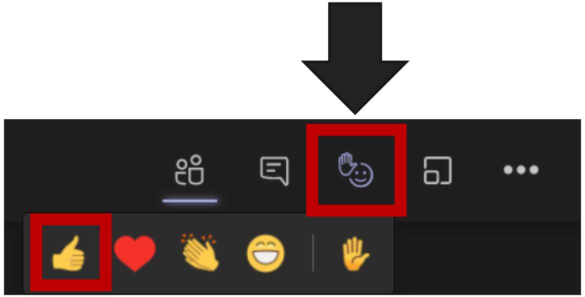
SCRUM

INTRO

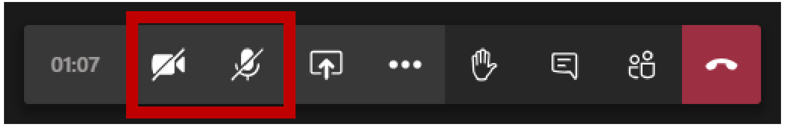
Please check if you can hear me:



INTRO

Please check

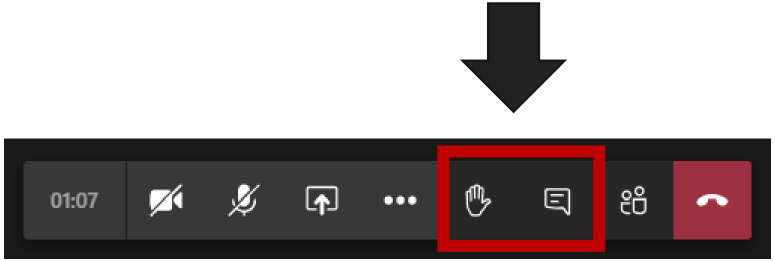
- Camera is OFF
- Microphone is MUTE



INTRO

If you have questions

- Write to chat
- Rise hand



Nice to meet you

MARIIA FEDOROVA

- 13 years in education
- Lecturer in Math and Programming, Taras Shevchenko National University of Kyiv, Computer Science and Cybernetics Faculty.

EPAM

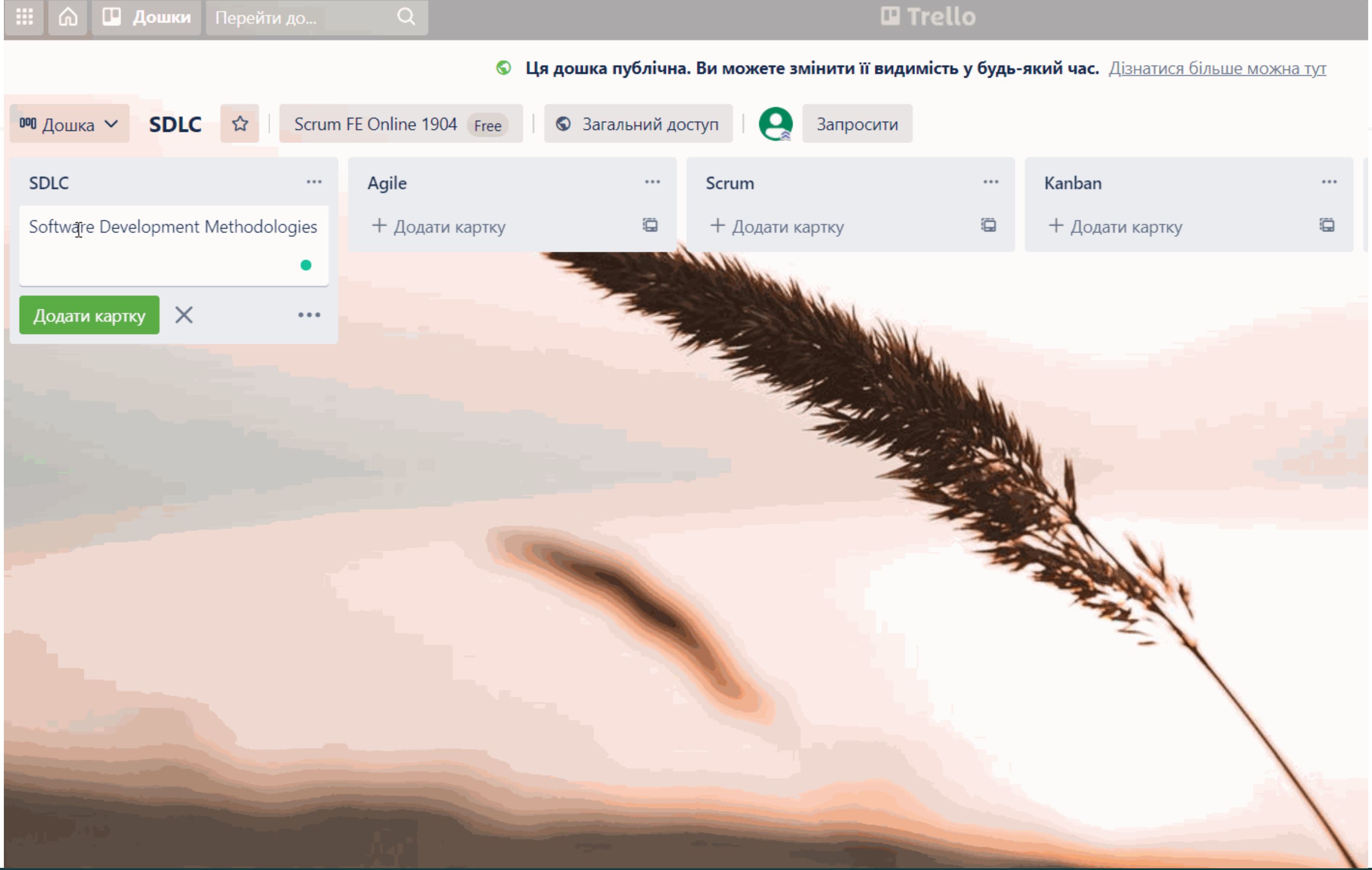
- Resource Development Lab Head in Python, Testing and Instructional Design, RD Kyiv, Ukraine

Agenda

1	SDLC
2	AGILE
3	SCRUM

Interaction

http://trello.com/


Дошки
Перейти до...
Trello
Дошка
SDLC
Scrum FE Online 1904
Free
Загальний доступ
Запросити
SDLC
Agile
Scrum
Kanban
+ Додати картку
+ Додати картку
+ Додати картку
Додати картку

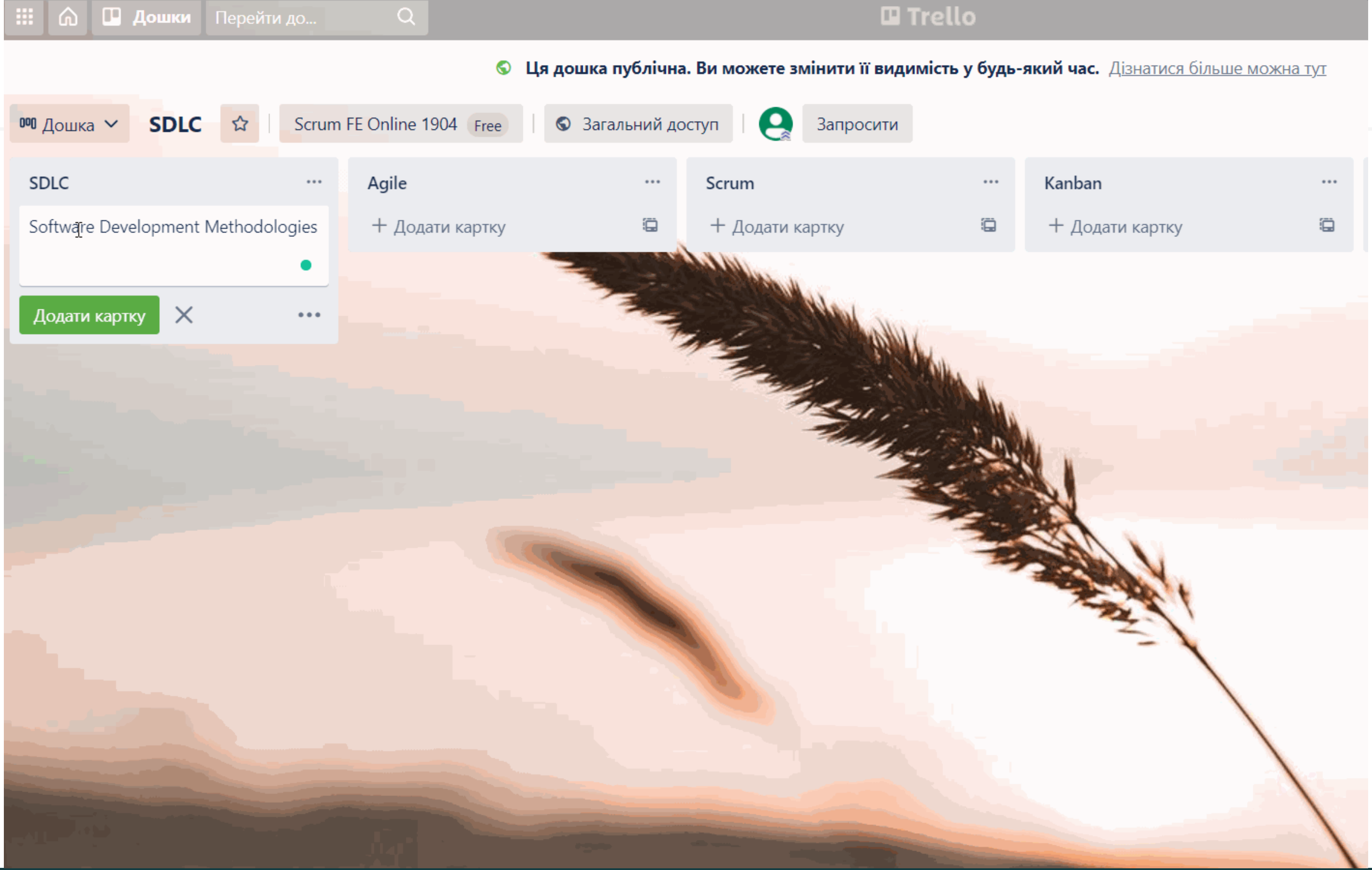
Ця дошка публічна. Ви можете змінити її видимість у будь-який час. Дізнатися більше можна тут

