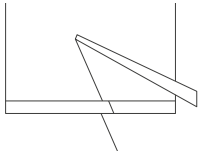
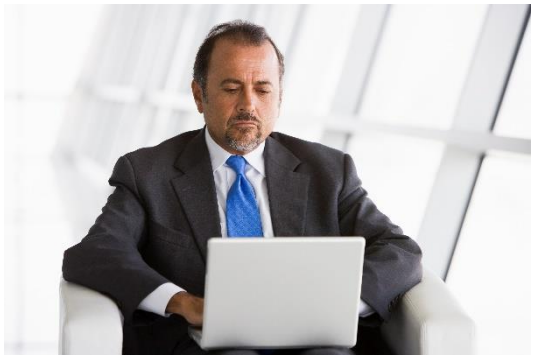
Bring ideas to life
VIA University College



SCRUM Theory

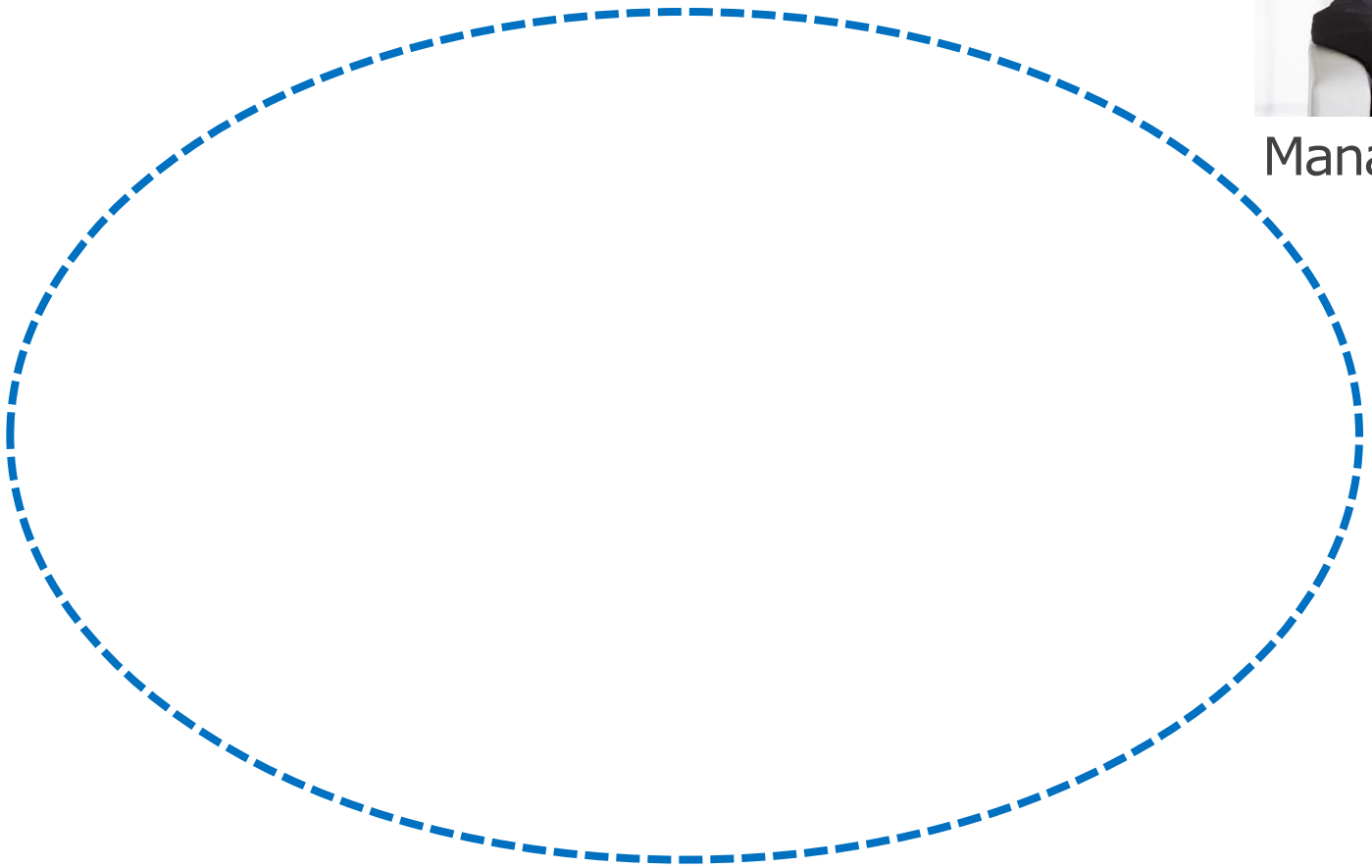
SEP 2

External SCRUM Roles



Manager

Customer



User

External SCRUM Roles

Customer

- Has the vision and idea for the product/project

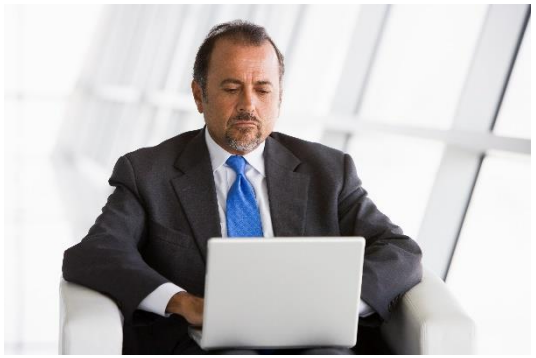
Manager

- Sponsor for the project
- Resources, equipment etc.

End Users

- Uses the final product

Internal SCRUM Roles



Manager

SCRUM Master

Customer

Product Owner

Team

User

Internal SCRUM Roles

Product Owner

- The interface to the Customer
- Find the requirements
- Manage and prioritise Product

