

Scrum

Agile for Everyone

Typical Software Development Process

Requirements

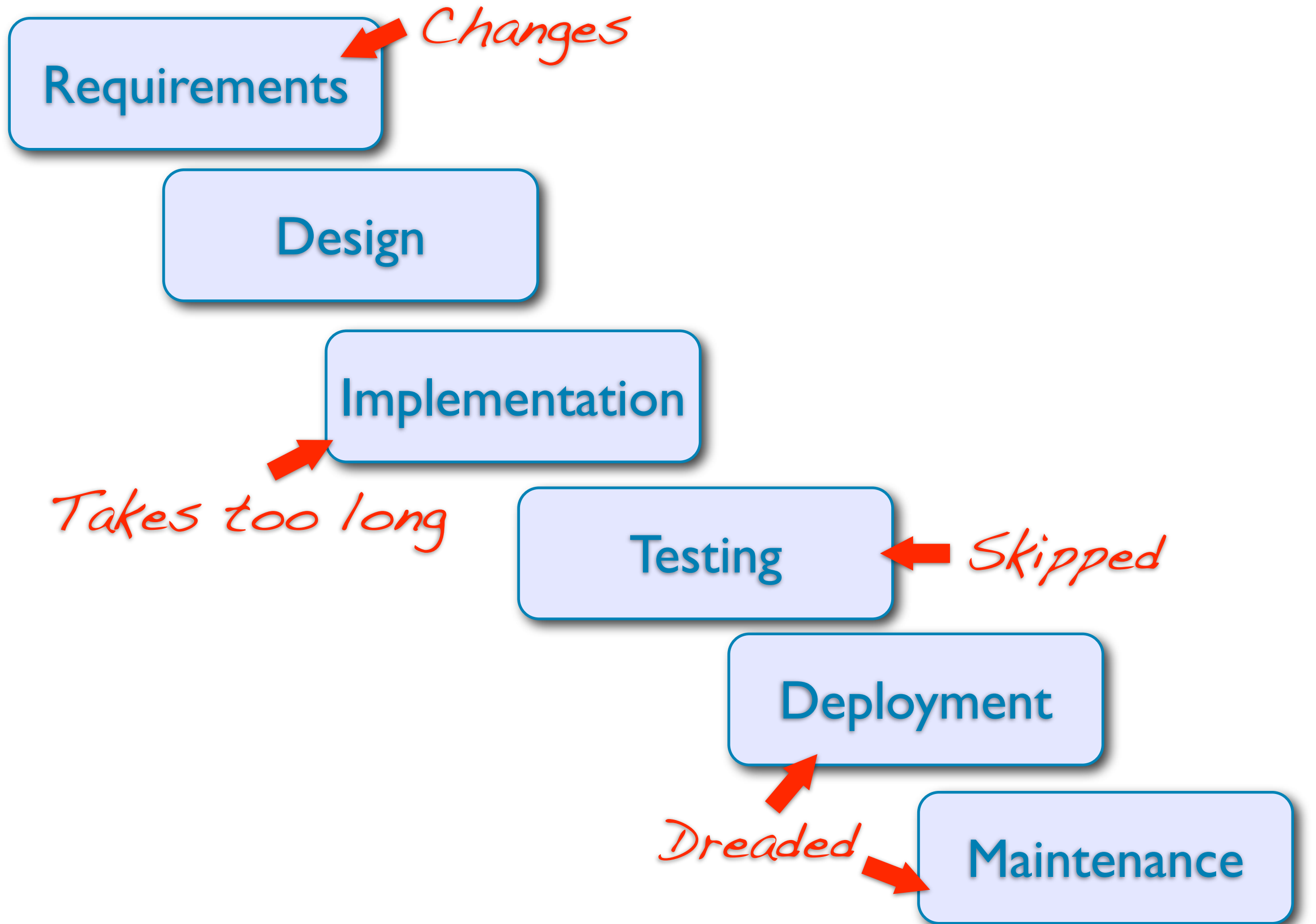
Design

Implementation

Testing

Deployment

Maintenance



Naturally
Chaos!

Accept Reality.

Control Chaos.

Manage
~~Control~~ Chaos.

How?

Scrum.