Software Development Methodologies

Interaction

Link:
https://epa.ms/sdlc14

Time: 3 minutes



Ця дошка публічна. Ви можете змінити її видимість у будь-який час. Дізнатися більше можна тут

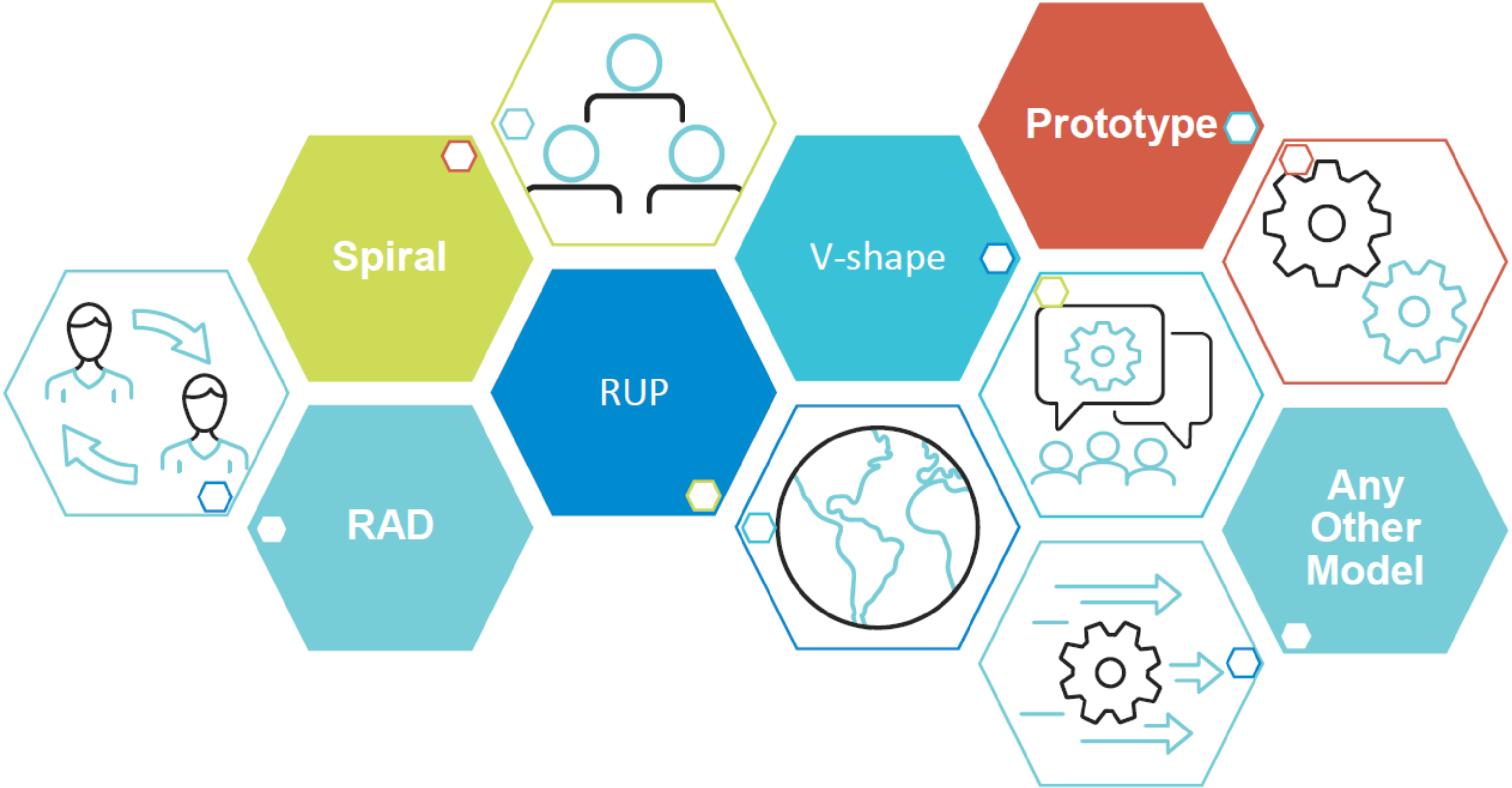
SDLC

Software Development Methodologies

Дошки
Перейти до...
Trello
Дошка
SDLC
Scrum FE Online 1904
Free
Загальний доступ
Запросити
SDLC
Agile
Scrum
Kanban
Додати картку
+ Додати картку
+ Додати картку
+ Додати картку

