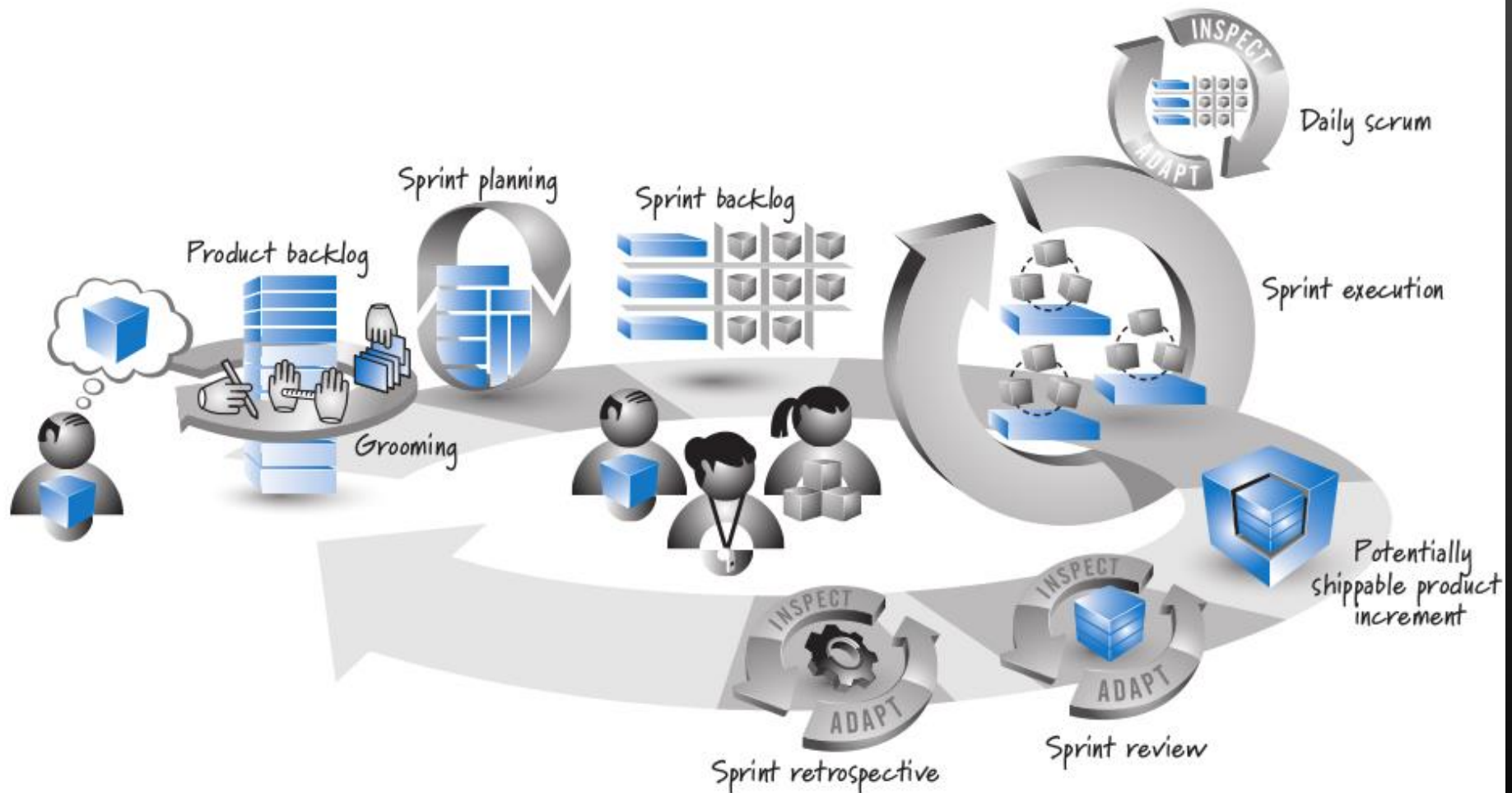


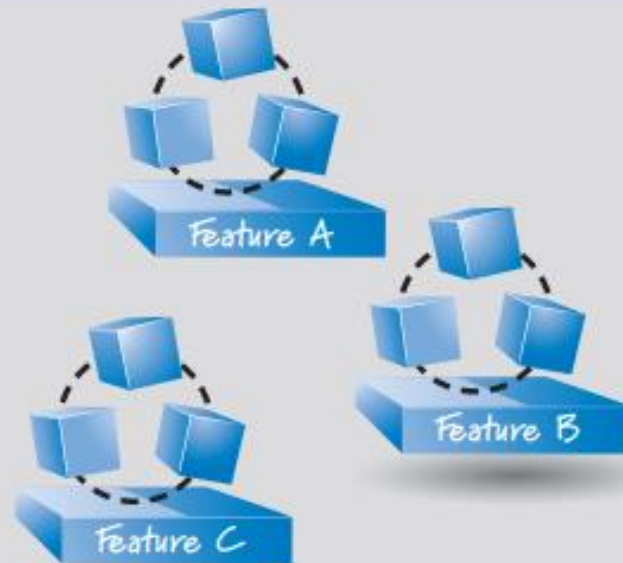
FIGURE 2.3 Scrum framework

Planeamento do trabalho e métodos ágeis

Product backlog



