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
  + 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.