MODELS

Software Development Lifecycle Models



Spiral

RUP

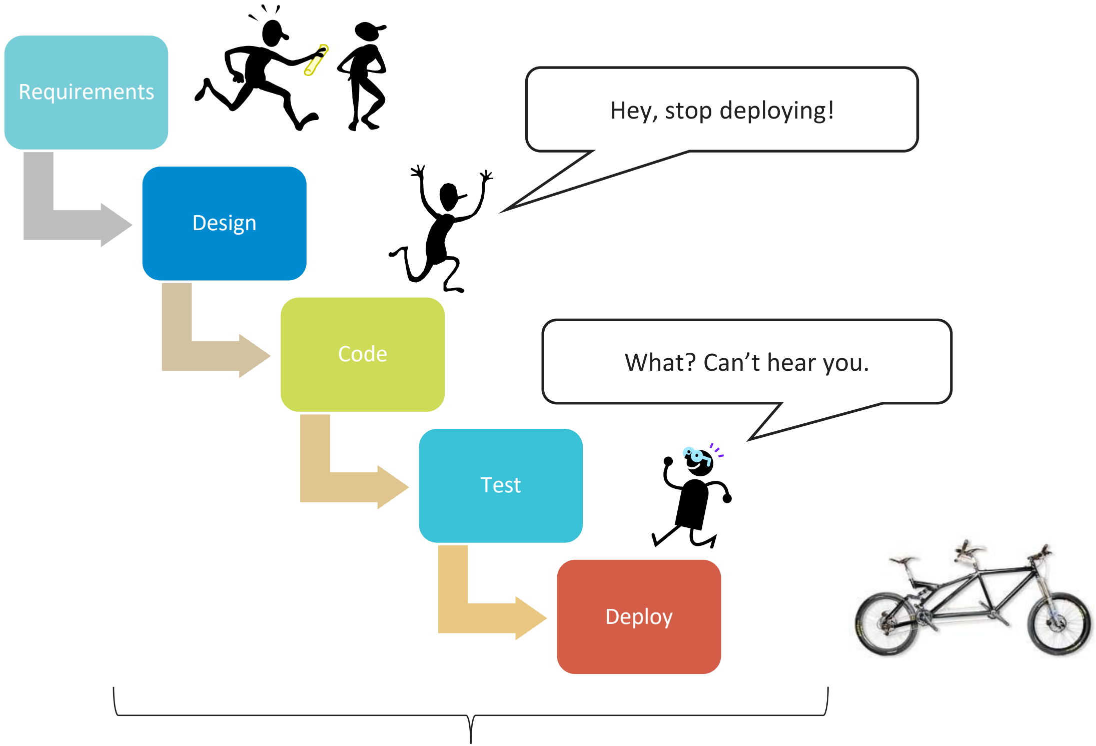
V-shape

Prototype

RAD

Any Other Model

Traditional Project



Requirements

Design

Code

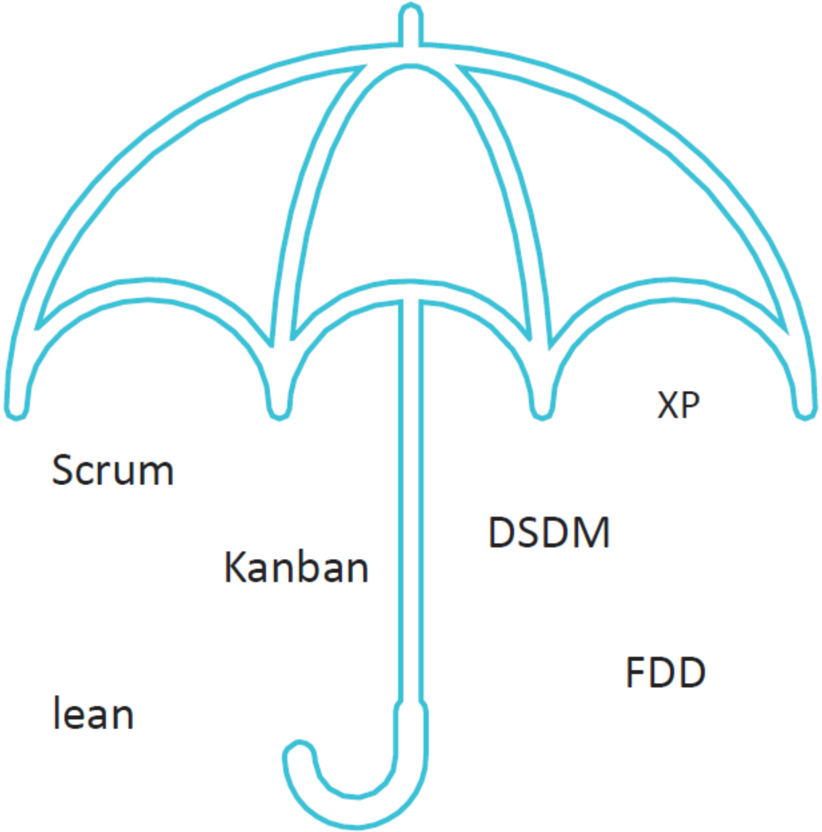
Test

Deploy

Hey, stop deploying!
What? Can’t hear you.

6 months

Agile



XP

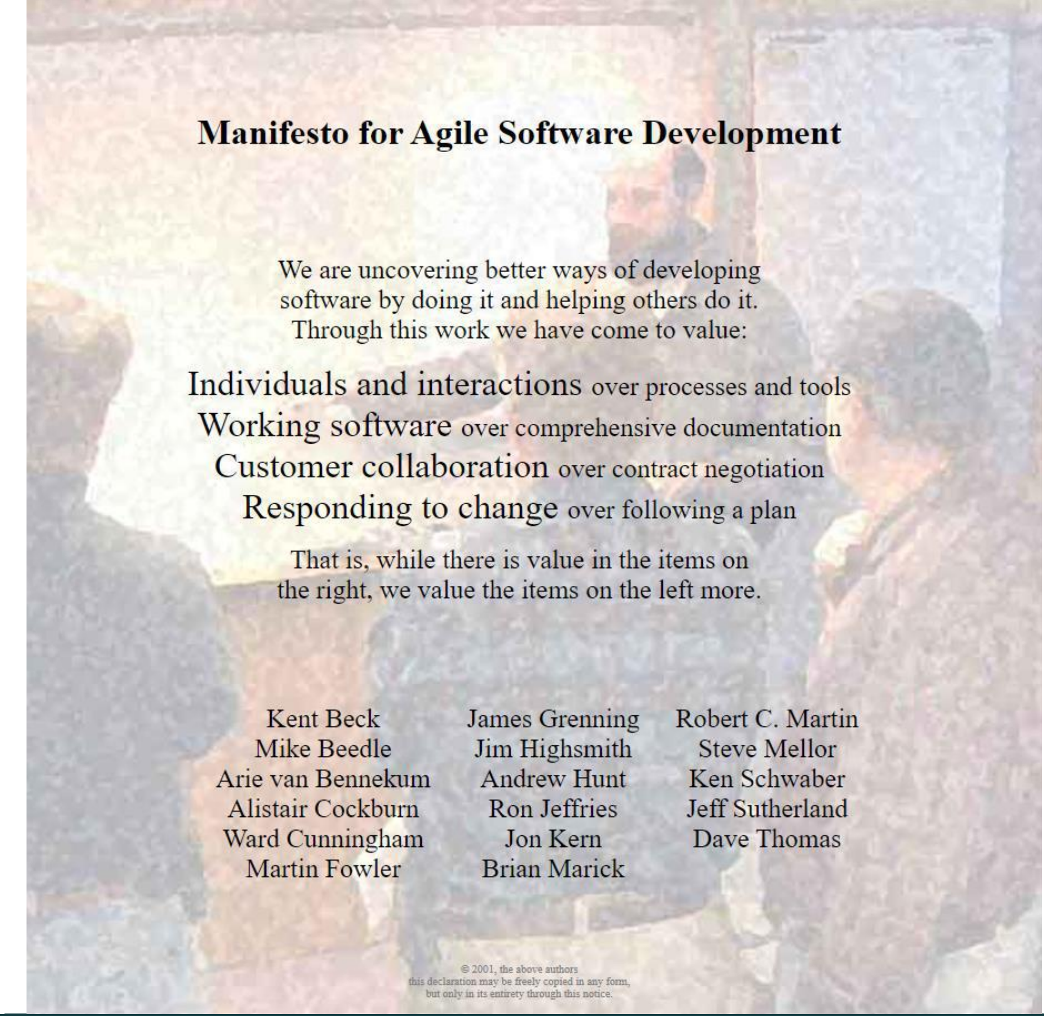
Scrum

DSDM

Kanban

FDD

lean



Manifesto for Agile Software Development

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on
the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

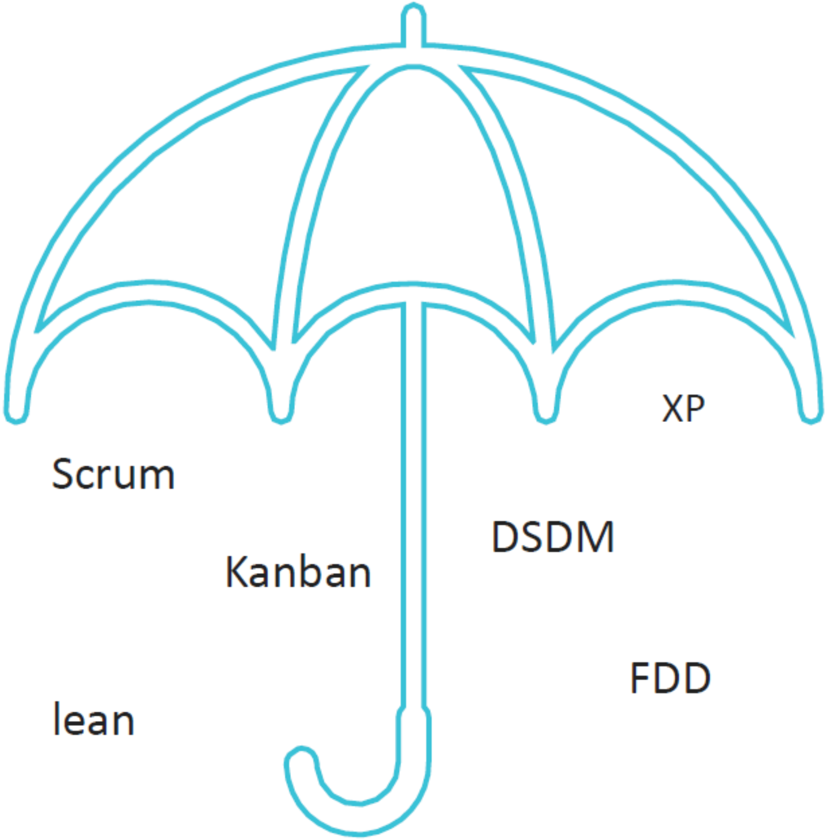
© 2001, the above authors
this declaration may be freely copied in any form,
but only in its entirety through this notice.

Manifesto for Agile Software Development

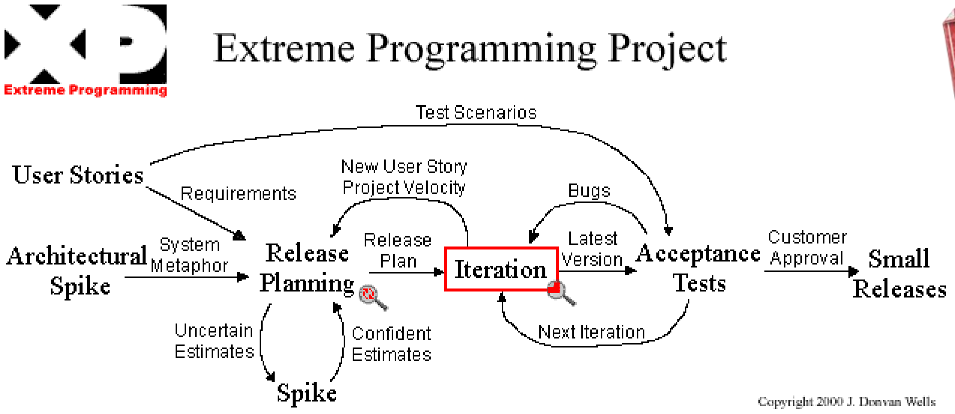
We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

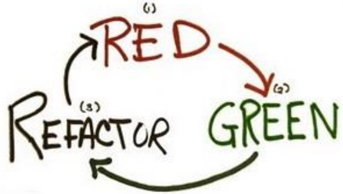
Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

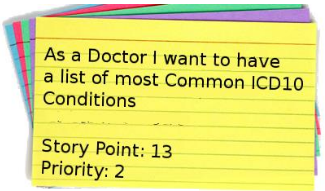
That is, while there is value in the items on the right, we value the items on the left more.