Iteration planning

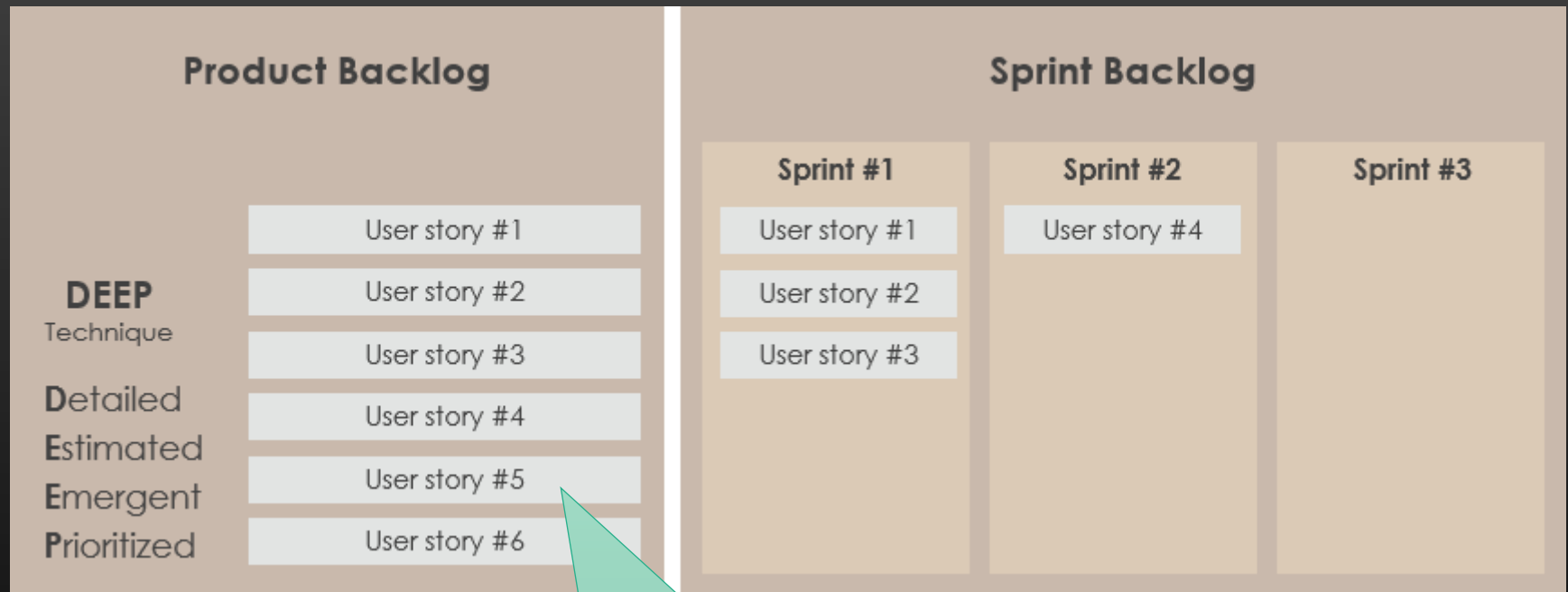


Iteration review

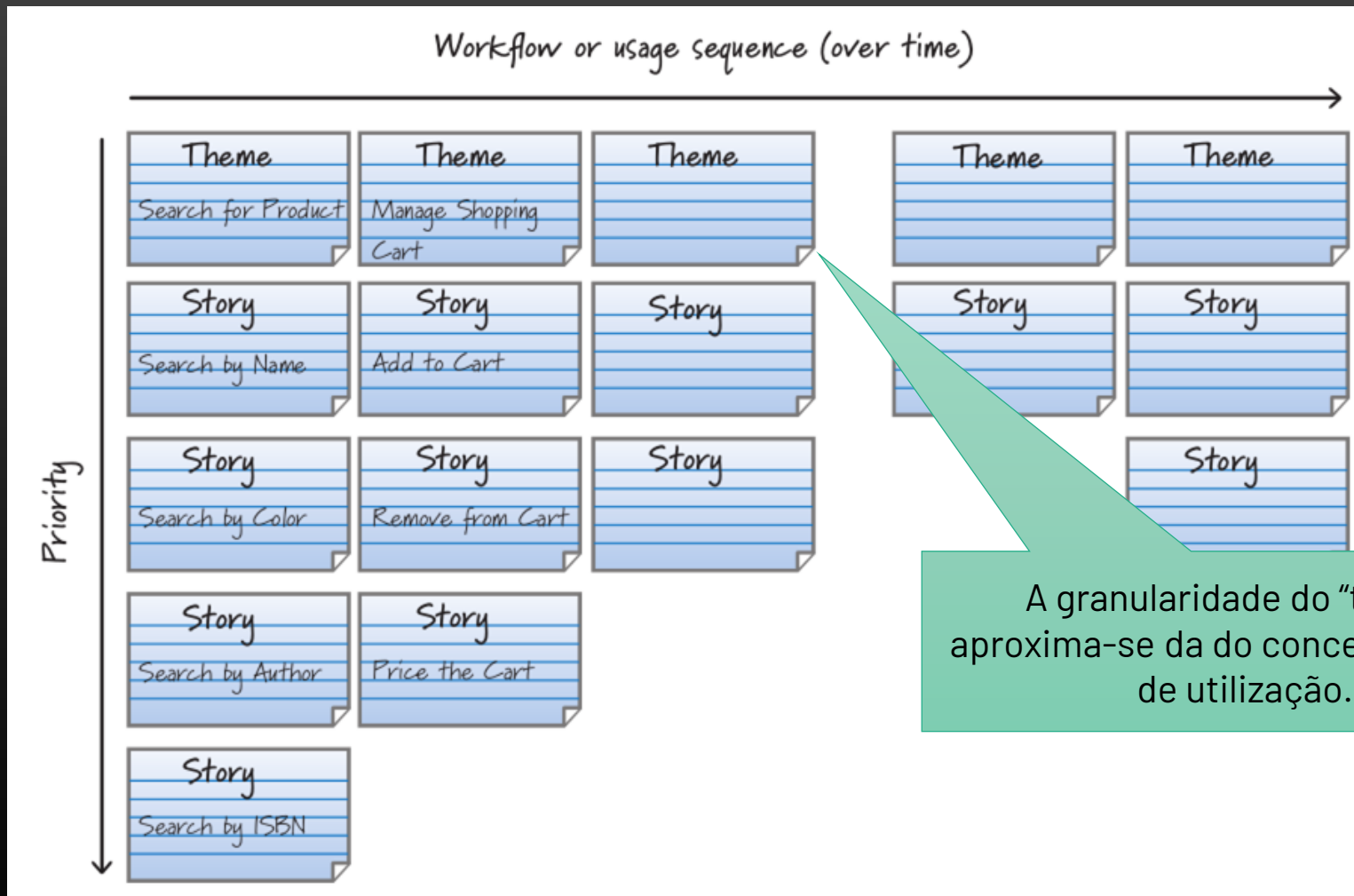
Em projetos de software:
entradas do backlog são
funcionalidades