**A light-weight agile project
management toolkit.**

People
Things
Behaviors

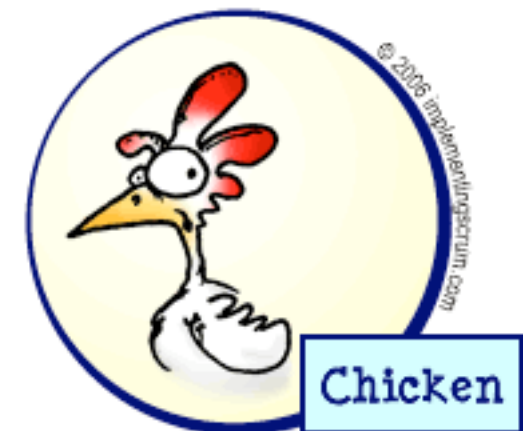
People



Product Owner

Scrum Master

Scrum Team



Things

Things we want to do.

The product.

The product is described as a
list of features: the backlog.



Mozilla@Mozilla - Bug List

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Tue Aug 12 2008 02:37:17 PDT

Bugs found.

	Sev	Pri	OS	Assignee	Status	Resolution	Summary
50146	nor	--	Mac	kaie@kuix.de	UNCO		The new XUL security error pages are not shown and I cannot add security exceptions.
50077	nor	--	All	nobody@mozilla.org	UNCO		firefox flash-plugin wmode=transparent causes flurry behavior displaying Flash UI-Components
50078	nor	--	Wind	nobody@mozilla.org	UNCO		HTTP1.1 Keep-Alive mechanism and having a small WEB-Server with only 2 open sockets. -> Not all elements are shown.
50084	nor	--	Wind	nobody@mozilla.org	UNCO		uncaught exeption while self.location.href calling with url cotaining url paramet with "partner" string in name
50085	enh	--	Wind	nobody@mozilla.org	UNCO		Mail Merge with database (or predefined fields) like microsoft office
50088	nor	--	All	nobody@mozilla.org	UNCO		Line breaking regression (in Chinese and other languages)
50099	enh	--	All	nobody@mozilla.org	UNCO		Add functionality to remove cached HTTP Authentication credentials
50100	nor	--	Linu	nobody@mozilla.org	UNCO		Linked <button></button> being submitted twice
50101	nor	--	Wind	nobody@mozilla.org	UNCO		rendering problem with iframe drag & drop
50112	nor	--	Linu	nobody@mozilla.org	UNCO		HTMLModElement has no prototype
50113	nor	--	Mac	nobody@mozilla.org	UNCO		sends via the non-default account until i delete all other smtp accounts except intended one
50118	cri	--	Linu	nobody@mozilla.org	UNCO		Firefox 3.0.0 and 3.0.1 dump core when the IBM Java 1.4.2 plugin is installed we open 'about:plugins'.
50123	maj	--	Wind	nobody@mozilla.org	UNCO		Youtube video blocks/freezes after two seconds of play
50128	maj	--	Wind	nobody@mozilla.org	UNCO		Imap connection "spam" makes client "unresponsive", executing same command over and over
50135	nor	--	Linu	nobody@mozilla.org	UNCO		web page Navigation buttons are not shown
50151	maj	--	All	nobody@mozilla.org	UNCO		Thunderbird does not form ligatures in fonts under 20 pixels
50152	nor	--	All	nobody@mozilla.org	UNCO		Multiple Passwords on one form causes a change password pop up for an non-related user.
50157	cri	--	Wind	nobody@mozilla.org	UNCO		seamonkey hangs ~90 secs on page load & crashes on exit, when movie played

Backlog

The features are described in
terms of **user stories**.

The scrum team **estimates** the **work** associated with each story.

Features in the backlog are
ranked in order of importance.

Result: a ranked and weighted list
of product features, a roadmap.

The product owner
owns
the product backlog.

