

STUDENT VERSION (Week-19)



CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

- ▶ Icebreaking
- ▶ Flashback Scrum
- ▶ Flashback Jira Cloud
- ▶ Video of the week
- ▶ UX/UI Portfolio Project
- ▶ Graduation project

Teamwork Schedule

Ice-breaking	3m	
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- Personal Questions (Stay at home & Corona, Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

Team work	2m	
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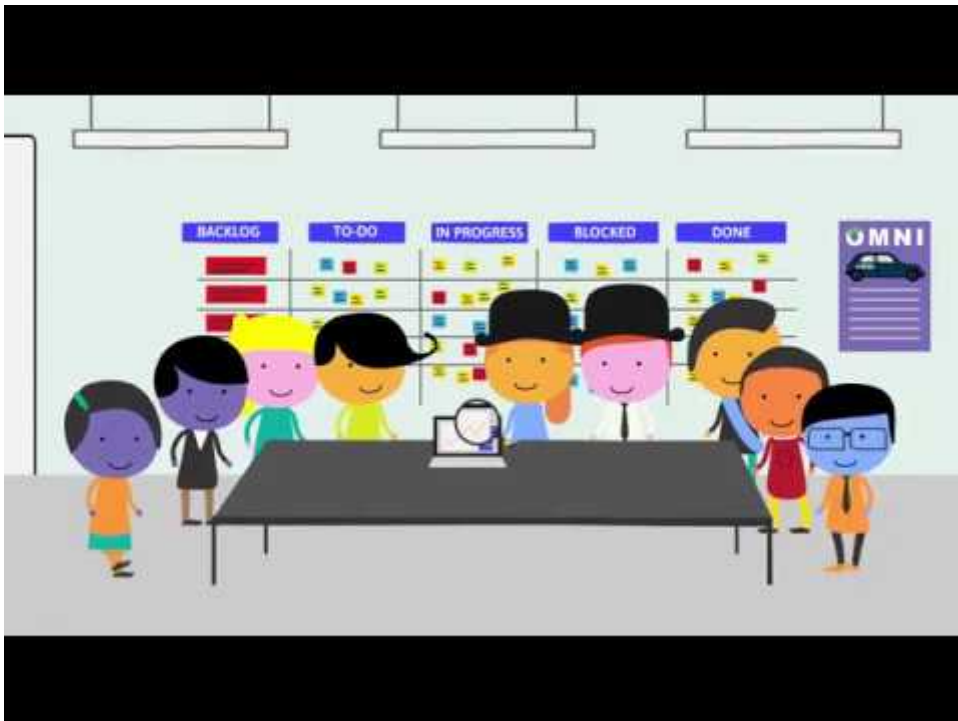
- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

Flashback Scrum	15m	
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Scrum is one the most popular Agile frameworks. Most of this is due to its ability to provide clear guidance and rules for teams that use it. However, remembering all of these rules is not easy. And sometimes you just need a quick reminder to get back on track. We will make a quick revisit to the early days of the course.

Scrum

Scrum has been the most popular Agile framework for quite some time now and this is not going to change any time soon. The framework is easy to understand and covers various business management aspects, making it easy to pick up and keep up. Compared to Kanban that provides only vague guidance for its practitioners, Scrum rules are very extensive and restrictive. However, this is just what most new Agile practitioners are after and they pick Scrum in order to have a good start with Agile.



Process Organization

Process

Scrum projects are organized in short iterations (Sprints), during which the team plans, executes and reviews work. After each Sprint the team adds incremental value to the end goal. This does not have to be a new product release, just an additional value to the product.

Task size

Scrum tasks can be of varying sizes, however no task should exceed the duration of the Sprint. If you have tasks that come close to the Sprint duration, split them up into several smaller ones.

Task assignment

Team members self-assign tasks by choosing them from the Sprint backlog. This is usually done before the Sprint begins, but the assignments can change during the iteration.

New tasks in an iteration

Once a Sprint has started no new tasks can be added to the Sprint backlog. Any new issues are added to the backlog for the next Sprint.

Roles

Product Owner – represents client interests and prioritizes Product Backlog. Core responsibility – communication.

Scrum Team – cross-functional team of professionals that self organize to meet the Sprint goal. Core responsibility – delivering value.