Iteration (1 week to 1 calendar month)

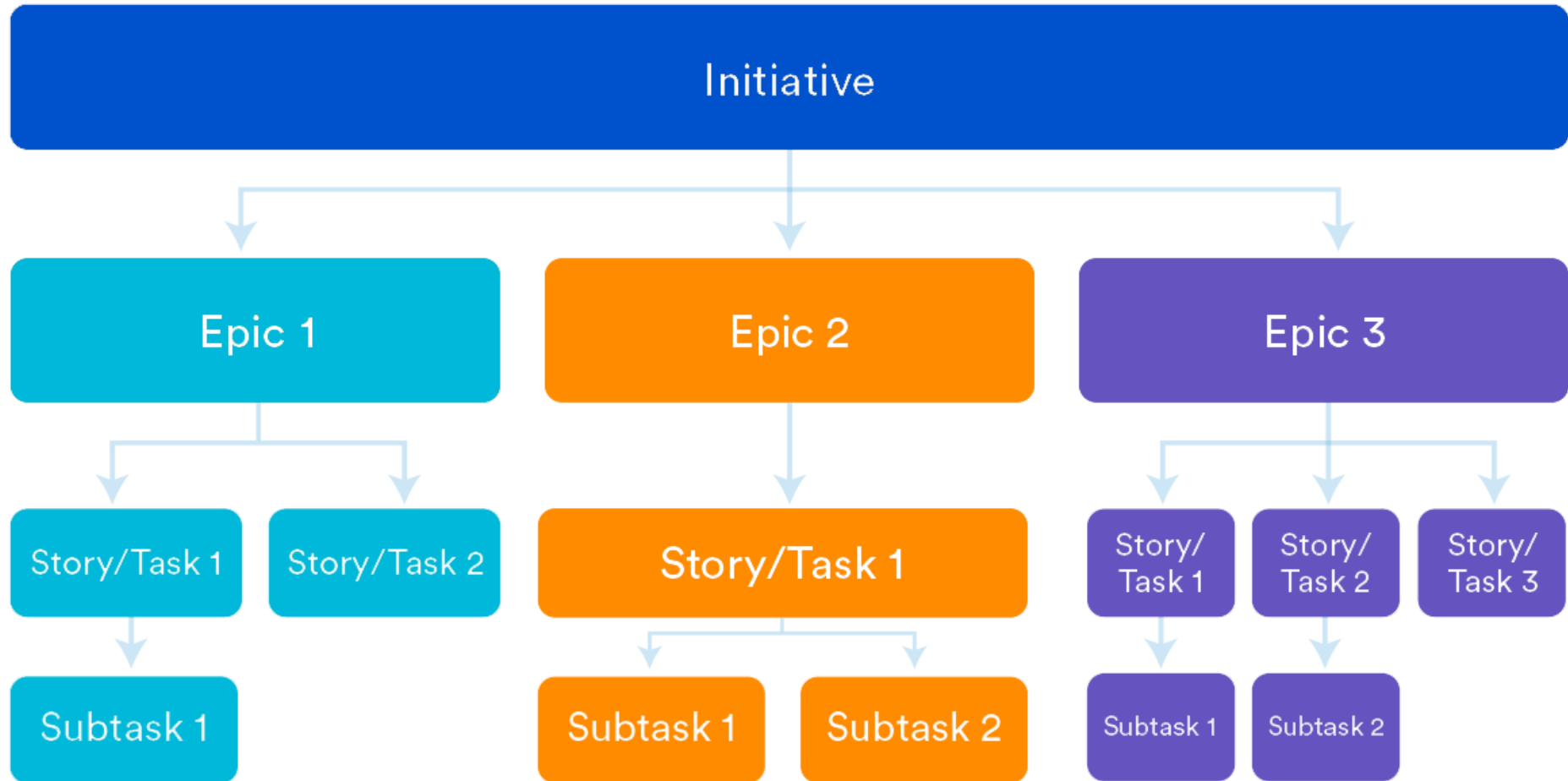
Sprint planning



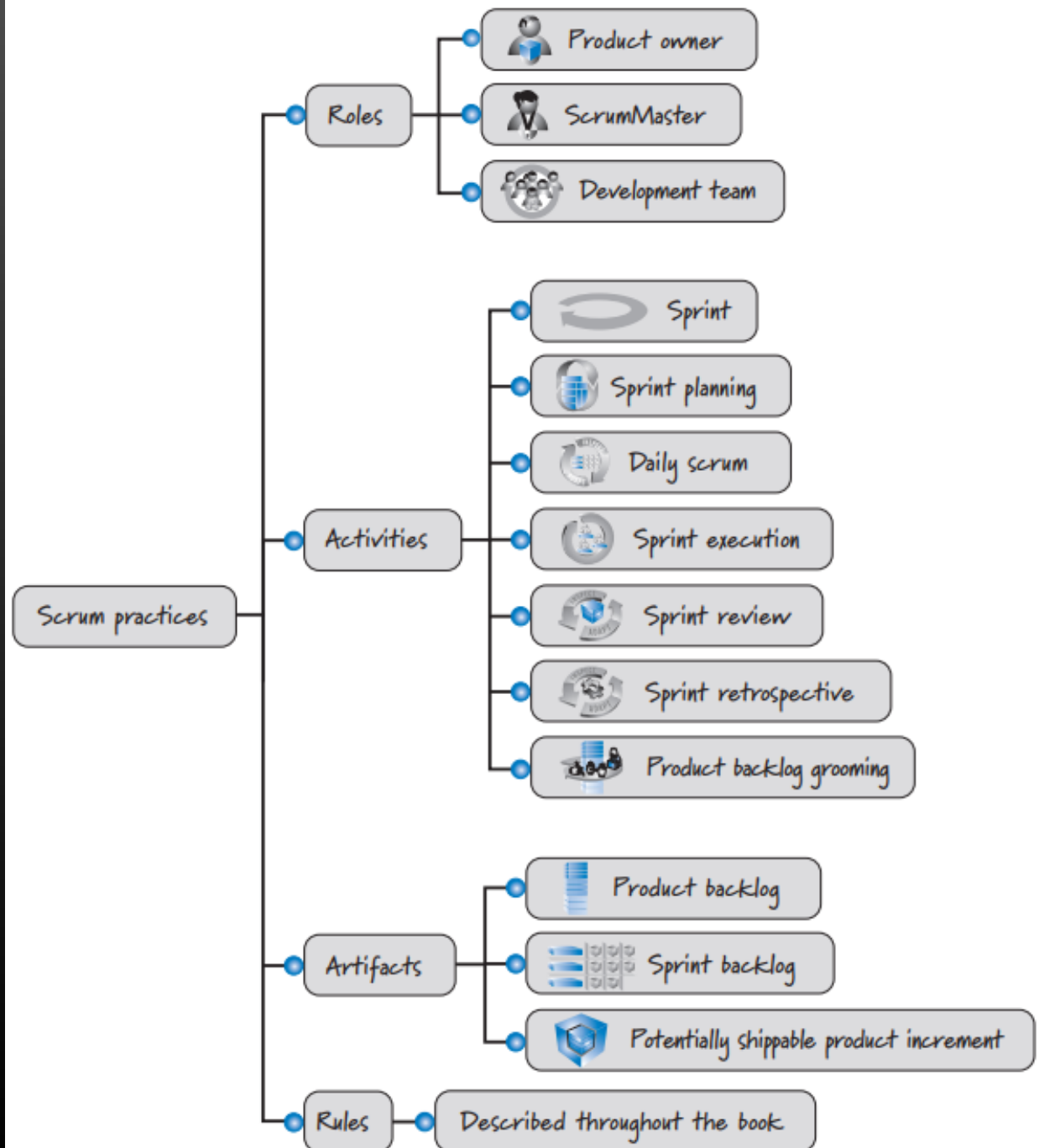
