

Scrum Reading and Scrum Guide Assignment

Day 1: 4 pages each

Scrum Guide:

Scrum is a framework for those complex products that consists of a teams with roles, events, artifacts, and rules. Implementing a project using scrum involves three main things, transparency, inspection, and adaptation. Transparency is making sure all aspects of a project are common and shared with everyone working on the project as well as having a good understanding of what the project is. Inspection involves checking up on the progress of the sprints for the project and must not be as frequent. Adaptation happens when more than one aspect of the process for the product is unacceptable and must be adjusted.

Scrum Reading:

An agile method is a framework rather than a specification adaptable for different groups and projects. That is the reason why it is the most popular method. There are different roles for the group involved in this process. Starting with project owner, who oversees the composition of the product. They determine the process of how things will be done for a product. Next, scrum master guides the team through this developmental process and protects team from people not involved in the process. At last, the team members decide how to build the product by dividing up the tasks. However, the team members must have the skills necessary to maximize productivity and quickly finish the process.

Day 2: 4 pages each

Scrum Guide:

To build a product a scrum team is necessary which consists of the product owner, scrum master, and a developmental team. The teams are self-organizing and cross-functional, meaning they decide what to do with the right tools needed for a product without the dependency of someone outside the team. Products being built can be both incremental or iterative. For this reason, a working version of the product must be done. This also allows to team to get some feedback on their product. Along with this each part of the scrum team have their own individual rules described in the previous paragraph.

Scrum Reading:

Next part of the reading describes scrum activities such as a sprint, a part of the developmental iterative process which adds something to the product in accordance to the value of a customer's wants for a product. These sprints consist of four parts, planning, execution, reviews and retrospective. Planning consists of the whole team deciding on what product backlog items (PBI) to prioritize and accomplish, product backlog is a prioritized list of features for a product that are yet to be implemented. Next, the execution involves the actual implementation of a PBI which is then reviewed in a meeting after the sprint ends for further additions of features or functions to

the product. After the review, the team discusses how to improve the next sprint depending on the progress for the previous sprint.

Day 3: 4 pages each

Scrum Guide:

Scrum events are mounted with a given timeframe that means once a sprint is ongoing it can't be shortened or prolonged, not outlined within the start. Everything about the sprint is outlined within the previous paragraph, however, the way to cancel one isn't. Therefore, solely the merchandise owner has authorization for canceling a sprint before it's over. This happens if something concerning the present product changes. Usually, a sprint involves a goal for the merchandise backlog that the development team should meet. Another issue the guide discusses may be a daily start, that may be a 15-minute meeting for the event team to come to a decision what they're going to do at intervals the subsequent twenty-four hours. This helps the team examine their progress towards a sprint goal.

Scrum Reading:

Next part of the reading discusses how to keep progress of the projects a team is working on using task boards and burn charts. There are two types of burn charts, burn up and burn down. Burn down shows the yet to be accomplished tasks while burn up shows the accomplished tasks. While both are used, burn down is preferred for sprints. A task board shows all the tasks needed to be done in a sprint by breaking them down into smaller units of tasks like to do, in progress, and done in accordance to PBI stories.

Day 4: 2 pages each

Scrum Guide:

At last, the last two topics covered in the guide are artifact transparency and the definition of "done". In terms of transparency, it is extremely important that all the artifacts are completely clear and understood by the scrum team. It is the scrum master's job to detect incomplete transparencies and help lead the team to the final goal they were meant to accomplish. As for the definition of "done", every member in the team must have the same definition for when the incrementation and implementation of a product is accomplished.

Scrum Reading:

Finally, the scrum reading discusses other scrum practices such as: daily scrum, story-time, cross functional teams, and planning poker. Daily scrum is a short 15-minute meeting which is a discussion for the tasks that are done, in progress, and yet to be done. Story-time is a meeting between the product owner and the scrum team to groom the product backlog. Cross functional teams are all the team members sharing too much workload when necessary, this helps the members increase their skills. Finally, planning poker are story point cards used to estimate product backlog items.