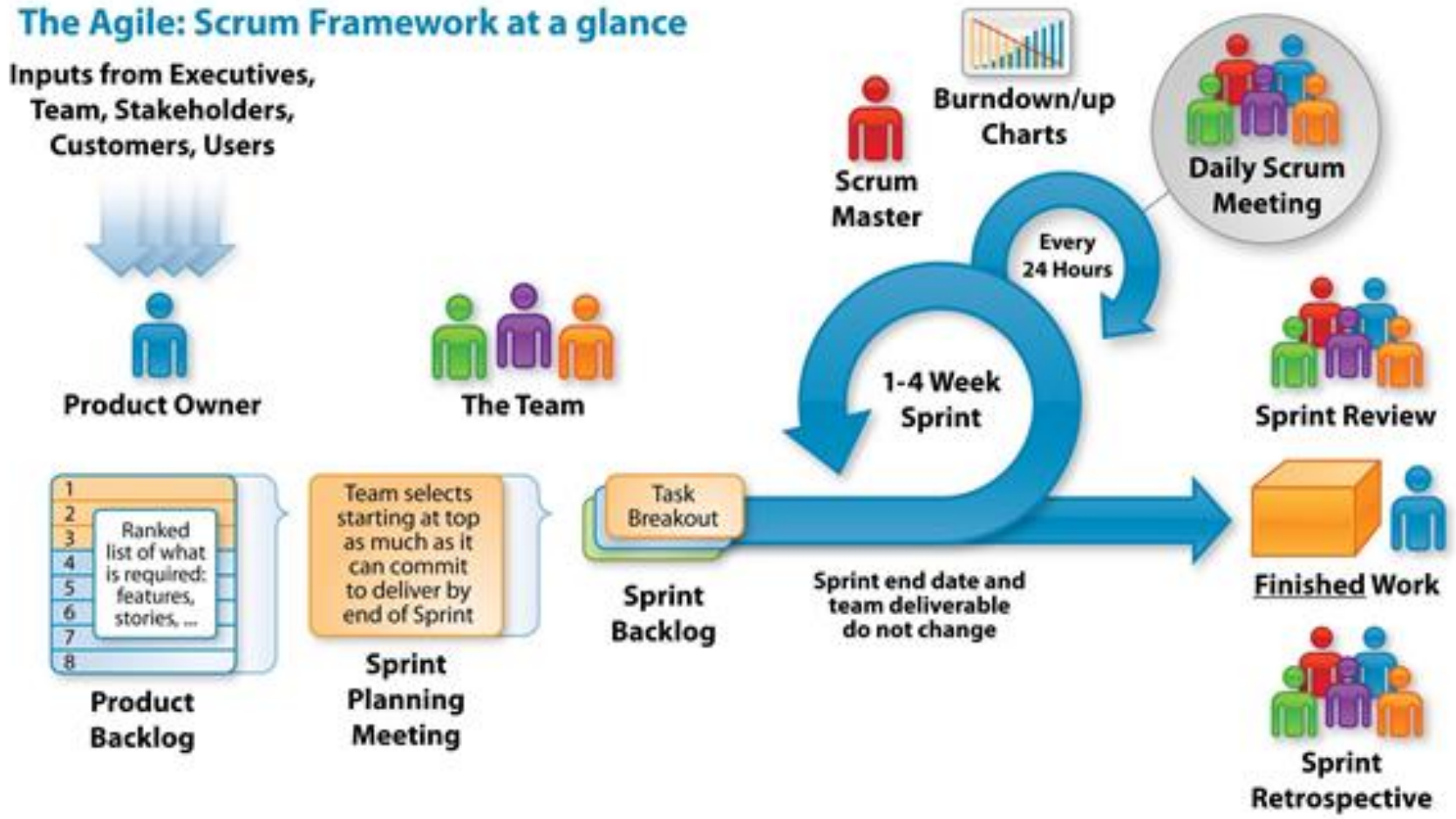
SCRUM Master

- Process/Team facilitator
- Removes obstacles
- Works with the Product Owner

SCRUM Team

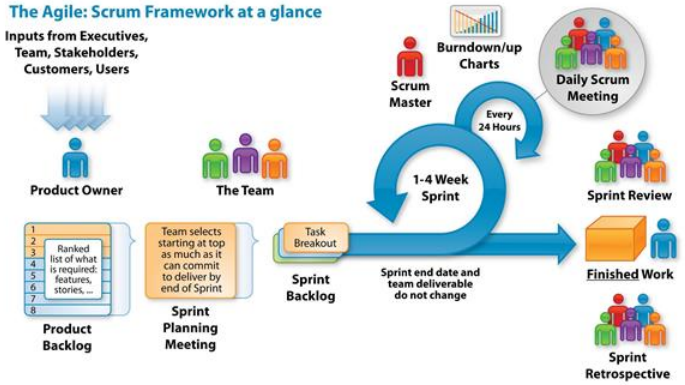
- Implements increments of deliverable software
- Estimates size of Backlog Items
- Accountable to Product Owner for delivering as promised

What is SCRUM



Source: http://www.ness-tech.co.il/en/solutions/testing-qa-v-ness/Scrum-Roles

Product Backlog



Backlog Items/Stories

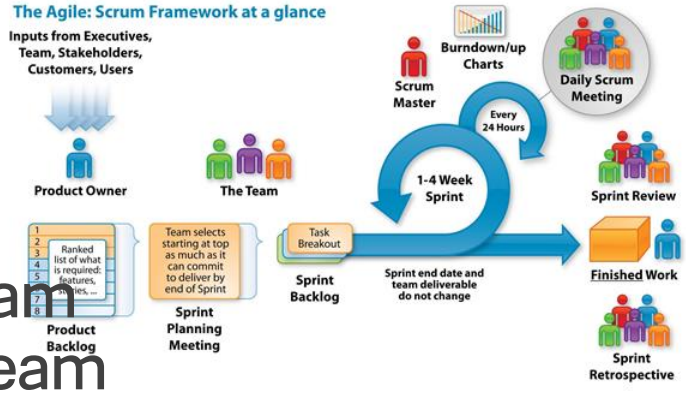
Format:

"As a *user-role*[1] I want a *feature*[2] so that I get *business value/benefit*[3]."

These are the three most important things to mention!