Histórias de utilização



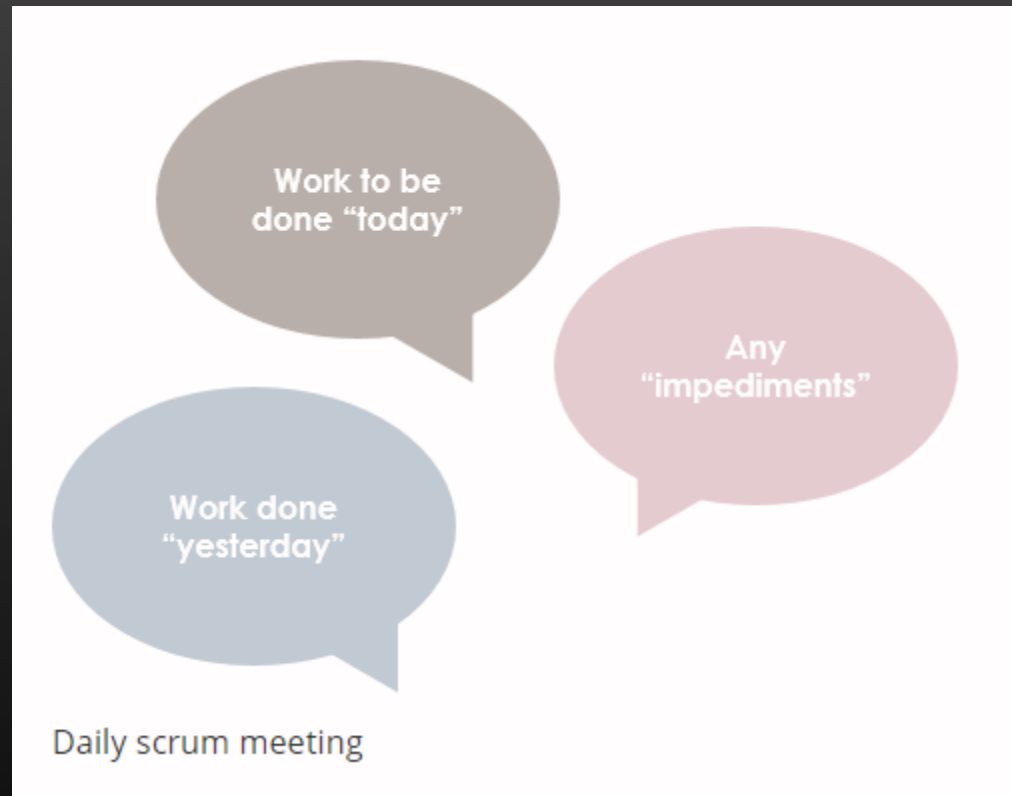
Epic: coherent set of Stories that meets a relevant achievement



