

Scrum Reading – Abbey DeNiro

- Definition
 - Scrum is a framework for developing, delivering, and sustaining complex products. Scrum uses roles, events, and artifacts.
 - Not a process technique or definitive method
- Uses
 - Research and identify viable markets, technologies, and product capabilities;
 - Develop products and enhancements;
 - Release products and enhancements, as frequently as many times per day;
 - Develop and sustain Cloud (online, secure, on-demand) and other operational environments for product use; and,
 - Sustain and renew products.
- Three pillars
 - Three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation.
 - Transparency - common standard – ex. Common language, common def. of done
 - Inspection - Inspections are most beneficial when diligently performed by skilled inspectors at the point of work.
 - Adaptation - An adjustment must be made as soon as possible to minimize further deviation if deemed unready
- Scrum Team
 - Product Owner
 - Clearly expressing Product Backlog items;
 - Ordering the items in the Product Backlog to best achieve goals and missions;
 - Optimizing the value of the work the Development Team performs;
 - Ensuring that the Product Backlog is visible, transparent, and clear to all, and shows what the Scrum Team will work on next;
 - Ensuring the Development Team understands items in the Product Backlog to the level needed.
 - Dev Team
 - Self-organizing
 - Cross-functional
 - Scrum Master
 - The Scrum Master helps those outside the Scrum Team understand which of their interactions with the Scrum Team are helpful and which aren't
- Scrum Master to Product Owner
 - Ensure goals and scope are understood
 - Effective backlog management
- Scrum Master to Dev Team
 - Coach team in self-organization and cross-functionality
 - Facilitating Scrum events

- Scrum Master to Organization
 - Leading and coaching the organization and cross-functionality
 - Cause change that causes productivity
- Scrum Events
 - Sprint
 - One-month or less
 - contain and consist of the Sprint Planning, Daily Scrums, the development work, the Sprint Review, and the Sprint Retrospective
 - Has a goal and design and flexible plan
 - Product owner can cancel sprint before its finished – ex. Goal is too obsolete
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 - Daily Scrum
 - 15-minute time-boxed event – held everyday
 - What did I do yesterday that helped the Development Team meet the Sprint Goal? • What will I do today to help the Development Team meet the Sprint Goal? • Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?
 - Sprint Review
 - held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed.
 - Sprint Retrospective
 - inspect itself and create a plan for improvements to be enacted during the next Sprint.
 - Scrum Artifacts
 - Represent work or value to provide transparency and opportunities for adaptation.
- Product Backlog
 - Ordered list that is known to be needed in the product.
 - lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases.
- Sprint Backlog
 - Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal.
 - at least one high priority process improvement
 - increment is the sum of all the Product Backlog items completed during a Sprint.

What is the purpose of Scrum?

a framework that helps teams work together

What are the key values or principles of Scrum?

Sprint, Daily Scrum, Sprint Review

What are the steps for effective planning under Scrum?

Step 1: Product Backlog Creation. ...

Step 2: Sprint planning and creating backlog. ...

Step 3: Working on sprint. ...

Step 4: Testing and Product Demonstration. ...

Step 5: Retrospective and the next sprint planning.