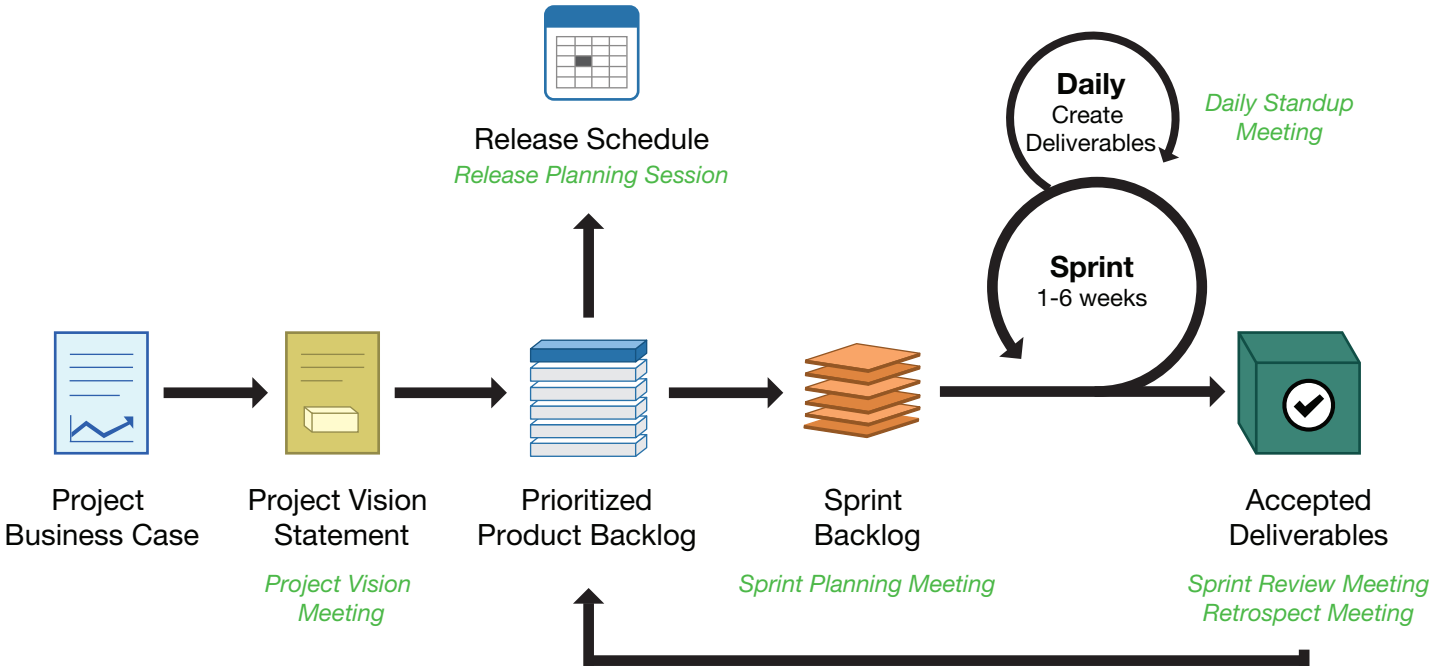
Scrum Flow



Scrum Phases and Processes

Initiate	Plan & Estimate	Implement	Review & Retrospect	Release
Create Project Vision	Create User Stories	Create Deliverables	Demonstrate and Validate Sprint	Ship Deliverables
Identify Scrum Master & Stakeholder(s)	Estimate User Stories	Conduct Daily Standup	Retrospect Sprint	Retrospect Project
Form Scrum Team	Commit User Stories	Groom Prioritized Product Backlog		
Develop Epics	Identify Tasks			
Create Prioritized Product Backlog	Estimate Tasks			
Conduct Release Planning	Create Sprint Backlog			

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SCRUMstudy
Targeting success

SCRUM ON A PAGE

SCRUM PRINCIPLES

Empirical Process Control
Scrum prescribes making decisions based on observation and experimentation rather than detailed upfront planning.

Self-organization
Scrum believes that today's workers have much more knowledge to offer than just their technical expertise and that they deliver greater value when self-organized.

Collaboration
In Scrum, product development is a shared value-creation process that needs all the stakeholders working and interacting together to deliver the greatest value.

Value-based Prioritization
Delivering the greatest value in the shortest amount of time requires prioritization and selection of what could be done from what should be done.

Time-boxing
Time is treated as a limiting constraint and time-boxing is used as the rhythm to which all stakeholders work and contribute.

Iterative Development
The customer may not always be able to define very concrete requirements. The iterative model is more flexible in accommodating changing requirements.

ROLES

CORE:

Product Owner
- Defines the Project Vision and Release Schedule as the "Voice of the Customer"
- Defines customer requirements in the form of Epics/User Stories and clarifies these requirements for team members
- Prioritizes items on the Product Backlog according to business value
- Provides Acceptance/Done Criteria and inspects deliverable(s) to validate them

Scrum Master
- Ensures that Scrum processes are correctly followed by all Scrum Core Team members, including the Product Owner
- Ensures that an ideal project environment exists for the Scrum Team to successfully complete Sprints
- Oversees Release Planning Sessions and convenes other meetings
- Acts as a servant-leader that helps motivate and coach the team

Scrum Team
- Typically a small team of 6-10 members with no further sub-division of teams
- Cross-functional and self-organizing, the Scrum Team enjoys complete autonomy during a Sprint
- Members are generalists across domains and specialists in at least on area
- Responsibility of the work lies with the whole team

NON-CORE ROLE:

Stakeholders
- Customers
- Users
- Sponsors

Vendors
Scrum Guidance Body

ARTIFACTS

Project Vision Statement
Explains the business need the project is intended to meet and should focus on the problem rather than the solution.

Prioritized Product Backlog
A prioritized list of requirements that, when turned into potentially shippable product functionality, will deliver the Project Vision. Owned by the Product Owner.

Sprint Goal
Proposed by the Product Owner and accepted by the team, it is a one sentence aim for the current Sprint.

Sprint Backlog
A list of items the Scrum Team commits to execute in the upcoming Sprint. Any risk mitigating activities are also included as tasks in the Sprint Backlog.

Impediment Log
Impediments or obstacles encountered by the team should be formally recorded by the Scrum Master in an Impediment Log.

Product Increment
The potentially shippable deliverable of the team at the end of each Sprint that satisfies the Acceptance and Done Criteria.

MEETINGS

Project Vision Meeting
Stakeholders meet to identify the business context, business requirements, and stakeholder expectations in order to develop an effective Project Vision Statement.

Release Planning Meeting
The purpose of this meeting it to develop a Release Plan which defines when various sets of usable functionality or products will be delivered to the customer.

Sprint Planning Meeting
The primary output of this meeting is the Sprint Backlog. Task Planning and Task Estimation are accomplished during Sprint Planning. Time-boxed to 8 hours for a 1 month Sprint.

Daily Standup Meeting
Short, daily meeting time-boxed to 15 minutes. Each Scrum Team member answers the following three questions:
- What have I done since the last meeting?
- What do I plan to do before the next me
- What impediments or obstacles (if any) am I currently facing?

Sprint Review Meeting
The Scrum Team presents the completed Sprint deliverables to the Product Owner who either accepts or rejects them based on the defined Acceptance and Done Criteria. Time-boxed to 4 hours for a 1 month Sprint.

Retrospect Sprint Meeting
Team members discuss what went well during the previous Sprint and what did not go well, the goal being to learn and make improvements in the Sprints to follow. Time-boxed to 4 hours for a 1 month Sprint.

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