Agile: Practices

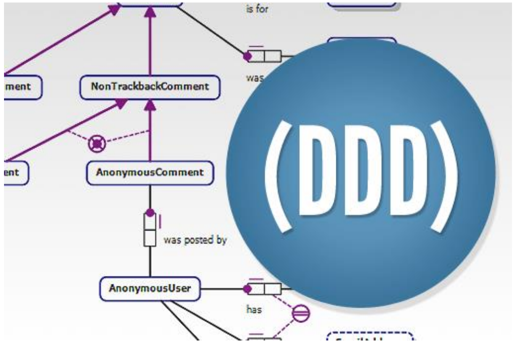

Extreme Programming
Extreme Programming Project
Test Scenarios
User Stories
Requirements
New User Story
Project Velocity
Bugs
Architectural Spike
System Metaphor
Release Planning
Release Plan
Iteration
Latest Version
Acceptance Tests
Customer Approval
Small Releases
Uncertain Estimates
Confident Estimates
Next Iteration
Spike
Copyright 2000 J. Donvan Wells

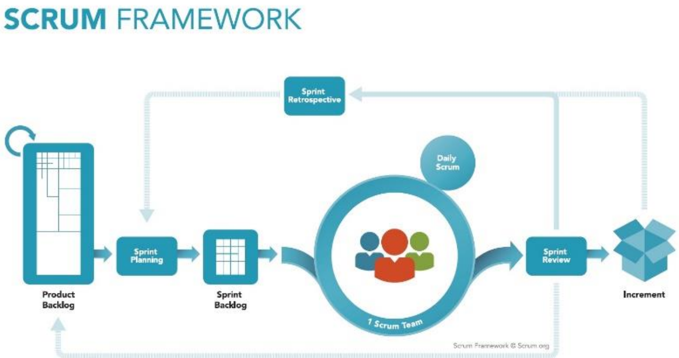

(1)
RED
(2)
GREEN
(3)
REFACTOR

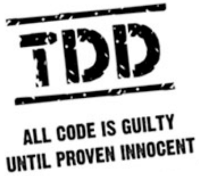

As a Doctor I want to have a list of most Common ICD10 Conditions

Story Point: 13

Priority: 2


is for
NonTrackbackComment
AnonymousComment
was posted by
AnonymousUser
has
(DDD)


SCRUM FRAMEWORK
Sprint Retrospective
Daily Scrum
Product Backlog
Sprint Planning
Sprint Backlog
Sprint Review
Increment
1 Scrum Team
Scrum Framework © Scrum.org


TDD
ALL CODE IS GUILTY UNTIL PROVEN INNOCENT

SCRUM

So, what is Scrum?

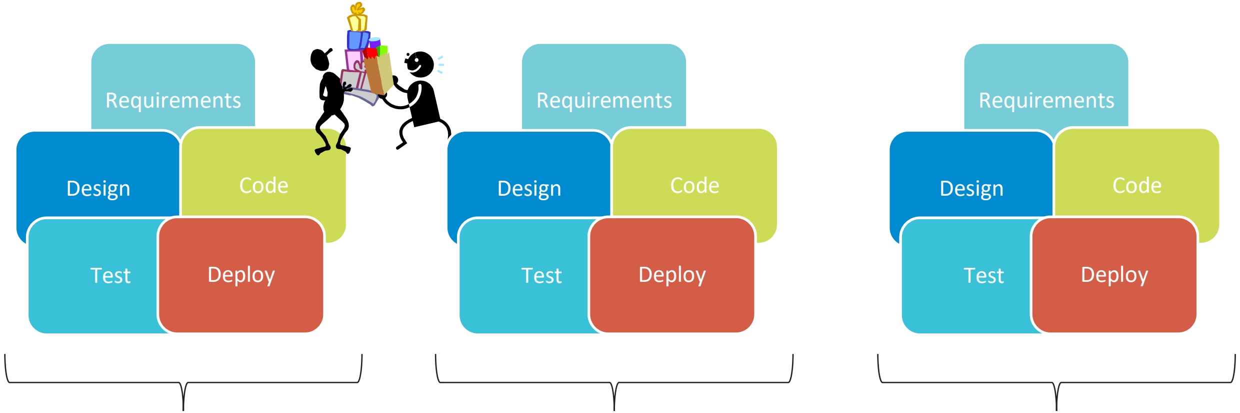
Scrum is an **agile** process that allows us to focus on delivering the **highest business value** in **the shortest time**

FINISH
FINISH
54

The **business sets the priorities**. **Teams self-organize** to determine the best way to deliver the highest priority features

Every week to a month anyone can see **real working software** and decide to release it as is or continue to enhance it

Scrum Sprints



Requirements
Design
Code
Test
Deploy

Requirements
Design
Code
Test
Deploy

Requirements
Design
Code
Test
Deploy

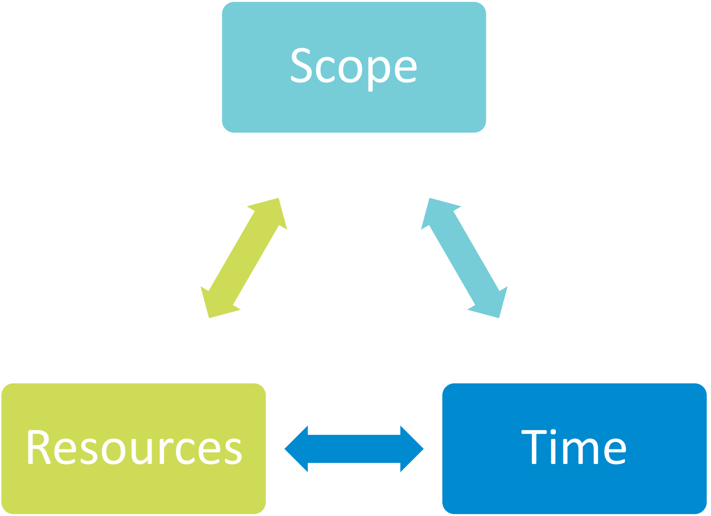
Two weeks

Two weeks

Two weeks

Sprints

- Scrum development makes progress in a series of iterations (called “sprints”).
- Constant duration, 1–4 weeks.
- Product is designed, coded, tested and documented during the sprint.
- No changes during sprint!

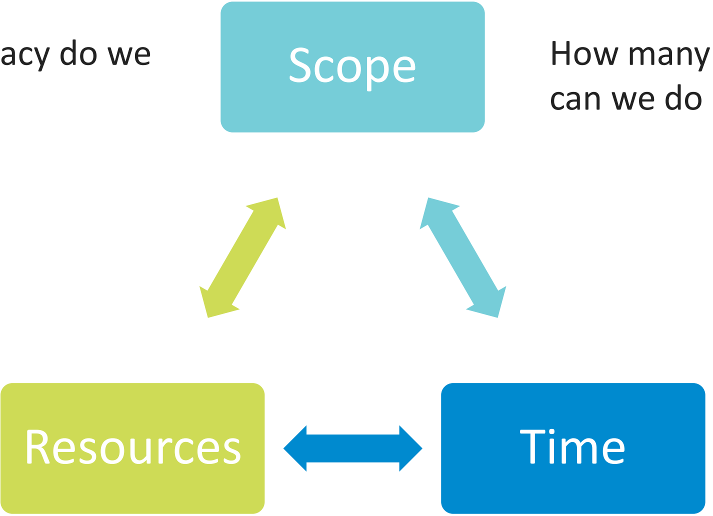


Scope

Resources

Time

Sprint Planning



What level of accuracy do we need?

Scope

How many backlog items (stories) can we do during the sprint?