Elementos do Scrum

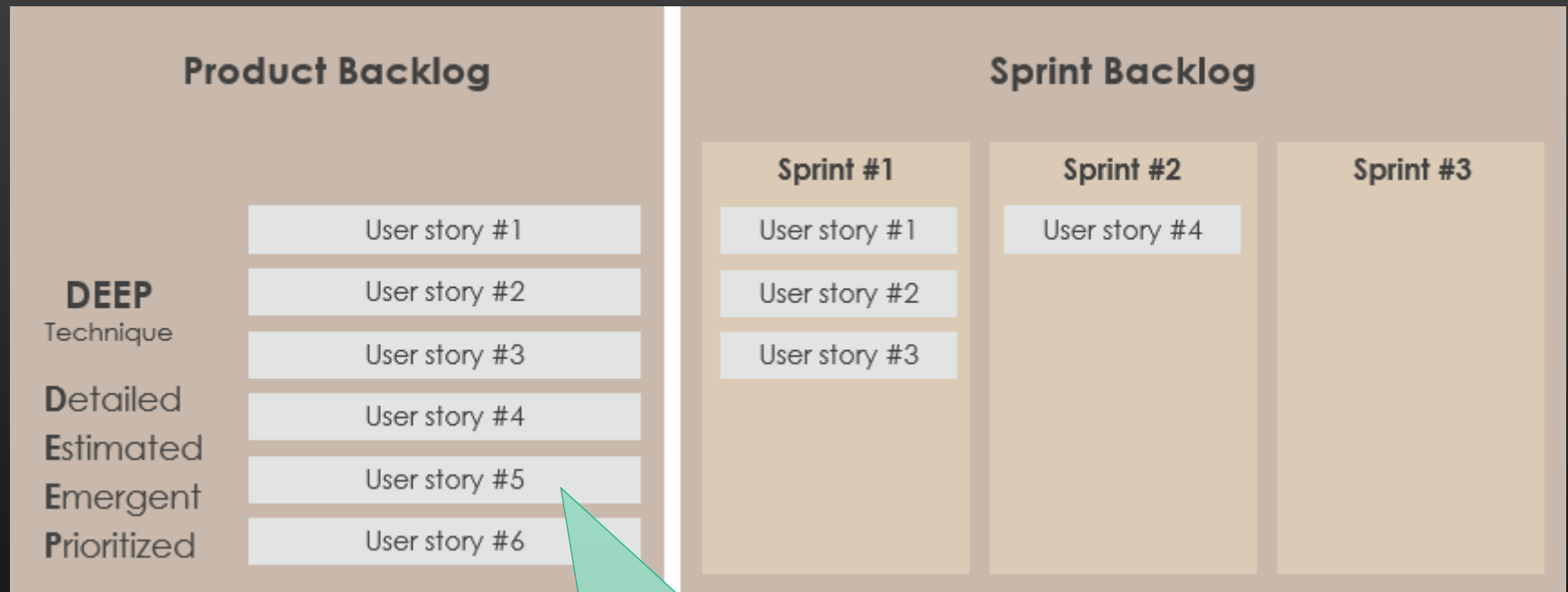


Daily Scrum



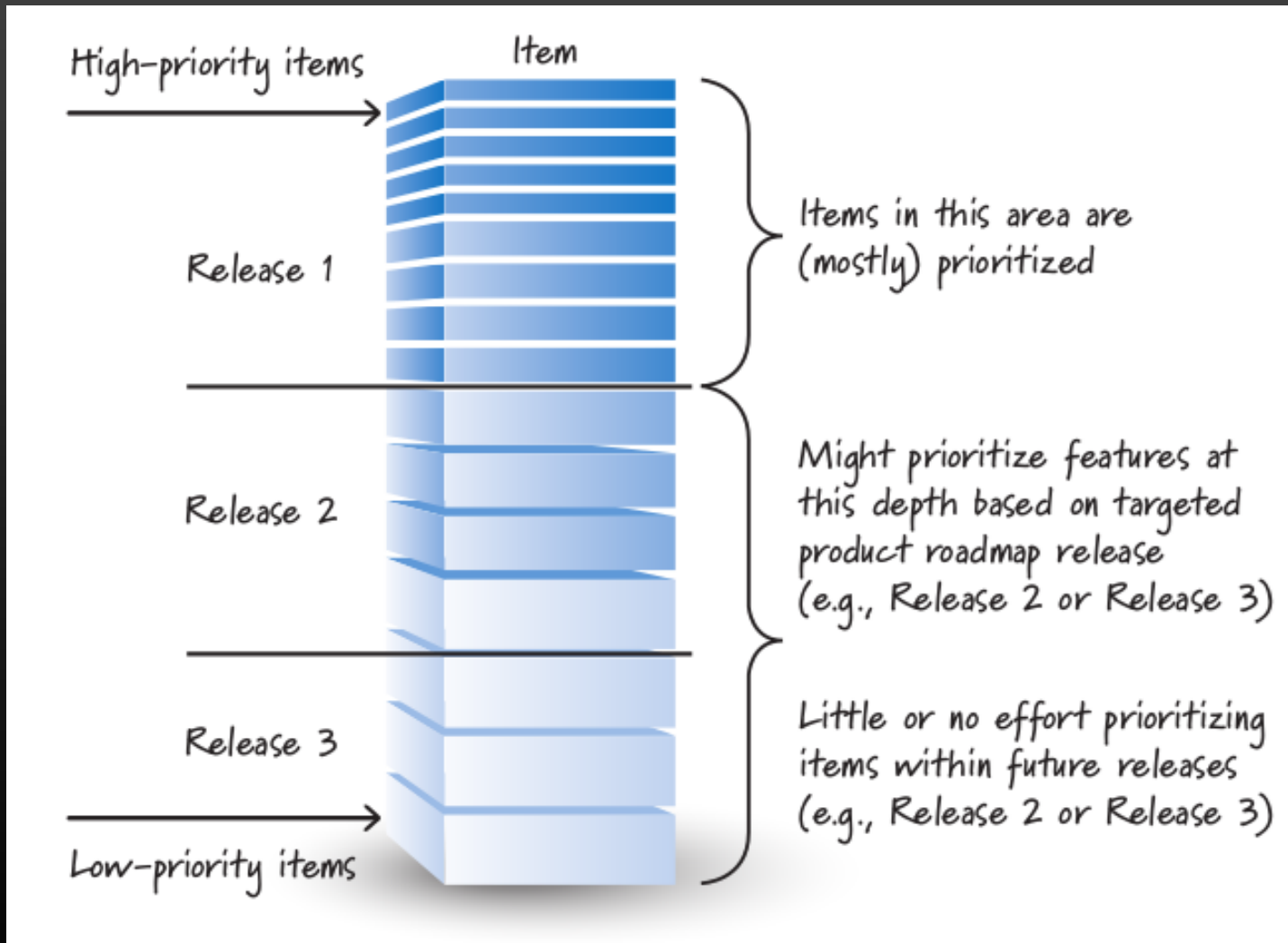
Planeamento e monitorização do progresso

Sprint planning



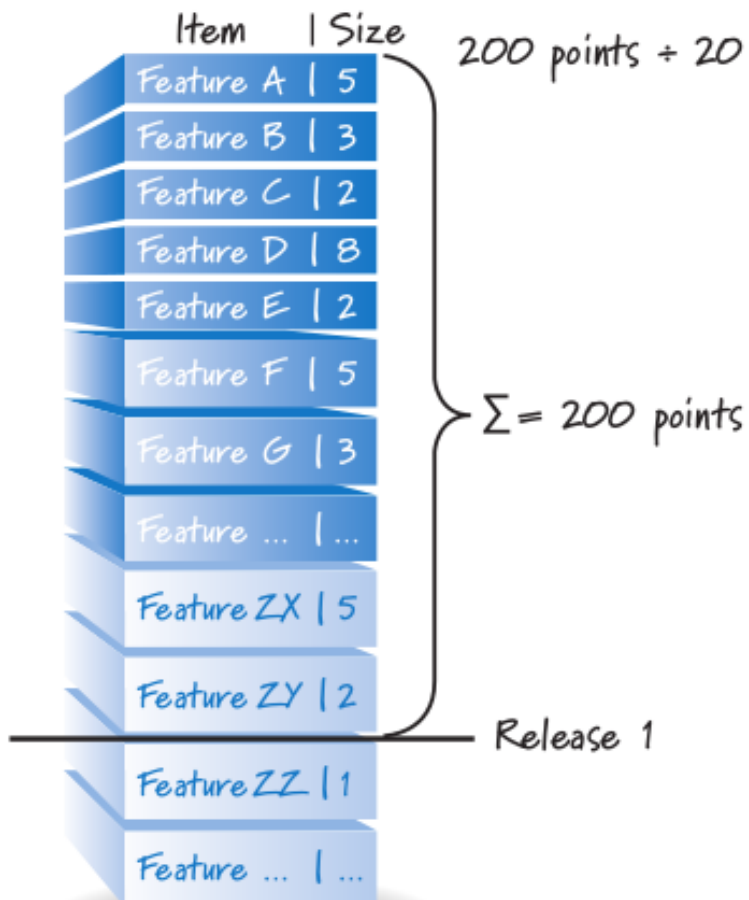
No desenvolvimento de sw, há um estilo para escrever as entradas do *backlog*, adotando o conceito de "user story". A história é um exemplo de utilização, ~uma forma de percorrer um caso de utilização.