Scrum

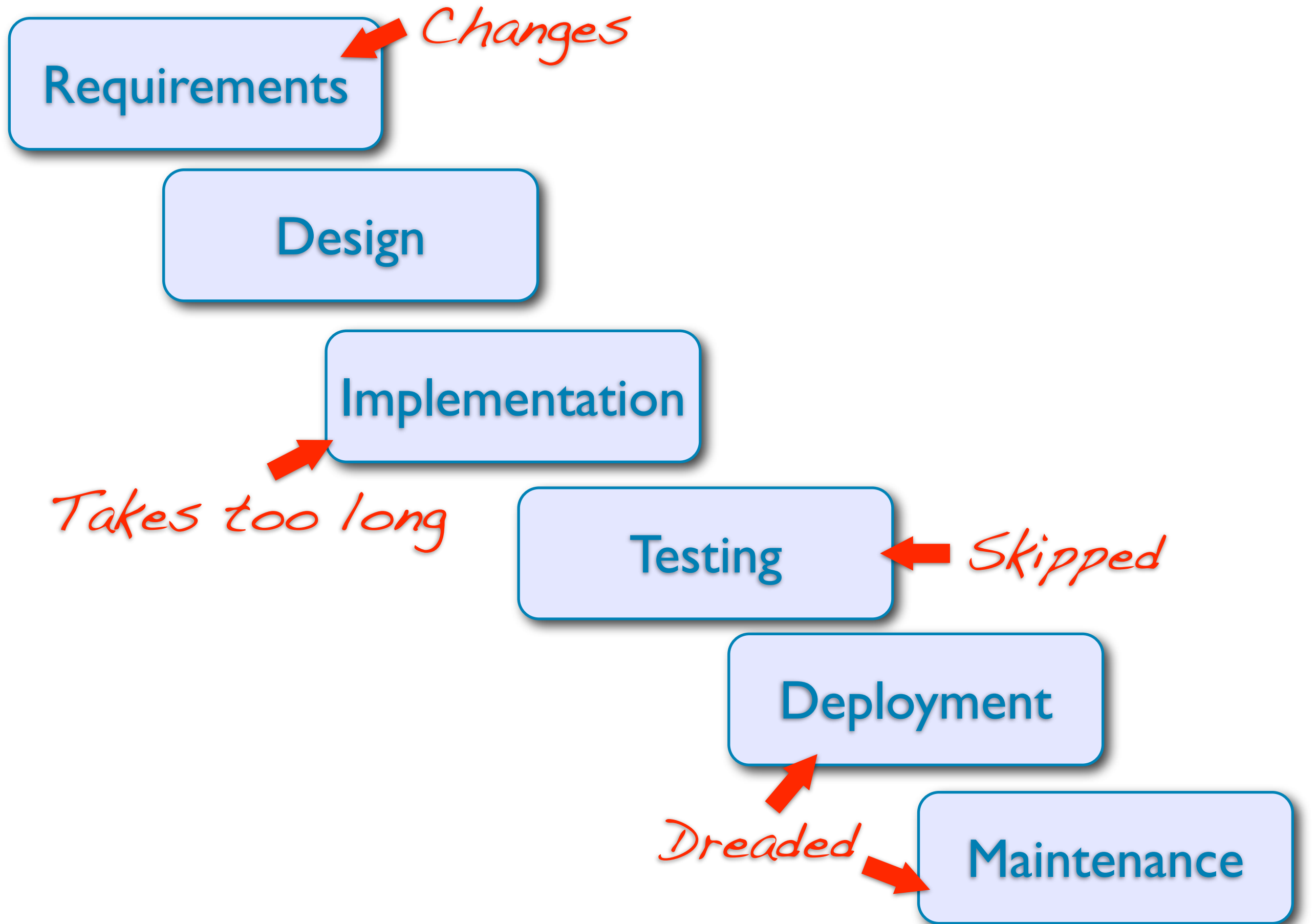
People