Resources

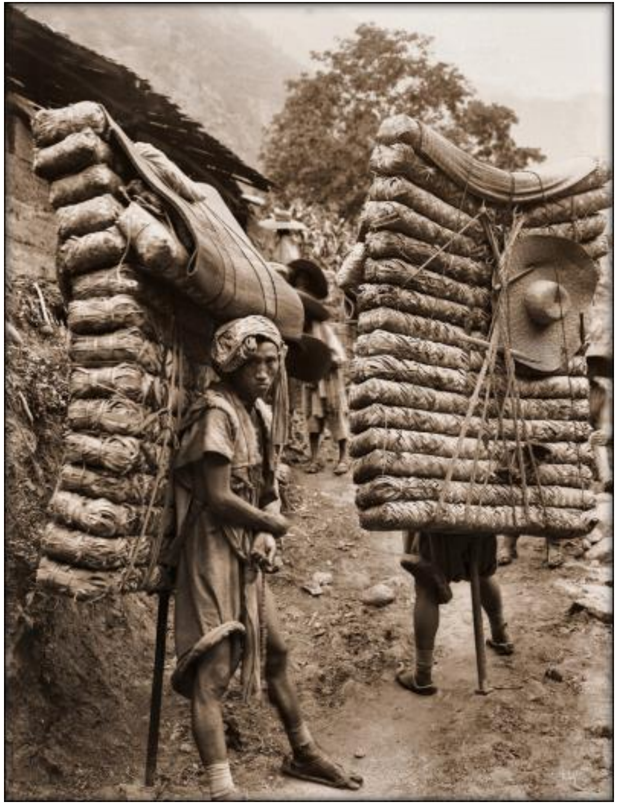
Time

Fixed (team)

Fixed (Sprint length)

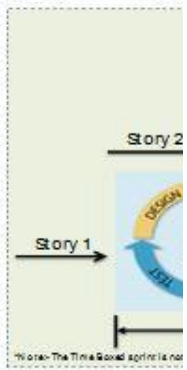
PO adds more work

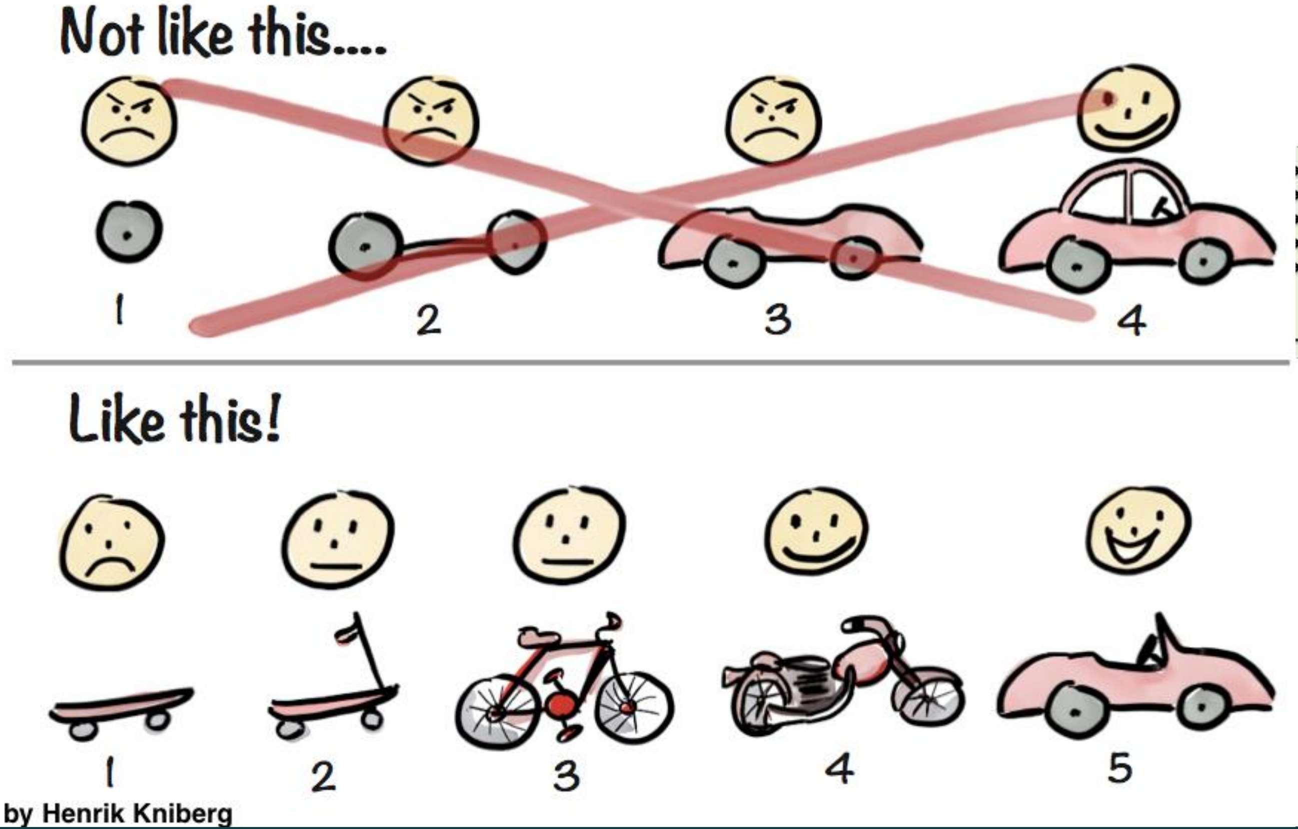
- Better to **lock** the Sprint scope for new stories!
- Create new stories for new sprint if a lot of details were discovered.
- Change priorities only if team is comfortable.



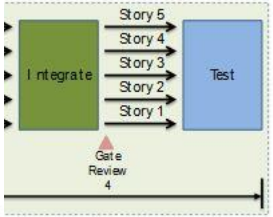
Scrum is not a mini-waterfall

Scrum


Story 2
DESIGN
Story 1
TEST
*Note:- The Time Boxed sprint is no

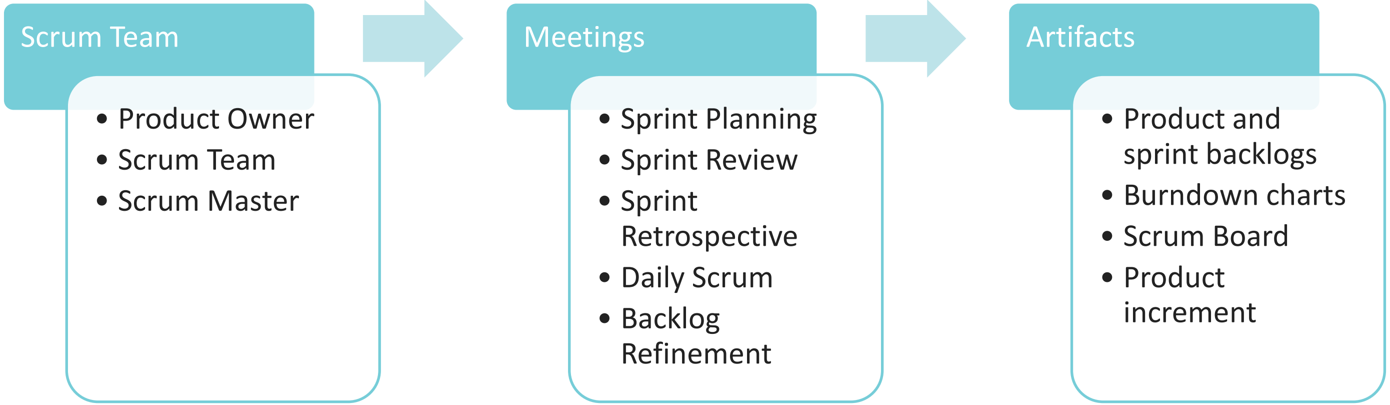

Not like this....
1
2
3
4
Like this!
1
2
3
4
5

by Henrik Kniberg


Integrate
Story 5
Story 4
Story 3
Story 2
Story 1
Test
Gate Review 4

SCRUM FRAMEWORK

Scrum Framework



Scrum Team

- Product Owner
- Scrum Team
- Scrum Master

Meetings

- Sprint Planning
- Sprint Review
- Sprint Retrospective
- Daily Scrum
- Backlog Refinement

Artifacts

- Product and sprint backlogs
- Burndown charts
- Scrum Board
- Product increment

SCRUM
ROLES

Product Owner

- Responsible for the profitability of the product (ROI)
- Defines the features of the product
- Decides on release date and content
- Prioritizes features according to market value
- Has the vision of the product
- Accepts or rejects work results

Development Team

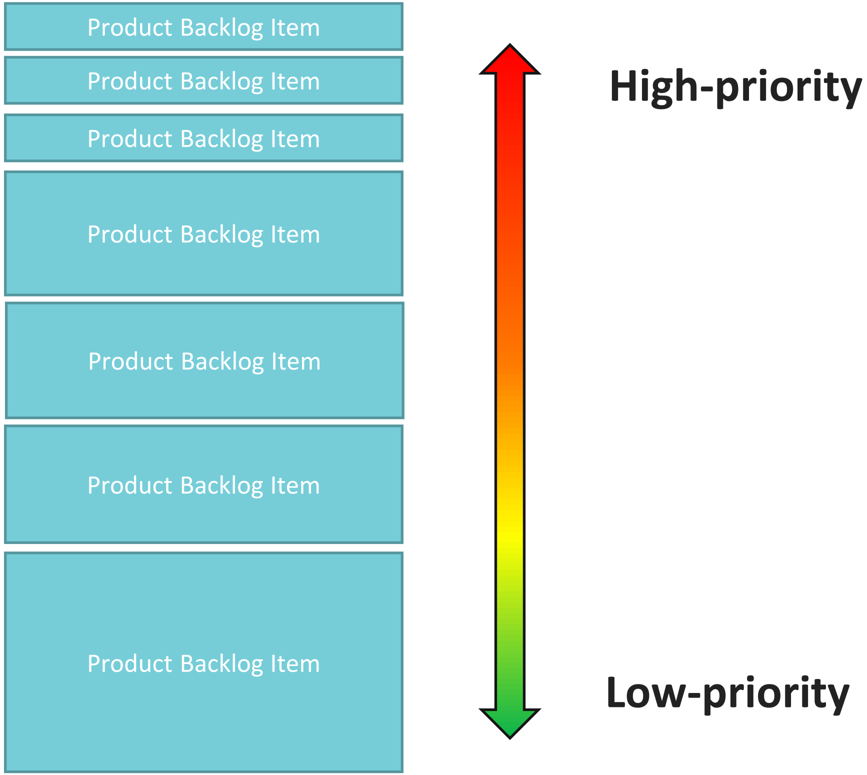
- Cross-functional self-organizing group of 5-9 people
- Attempts to build a “potentially shippable increment” each Sprint
- Members should be full-time (may be exceptions, e.g., DBA)
- Ideally, no titles but rarely a possibility
- Membership should change only between sprints