Items/Stories **must never** include design ideas – only describe wanted functionality!!

Sprint Planning Meeting



Participants

- Product owner, Scrum Master and the entire Scrum team
- Outside stakeholders may attend by invitation of the team

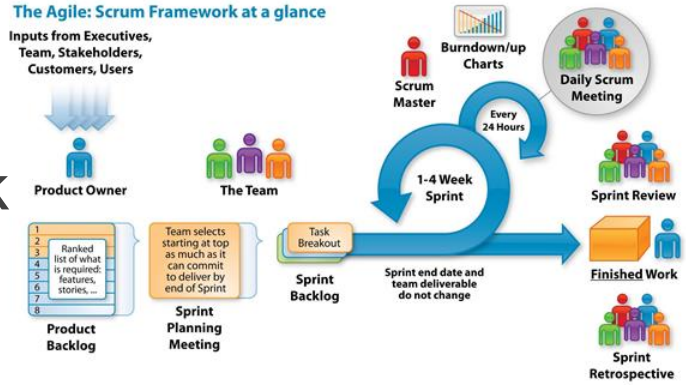
Plan your next Sprint

- Product owner describes the highest priority features to the team.
- The team asks enough questions that they can turn a high-level user story of the product backlog into the more detailed tasks of the sprint backlog
- Pick tasks from the backlog to be completed in your next Sprint
- The team decides what tasks to include in this Sprint
- And who will be responsible for them (not always)