Scrum: backlog must be prioritized



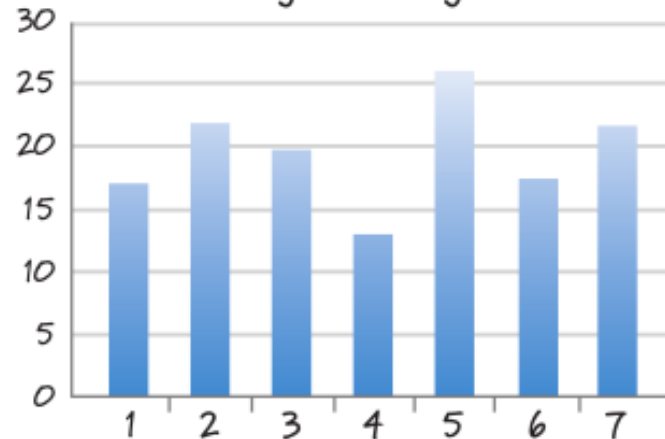
Scrum: Velocity

Estimated size ÷ measured velocity = (number of sprints)

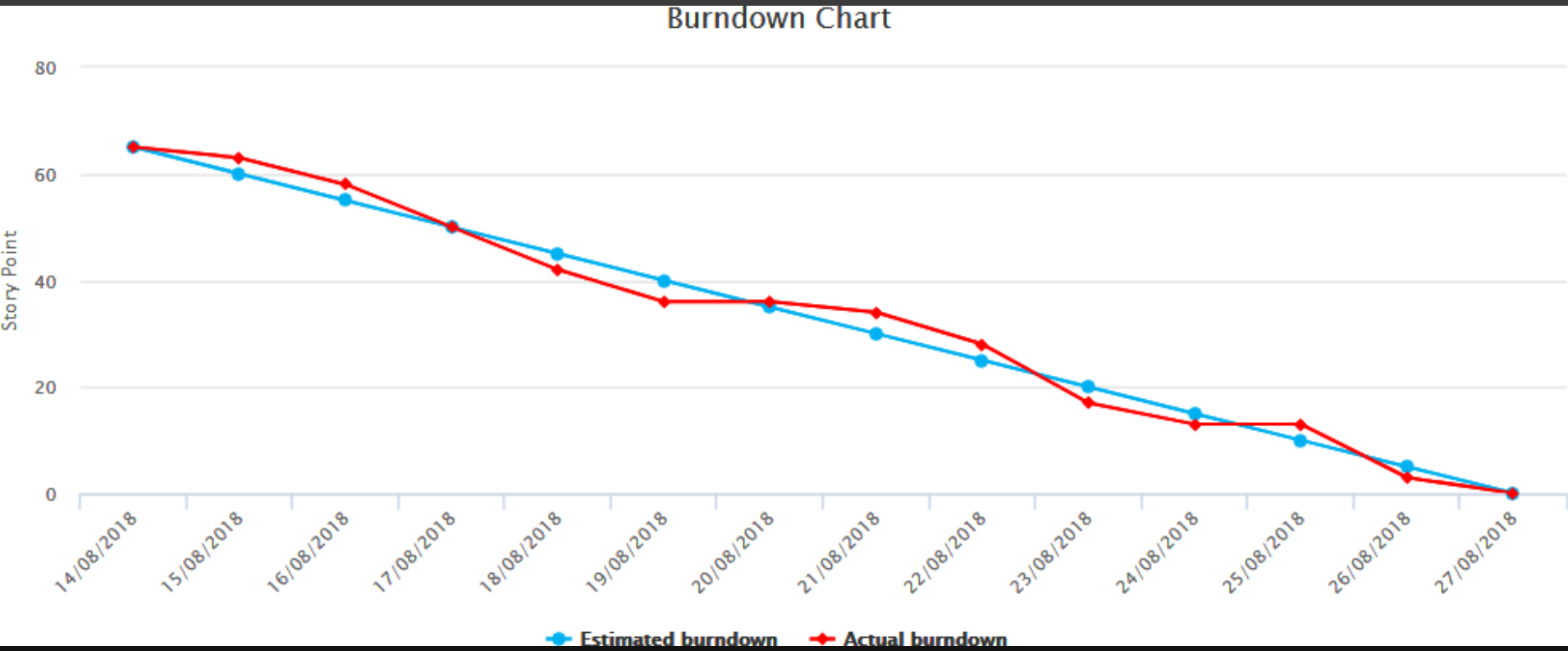


200 points ÷ 20 points/sprint = 10 sprints

Average velocity = 20



Monitorar o progresso com “burndown chart”