Scrum Master

- Responsible for enacting Scrum values and practices
- Removes impediments
- Ensures that the team is fully functional and productive
- Enables close cooperation across all roles and functions
- Not manager, but shields the team from external interferences

SCRUM
ARTIFACTS

Product Backlog



Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

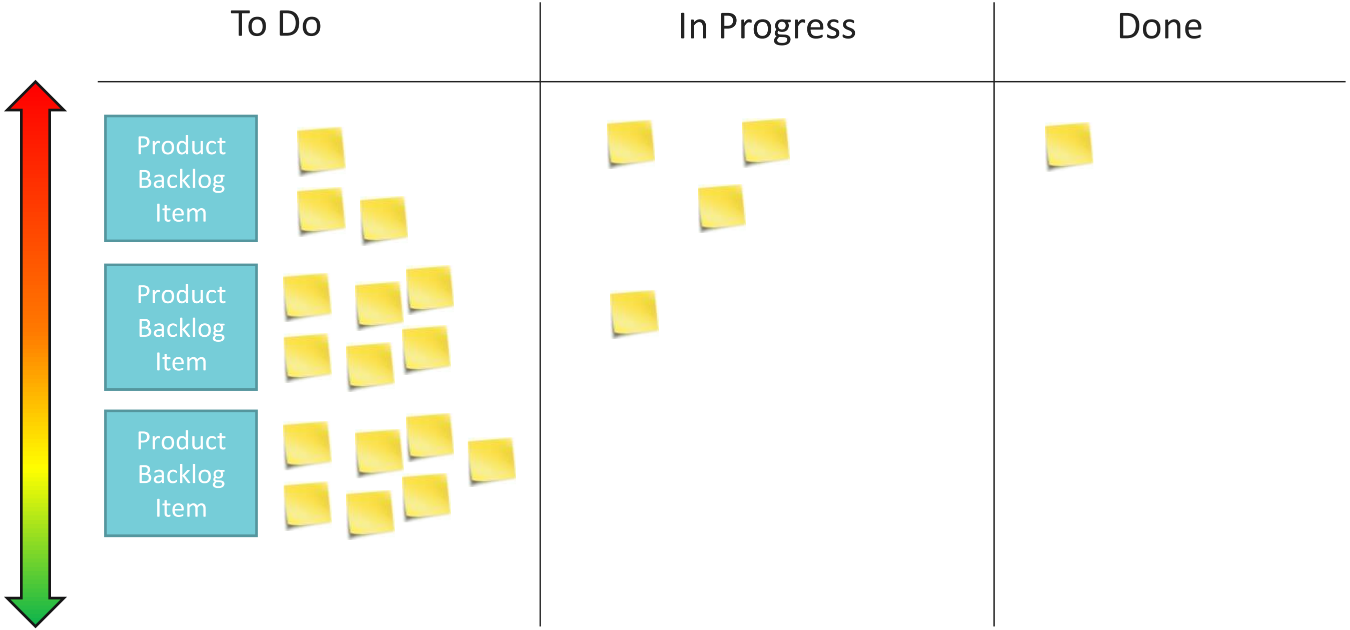
Product Backlog Item

Product Backlog Item

High-priority

Low-priority

Scrum Task Board



To Do

In Progress

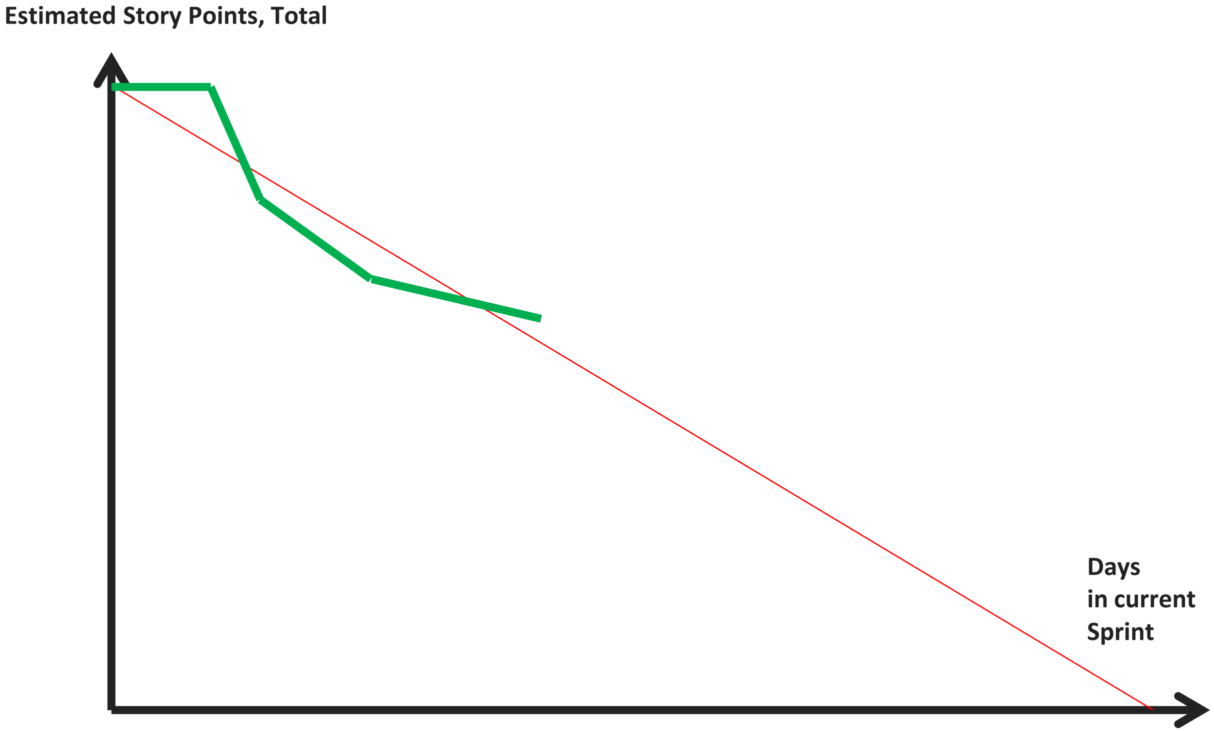
Done

Product Backlog Item

Product Backlog Item

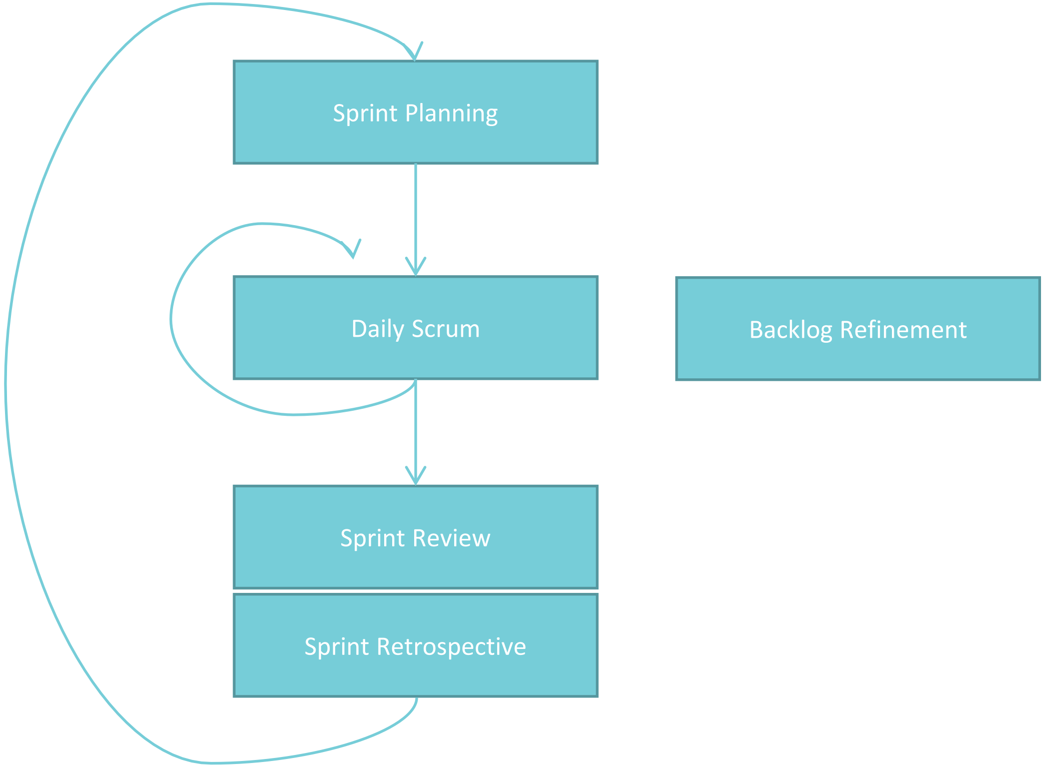
Product Backlog Item

Burndown Chart



SCRUM MEETINGS

Sprint Meetings



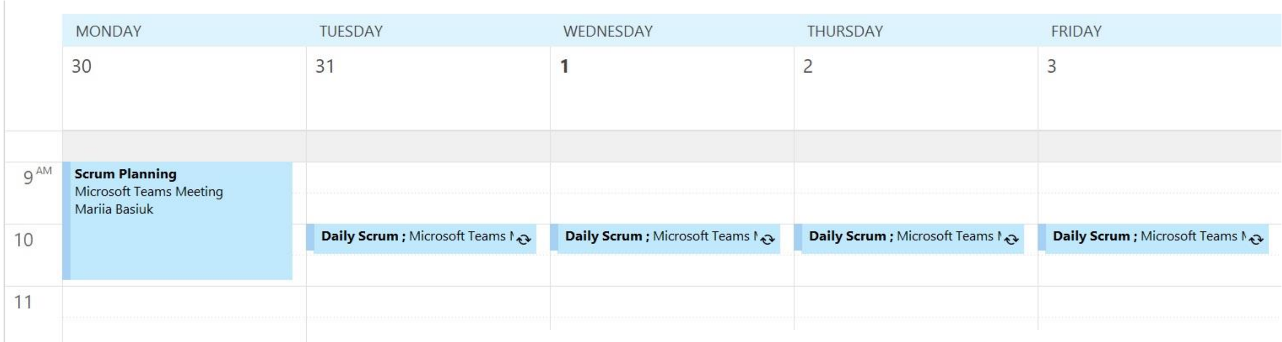
Sprint Planning

Daily Scrum

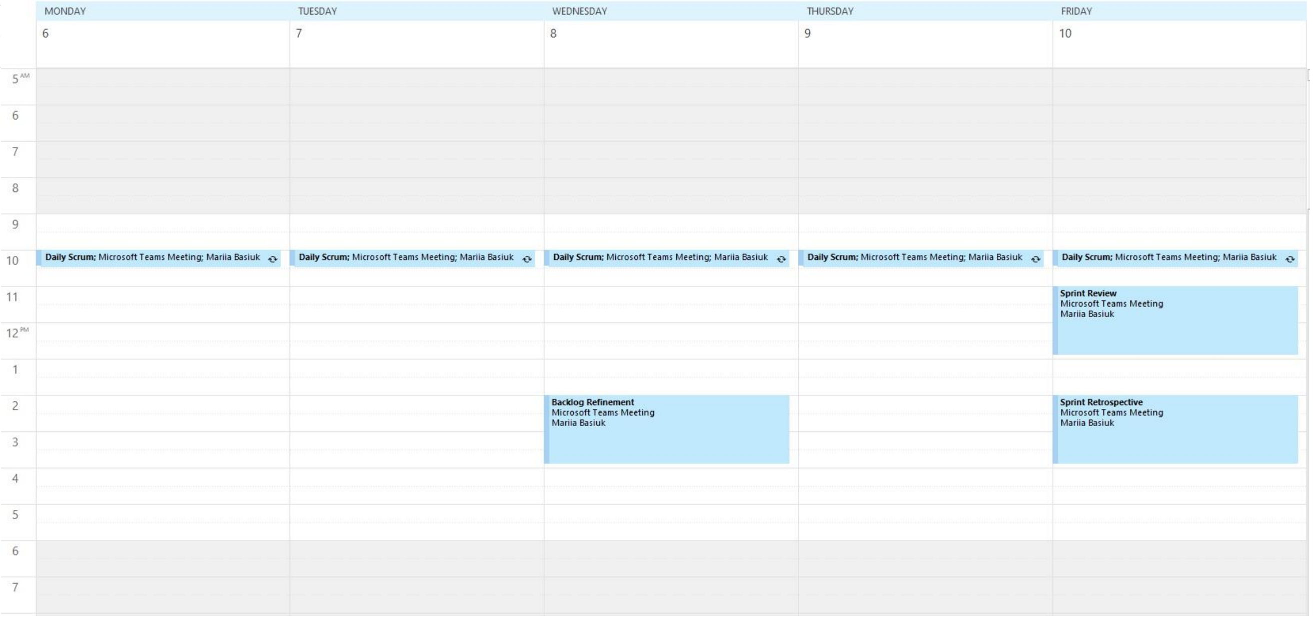
Backlog Refinement

Sprint Review

Sprint Retrospective

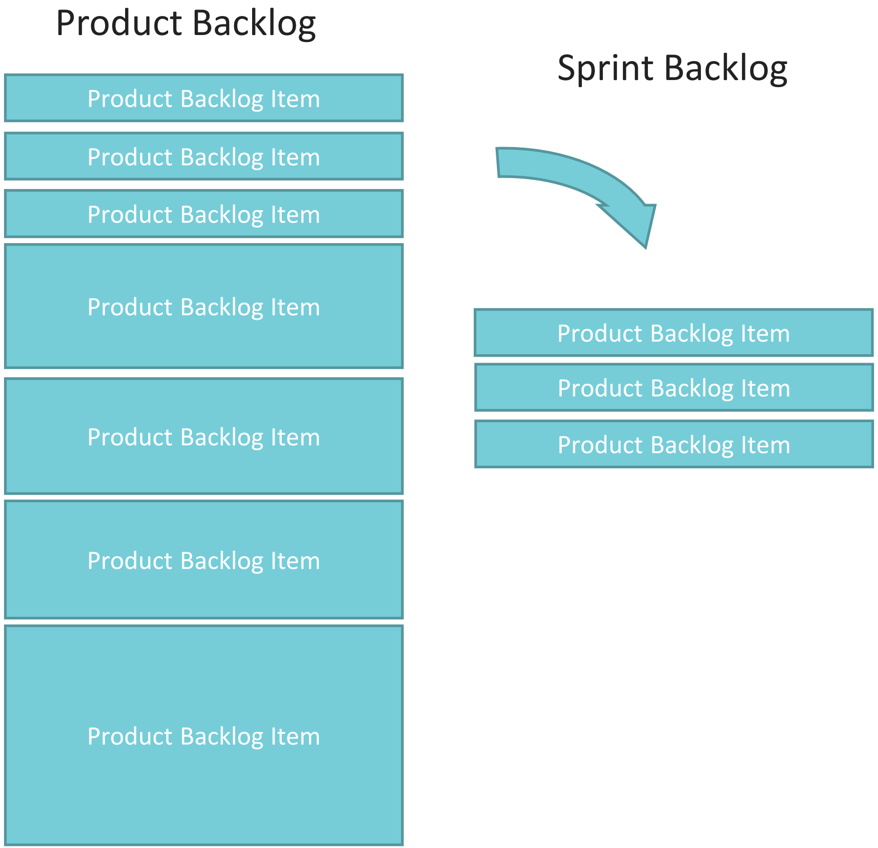