Result

- Define Sprint goal
- Sprint Backlog

In the Sprint



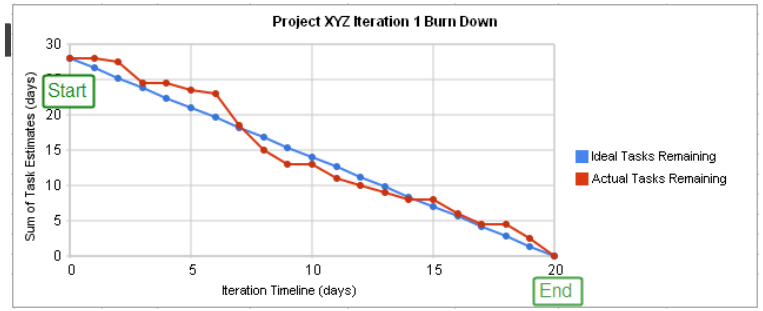
Team members picks tasks to work on and starts the work

Daily Scrum Meeting (max 15 minutes!!!)

- Each member answers **these** three Questions
  1. What has he/she accomplished since the last daily Scrum meeting?
  2. What is he/she is going to accomplish until the next Scrum meeting?
  3. What are the impediments/problems that prevent him/her from accomplishing his/her tasks?
- The answers are **commitments** from the team members!!

Each member is responsible for daily estimating remai

- That updates the Burn-down Chart
- Tool-example: https://www.visualstudio.com/team-services/