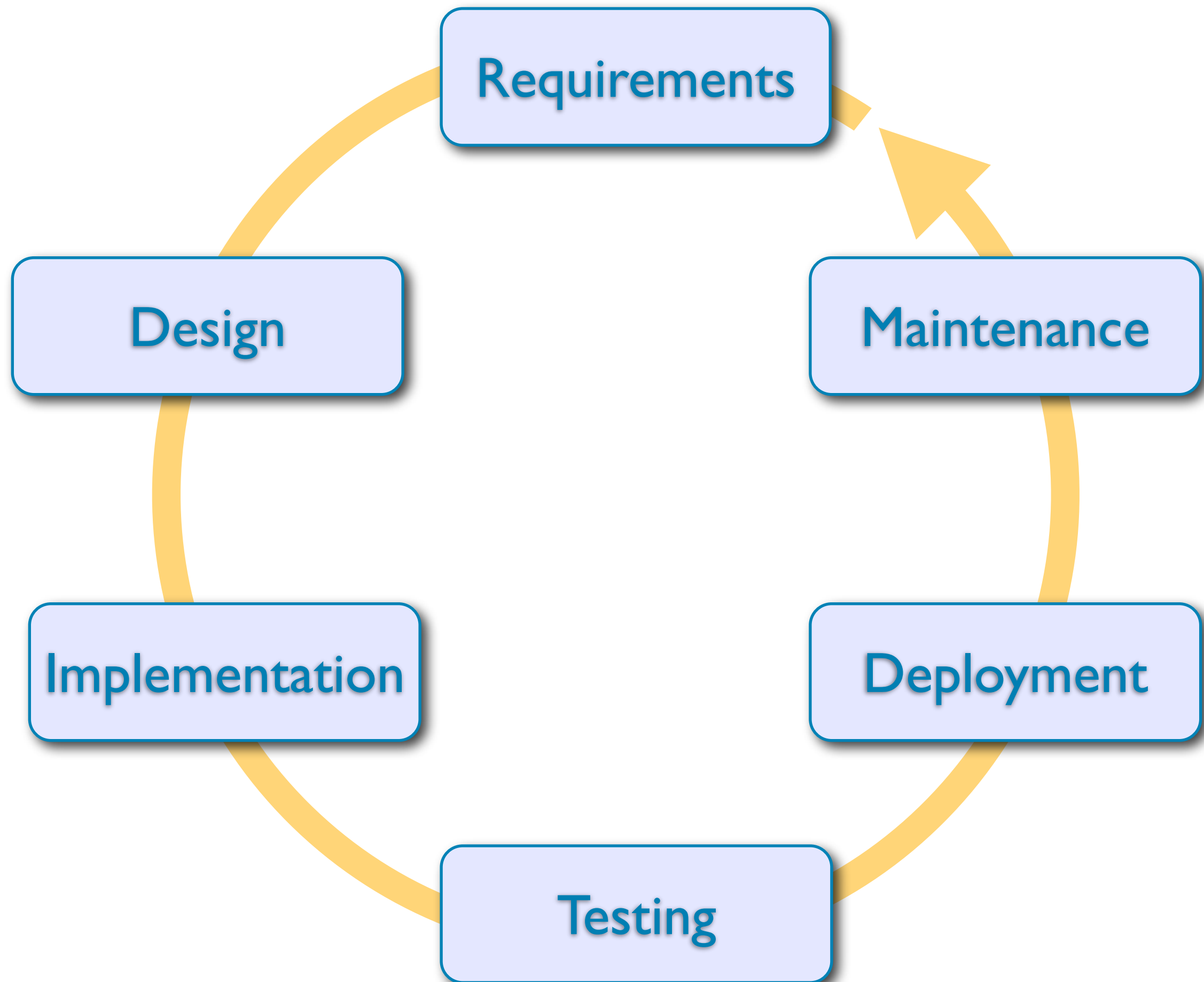
- ▶ Product Owner
- ▶ Scrum Master
- ▶ Scrum Team