	MONDAY 30	TUESDAY 31	WEDNESDAY 1	THURSDAY 2	FRIDAY 3
9 AM	**Scrum Planning** Microsoft Teams Meeting Mariia Basiuk				
10		**Daily Scrum ;** Microsoft Teams N	**Daily Scrum ;** Microsoft Teams N	**Daily Scrum ;** Microsoft Teams N	**Daily Scrum ;** Microsoft Teams N
11					
12 PM					



	MONDAY 6	TUESDAY 7	WEDNESDAY 8	THURSDAY 9	FRIDAY 10
5 AM					
6					
7					
8					
9					
10	**Daily Scrum;** Microsoft Teams Meeting; Mariia Basiuk	**Daily Scrum;** Microsoft Teams Meeting; Mariia Basiuk	**Daily Scrum;** Microsoft Teams Meeting; Mariia Basiuk	**Daily Scrum;** Microsoft Teams Meeting; Mariia Basiuk	**Daily Scrum;** Microsoft Teams Meeting; Mariia Basiuk
11					**Sprint Review** Microsoft Teams Meeting Mariia Basiuk
12 PM					
1					
2			**Backlog Refinement** Microsoft Teams Meeting Mariia Basiuk		**Sprint Retrospective** Microsoft Teams Meeting Mariia Basiuk
3					
4					
5					
6					
7					