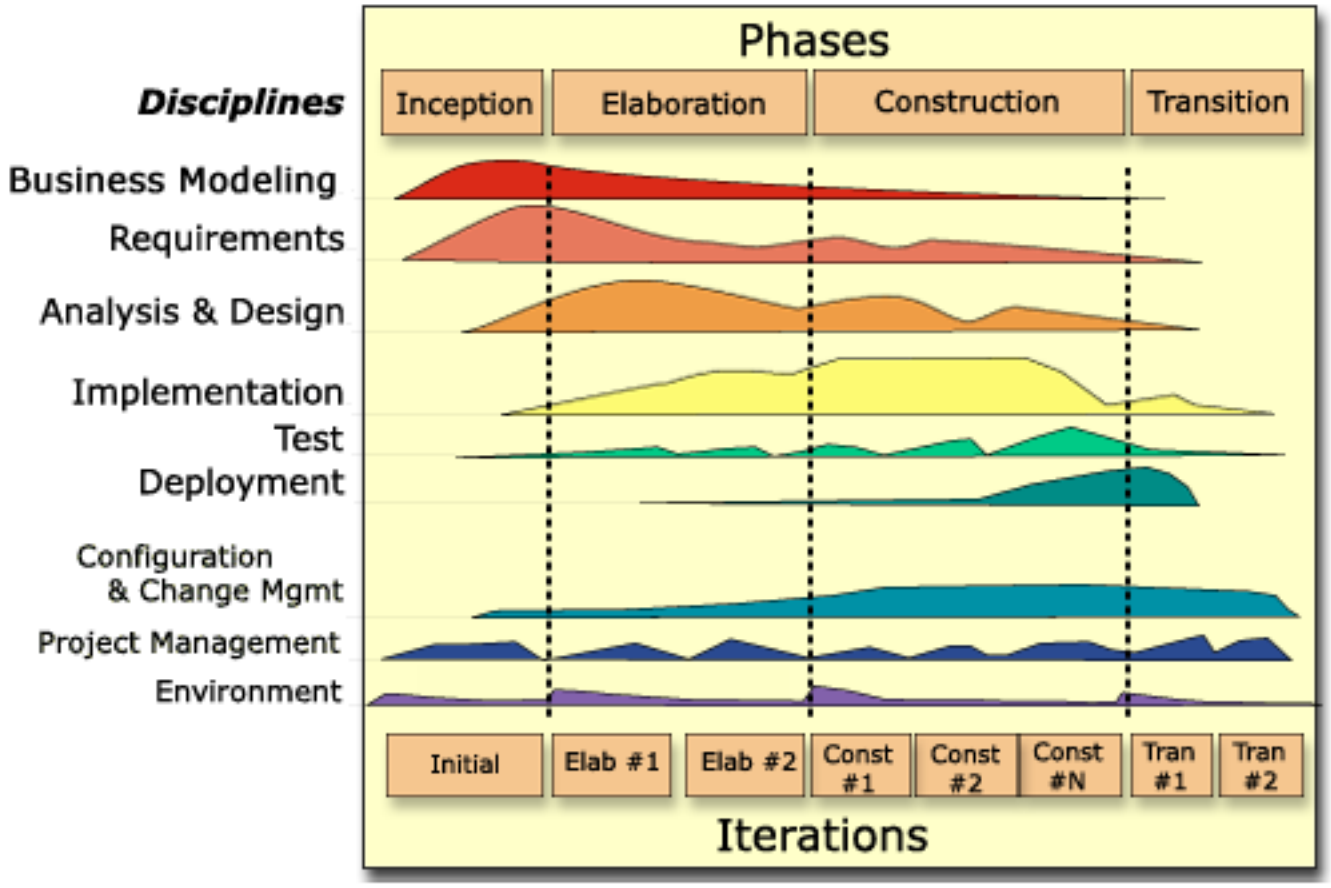
The Work in the Sprint

In each Sprint you have to **analyse, design, implement, test** and **document** one or more Backlog Items/User Stories

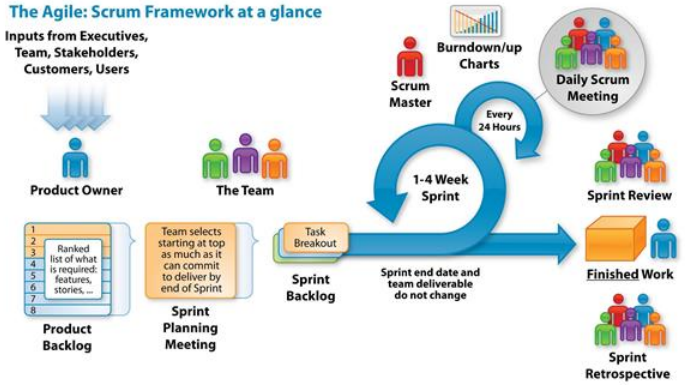
In each sprint you typically follow Unified Process disciplines

Even in an Agile environment you will be doing

- Business Modeling
- Requirements
- Analysis
- Design
- Implementation
- Test
- Etc.



Sprint Review



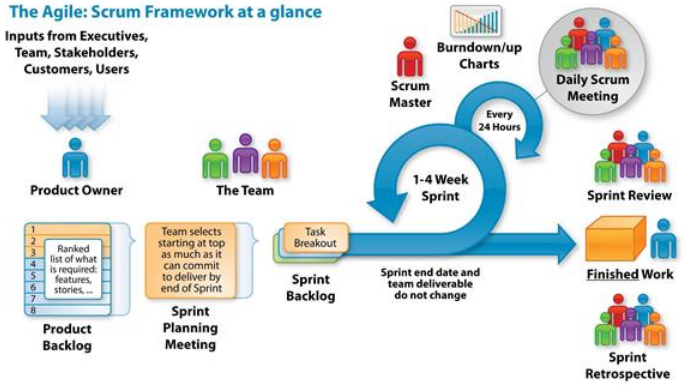
Participants

- Product owner, the Scrum team, the Scrum Master, management, customers and developers from other projects

At the end of each sprint, the team has produced a analysed, designed, coded, tested documented and usable piece of software

The Scrum team shows what they accomplished during the sprint. Typically this takes the form of a demo of the new features

Sprint Retrospective up to an hour!