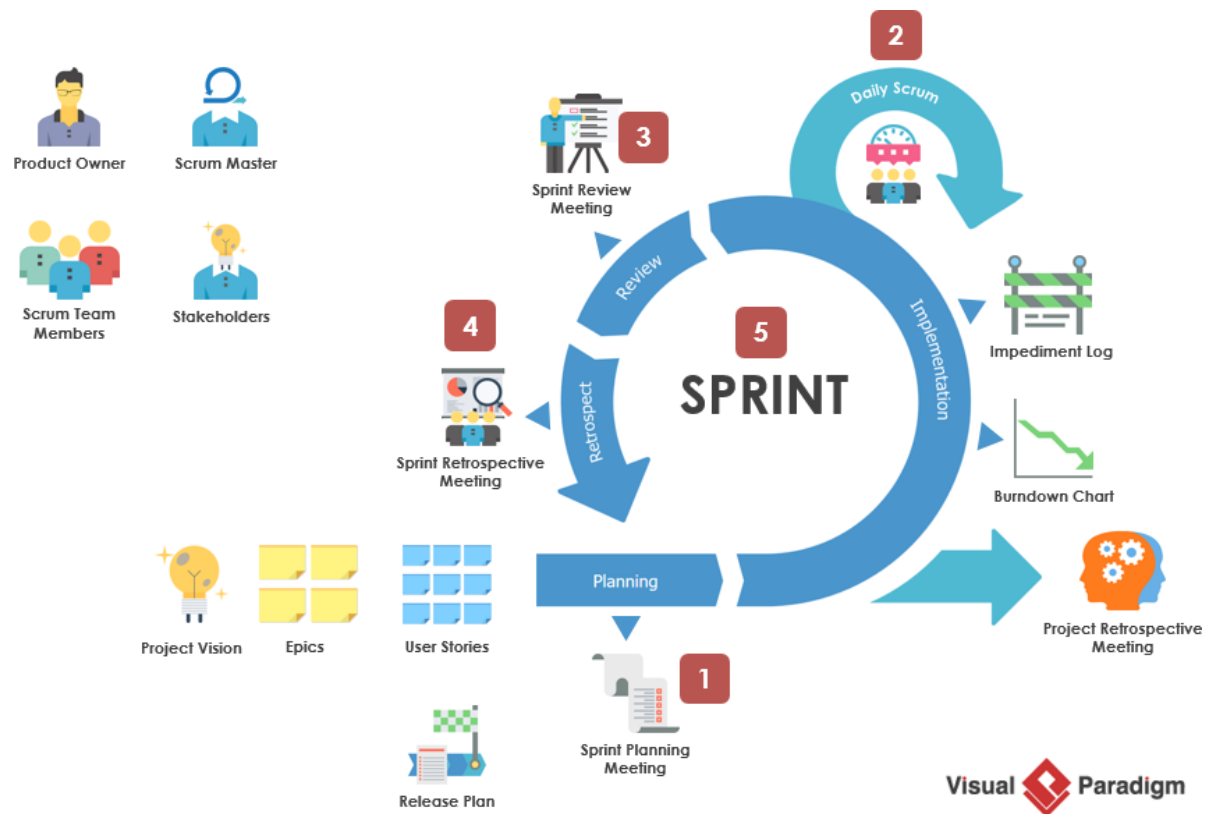
Scrum Master – facilitates the Scrum application and helps ease the organizational transition. Core responsibility – Scrum application.

Iterations

Scrum iterations are called Sprints. They are planned and executed one at a time and usually last 1-4 weeks. Sprint duration is decided before the Sprint begins and cannot be changed before a new Sprint begins.

Estimation

Scrum teams use Story points or hours to estimate the task size. This is done during the Sprint planning with the entire Scrum team.



Scrum events

Sprint Planning – an 8 hour session where the Product Owner and the Scrum Team decide what the team should accomplish in the next Sprint. This includes setting the Sprint goal and choosing user stories that help achieve it.

Daily Scrum – a 15 minute meeting where each of the team members present what they have done yesterday, what they have planned for today and how does it help achieve the end goal.

Sprint Review – a 4 hour meeting for the Scrum Team, Product owner and the stakeholders to discuss what was done during the Sprint, gather feedback and adjust course of action.

Sprint Retrospective – a 3 hour discussion between the Scrum Team and the Scrum Master on how the process could be improved and made more effective in the next Sprint. It is a good practice to take at least one of the discussed solutions and implement it in the next Sprint.

Sprint – 1-4 week iteration during which the Scrum Team delivers an incremental added value to the end product or goal. This can be a new product version or simply a needed improvement.

Scrum task board



Scrum task board is usually combined out of 4 sections (but may differ as seen above) – Product Backlog where Product Owner places user stories, Sprint Backlog where Scrum Team plans tasks, Doing for tracking the tasks in progress and Done for completed tasks.

Scope limits

Scrum limits the amount of work the team does in one iteration by having a clear set duration of the Sprint. The team cannot commit to more work that fits within one Sprint.

Prioritization

Scrum uses the Product Backlog to prioritize the most important user stories. The Scrum Team picks the most important items during Sprint Planning and works on the during the next Sprint.

Terminology

Product backlog

This is the first column on the Scrum task board. It holds all the prioritized epics and user stories and represents a project plan. Curated by the Product Owner.

Sprint backlog

This is the second column on the board that holds all the tasks planned for the current Sprint. It represents a Sprint plan and is curated by the Scrum Team.

User story

This is a short description of a client requirement. Usually written in a form similar to this: As a ... I want ..., so thatUsed to gather user requirements and feedback.

Epic

A large user story that cannot be delivered as defined in one iteration. Usually divided into smaller user stories before the Scrum Team commits to it.

Story point

A measuring unit used to estimate task duration. One story point could mean anything and it is up to the team to define it – in hours, money or size of tasks.

Burndown chart

A Scrum chart displaying how the number of incomplete tasks decreases over time. Can be used to identify issues when the number of tasks stops decreasing all of a sudden.

For a handy summary : [Scrum Cheat Sheet](#)

Interview Questions	10m	
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1. What is the most important function of a Scrum master?

Answer:

2. What is a user story?

Answer:

3. What is Jira?

Answer:

4. Explain the JIRA workflow?

Answer:

Flashback Jira Cloud	10m	
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Please visit Atlassian [Getting started with Jira tutorial: 6 basic steps](#) and review jira cloud usage.

Videos of the Week	10m	
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- [Jira Tutorial Part1 - Introduction to Jira Tool & How to use Jira on Cloud](#)



- [Jira Tutorial Part2 - How to create Project & How to add users in Jira](#)



UX/UI Portfolio Project	10m	
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Please visit the site [UX/UI portfolio projects for beginners #1 Blog Website](#) and review the guidelines for designing a blog site.

Graduation Hands-on Project	10m	
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The Graduation Project outline [link](#).

Closing	5m	
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-QA Session