Sprint Planning



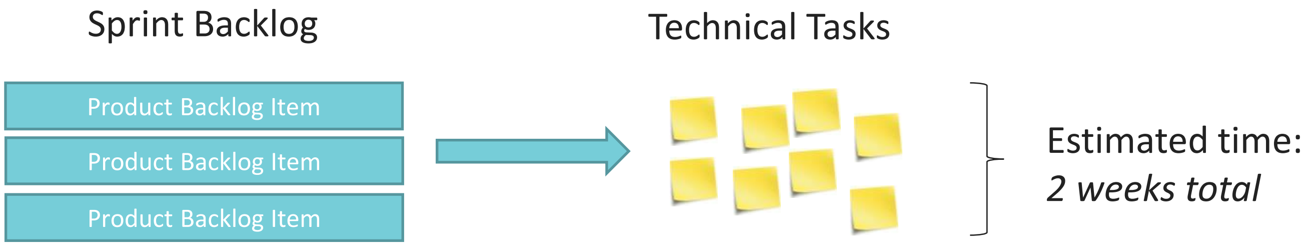
Product Backlog

- Product Backlog Item
- Product Backlog Item
- Product Backlog Item
- Product Backlog Item
- Product Backlog Item
- Product Backlog Item
- Product Backlog Item

Sprint Backlog

- Product Backlog Item
- Product Backlog Item
- Product Backlog Item

Sprint Planning



Sprint Backlog

Technical Tasks

Product Backlog Item

Product Backlog Item

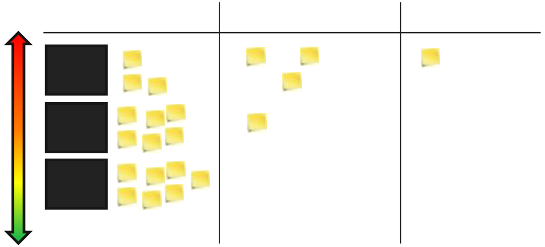
Product Backlog Item

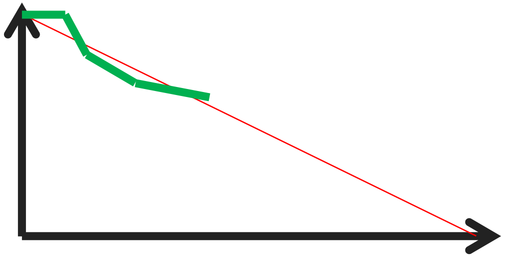
Estimated time:
2 weeks total

Are we able to do this?

Yes! We commit to do this.

Daily Standup





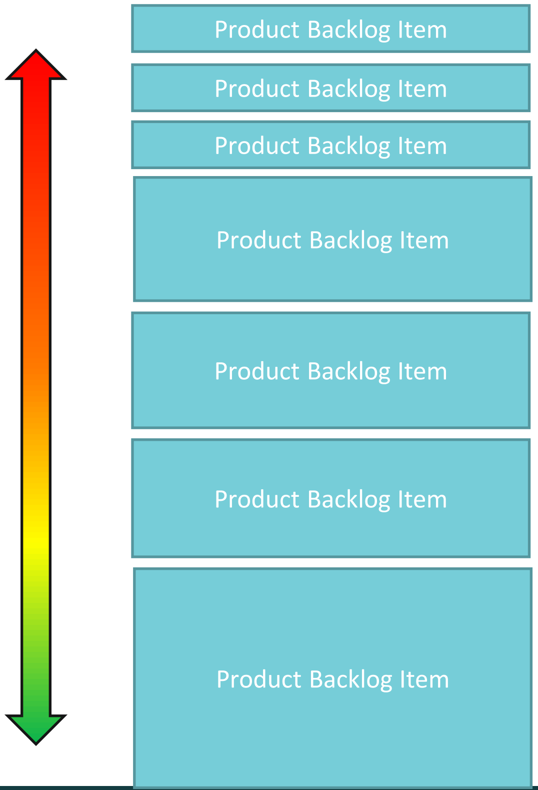
I have some problems with my task

Here what I did yesterday

I will work today on that task

Okay, I’ll think what can be done about that problem

Backlog Refinement



Product Backlog

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Sprint Review

Product Backlog Item

Product Backlog Item

Product Backlog Item

Product Backlog Item

Backlog Item (Not Done)

Backlog Item (Not Done)

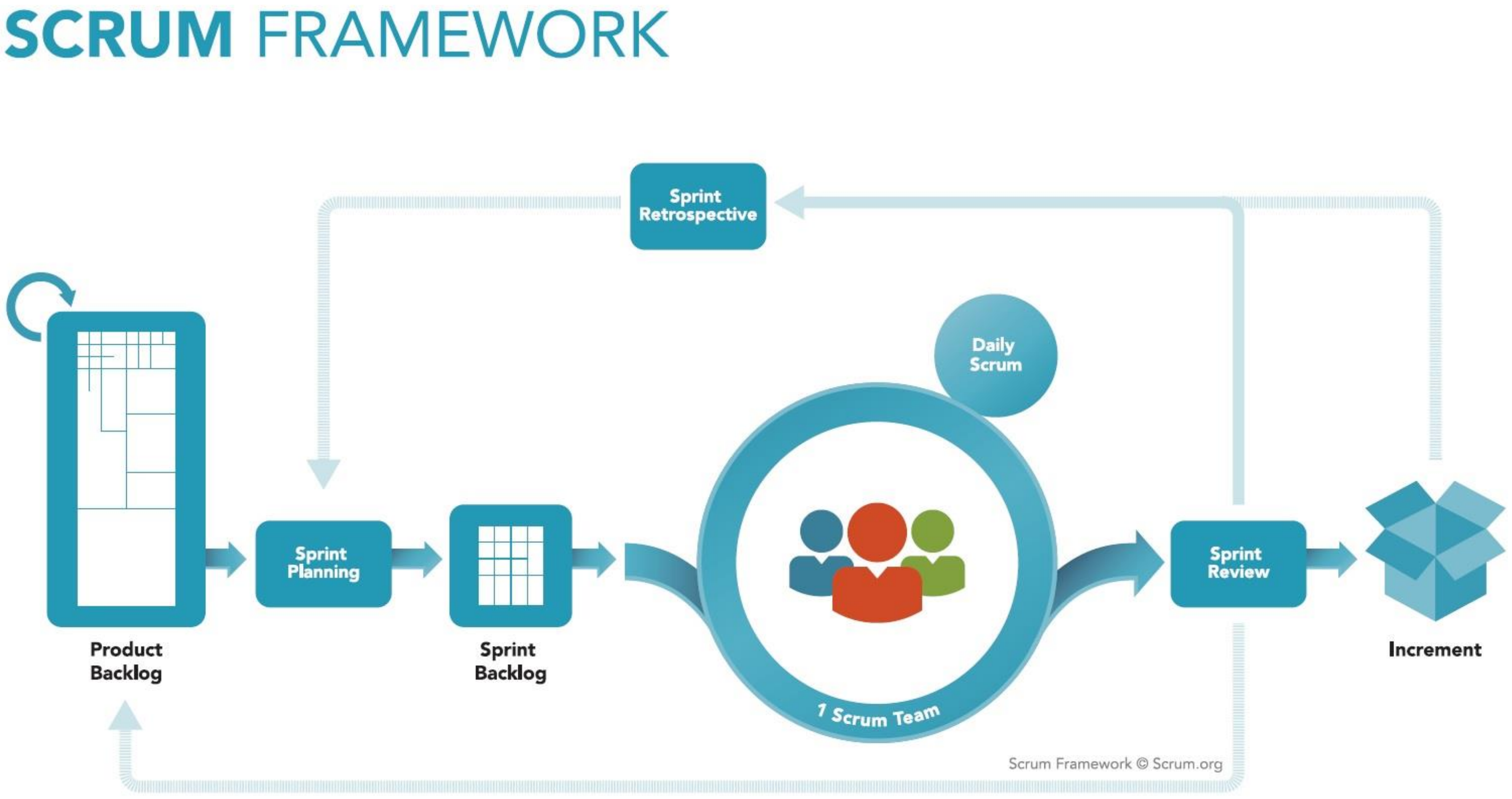
Sprint Retrospective

What did we learn?
What can we do better?

Action Items:

1. ....
2. ....
3. ....
4. ....

Helicopter View for Scrum


SCRUM FRAMEWORK
Sprint Retrospective
Daily Scrum
Product Backlog
Sprint Planning
Sprint Backlog
1 Scrum Team
Sprint Review
Increment

Scrum Framework © Scrum.org

- 1. Build your own “Helicopter View for Scrum ”. Send it as a PDF to **mariia_fedorova@epam.com** with topic **[FE UA][Summer2021] Your Name**.
- 2. Go to https://ideaboardz.com/for/Questions%2014%2F06/3937649 and add there your questions about Scrum, SDLC, etc. Vote for questions you like.
- 3 Go to https://trello.com/invite/b/HSitO9K9/cc59fc6994d55a5d7947e7825bda3763/agile-fun and add funny pictures and jokes about SDLC, Agile, Scrum there. Try to understand why they are so fun.
- 4. Add your feedback via https://ideaboardz.com/for/Feedback%202021-06-14/3937652

TIME FOR DISCUSSION

THANK YOU!