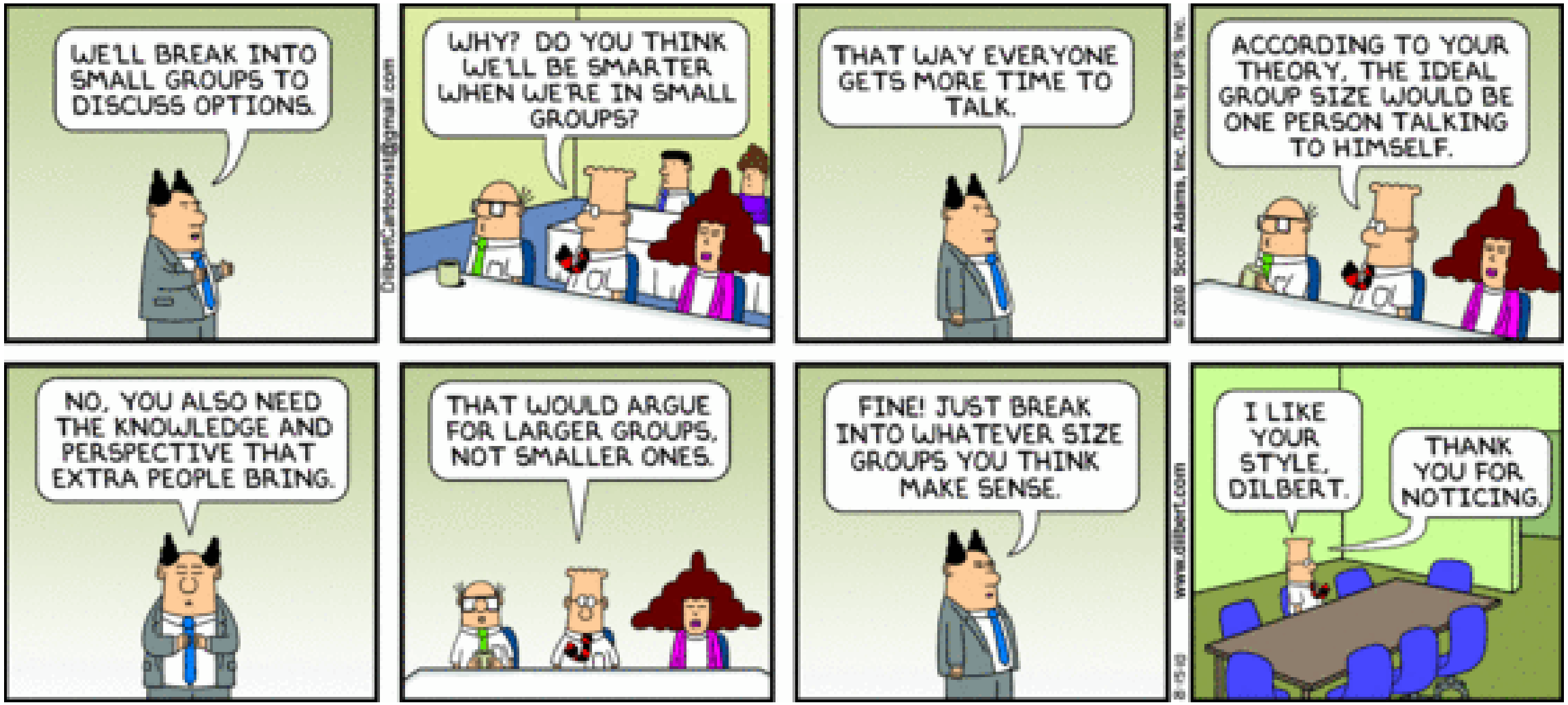


Participants

- The entire team, including both the Scrum Master and the product owner should participate

Each team member is asked to identify specific things that the team should

- Start doing
- Stop doing
- Continue doing


WE'LL BREAK INTO SMALL GROUPS TO DISCUSS OPTIONS.
WHY? DO YOU THINK WE'LL BE SMARTER WHEN WE'RE IN SMALL GROUPS?
THAT WAY EVERYONE GETS MORE TIME TO TALK.
ACCORDING TO YOUR THEORY, THE IDEAL GROUP SIZE WOULD BE ONE PERSON TALKING TO HIMSELF.
NO, YOU ALSO NEED THE KNOWLEDGE AND PERSPECTIVE THAT EXTRA PEOPLE BRING.
THAT WOULD ARGUE FOR LARGER GROUPS, NOT SMALLER ONES.
FINE! JUST BREAK INTO WHATEVER SIZE GROUPS YOU THINK MAKE SENSE.
I LIKE YOUR STYLE, DILBERT.
THANK YOU FOR NOTICING.
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