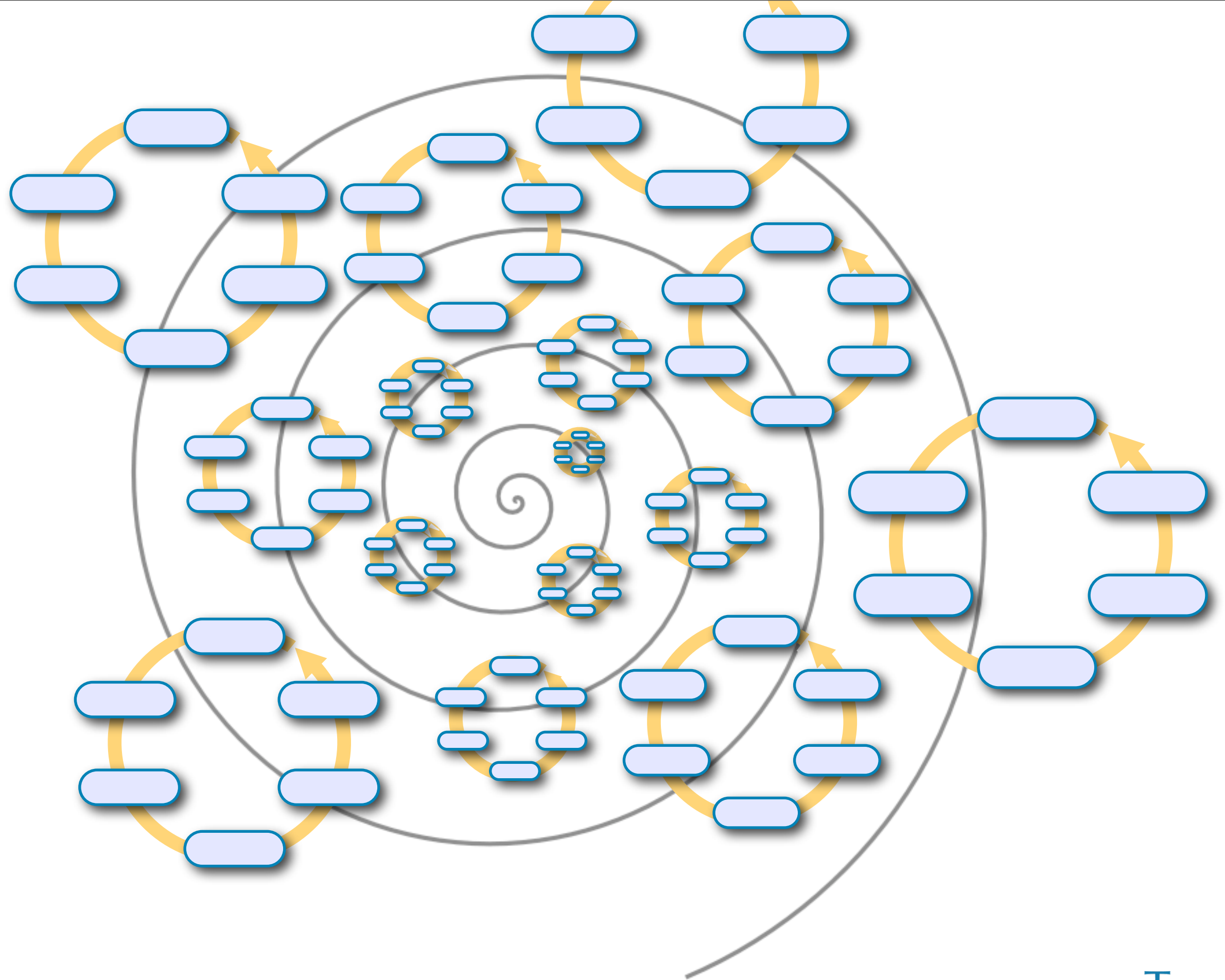
Things

- ▶ Product Backlog
- ▶ Stories
- ▶ Estimates