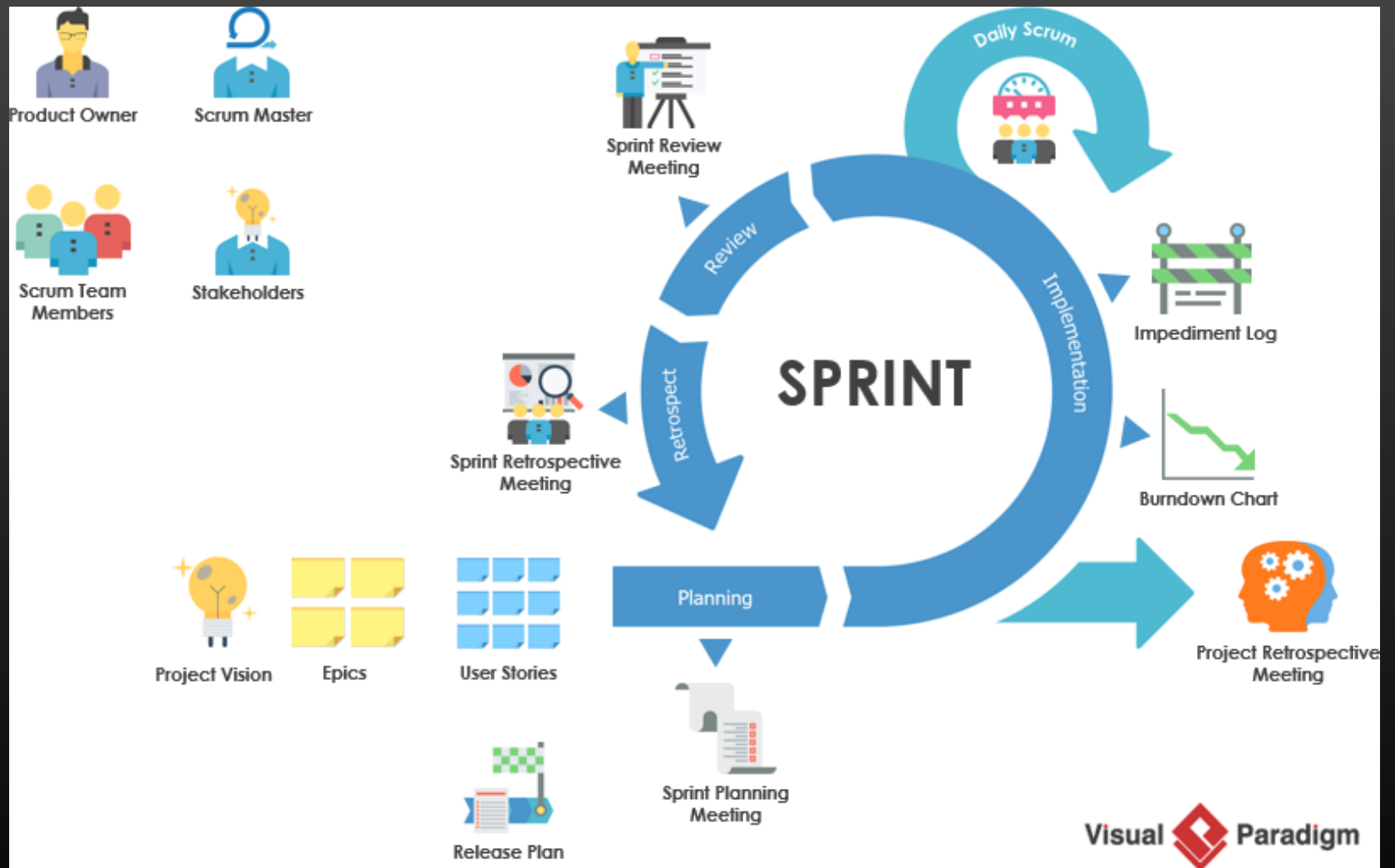
<https://www.visual-paradigm.com/cn/scrum/scrum-burndown-chart/>

Algumas ideias a reter

- Um processo de software explica o trabalho a desenvolver para construir o produto
- O processo não explica como organizar o dia-a-dia da equipa
- A Scrum oferece uma metodologia “leve” para gestão de equipas, a construir produtos complexos
- Mas... é desafiante dominar e aplicar a Scrum!

A Scrum é especialmente adequada para métodos ágeis de desenvolvimento de software

- Sprint (iteração)
- Equipa auto-organizadas e multifuncionais (comunicação)
- Foco no incremento (entrega frequente)
- Adaptação (“*embrance change*”)



References

Core readings	Suggested readings
<ul style="list-style-type: none">• Ken Schwaber, Jeff Sutherland, "Scrum Guide".	<ul style="list-style-type: none">• Visual Paradigm, "What is Scrum?"• [Dennis15] – Chap. 1