Behaviors







Why Iterative?

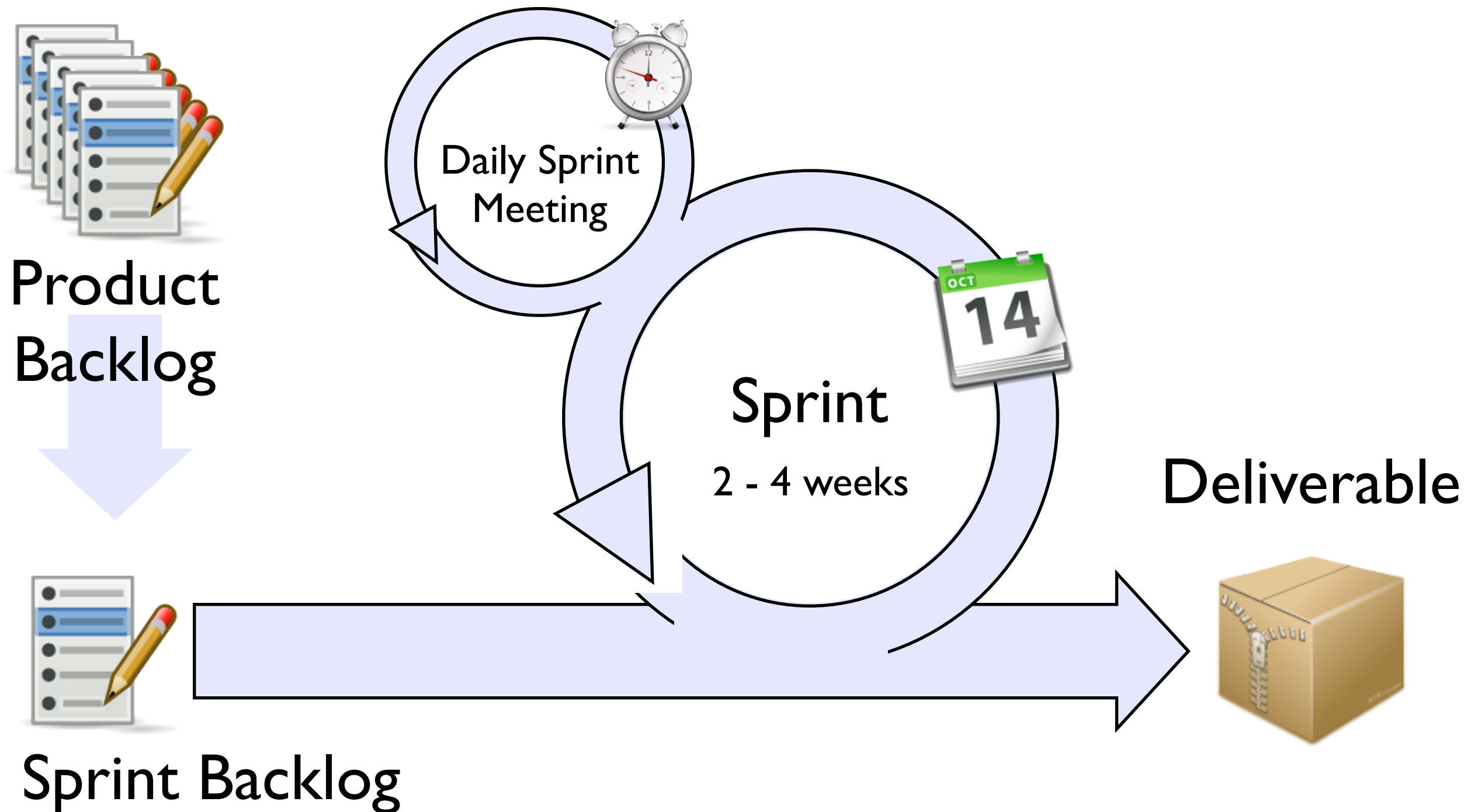
Prototype leads to Product.

Rapid Feedback.

Reduced Risk.

Iterations = Sprints
2 - 4 Weeks

Scrum Sprint Cycle



Each sprint has very specific,
measurable, attainable goals.

Sprints start with a planning meeting.
Sprints end with a retrospective.

At the planning meeting, we
commit to an amount of work.

**We make cursory plans
and assignments.**

Sprint Runway

Take off

In Flight

Landing

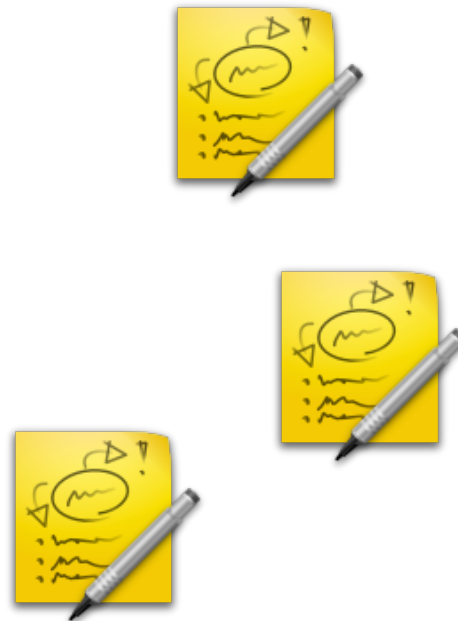


Sprint Runway

Take off



In Flight



Landing

Sprint Runway

Take off

In Flight

Landing

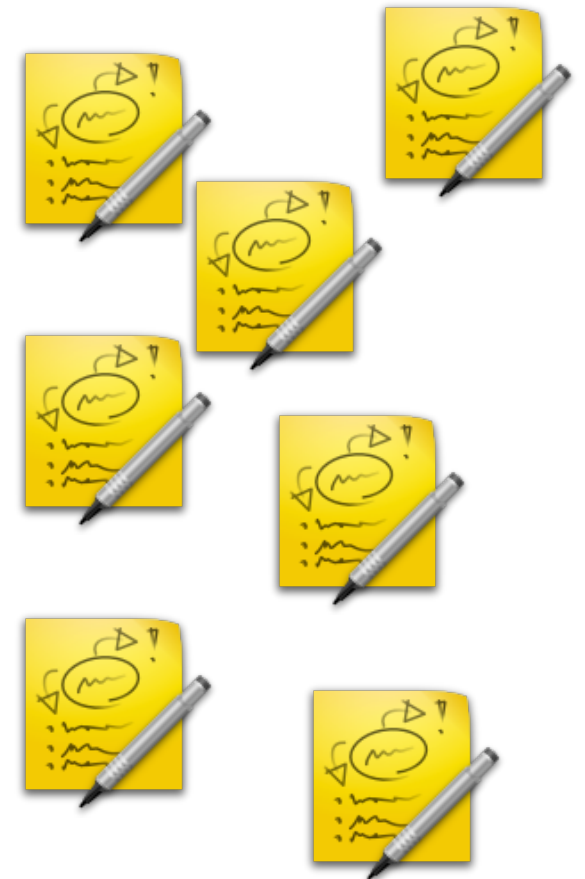


Sprint Runway

Take off

In Flight

Landing

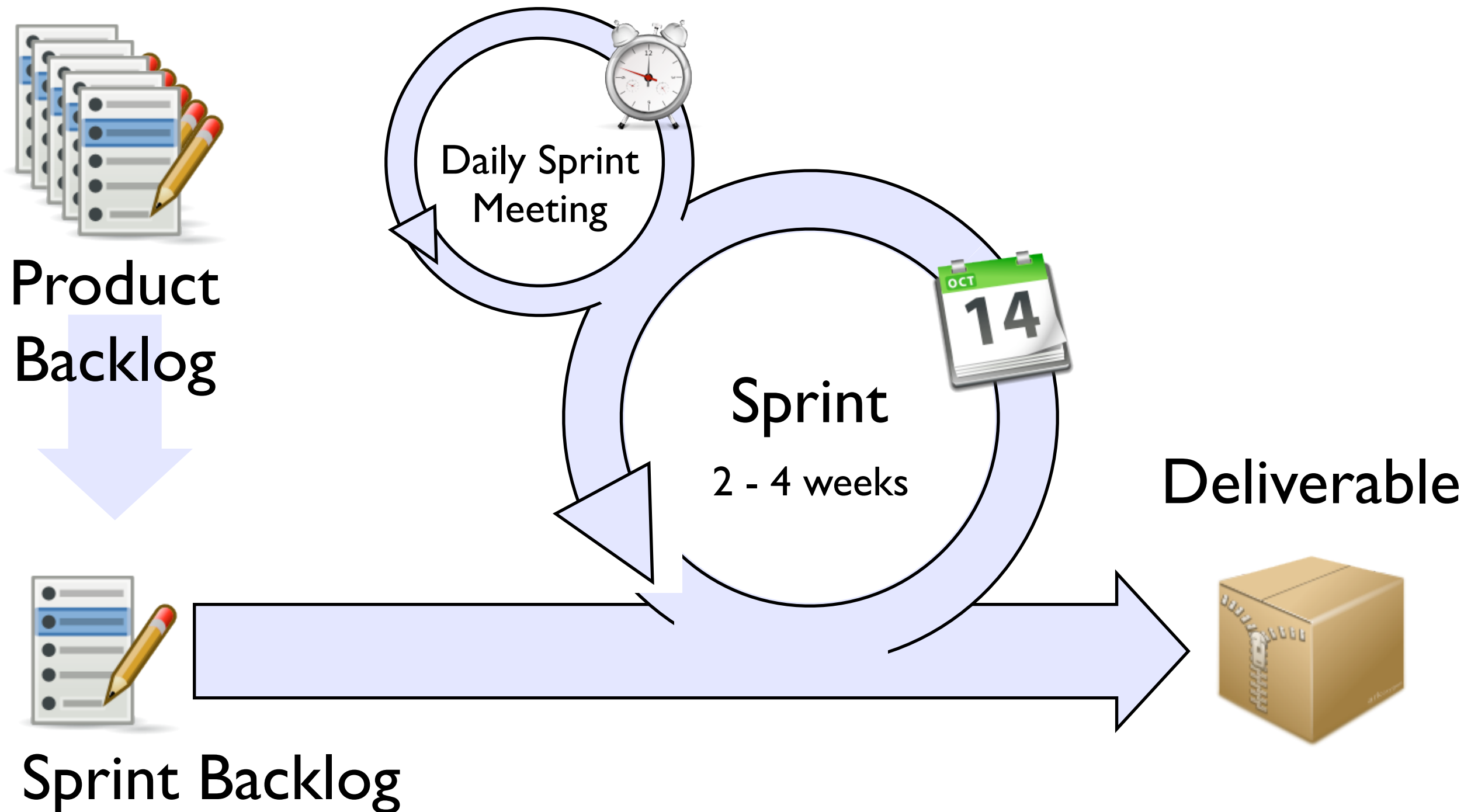


Each day we have a
daily scrum meeting.

1. What did you do?
2. Any obstacles?
3. What will you do?

Behaviors

Scrum Sprint Cycle



Sprints

Planning Meeting

Retrospective

Daily Meetings

Why Scrum?

It's simple.

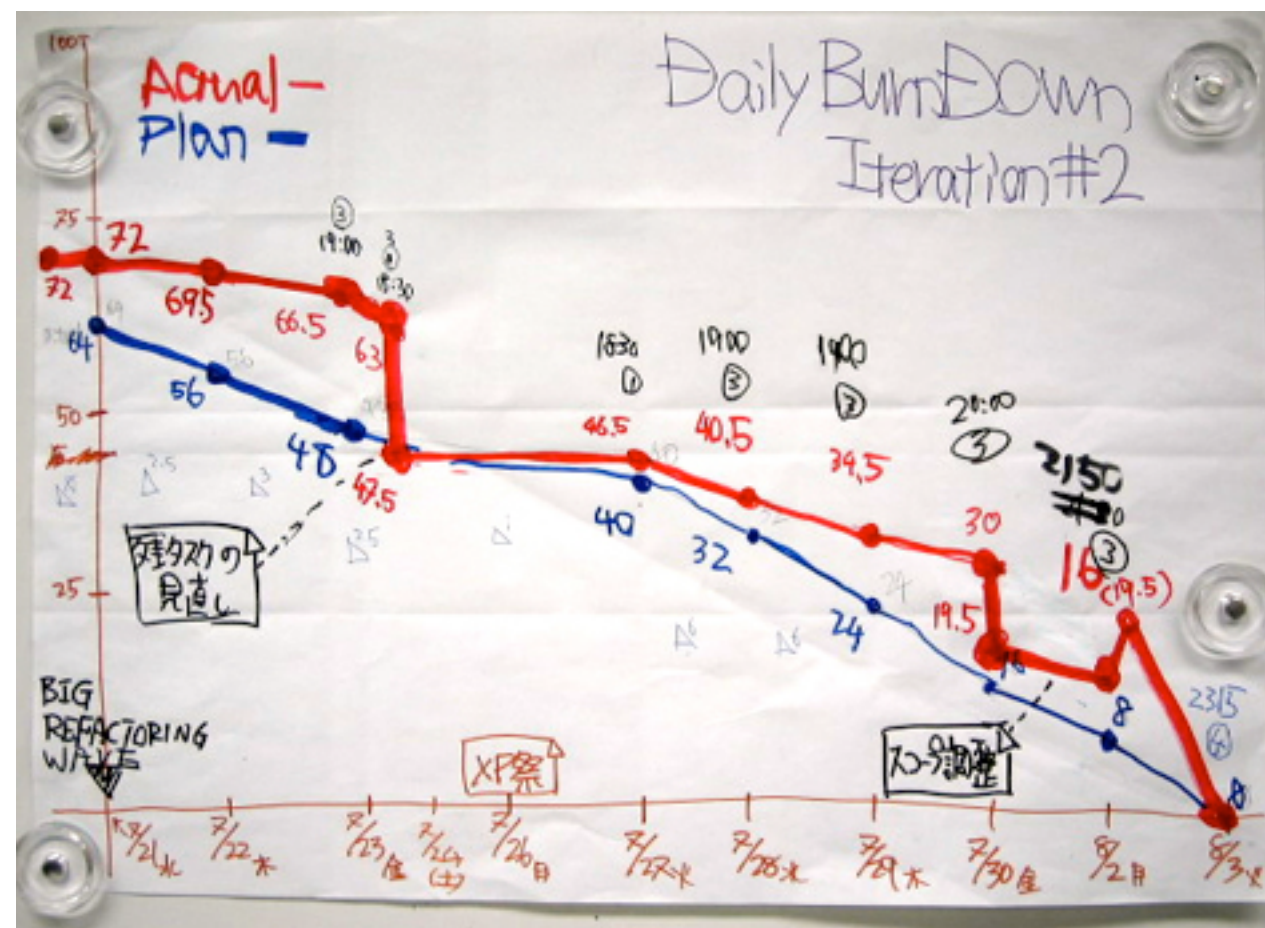
It's un-opinionated.

It provides clear measures.

Each story is estimated.

Over time, we can improve
estimates and notice trends.

Burn-down and Velocity.



Keeps team focused.

Maintains flexibility.

How do we start?

1. Committed people.
2. Create product backlog.
3. Start iterating.

**It can take several sprints
before it feels natural.**

Don't get stuck in **process.**

Don't get stuck in **meetings.**

Don't thrash the backlog.

Do keep trying.

Scrum

<http://infoq.com/books/scrum-checklists>

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