



 **GDG Rzeszów** | **G2A**.COM

Scrum in practice

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Scrum

✓ Roles + events + artifacts + rules = Scrum

Framework

✓ The definition of „done“

💰 Lower cost of projects

➡ The same rules that apply, but different ways of organizing work

⚙️ The empirical process





Who is
Scrum for?

The risks in Scrum



Inefficient meetings



Relationships between teams



Sprint modifications

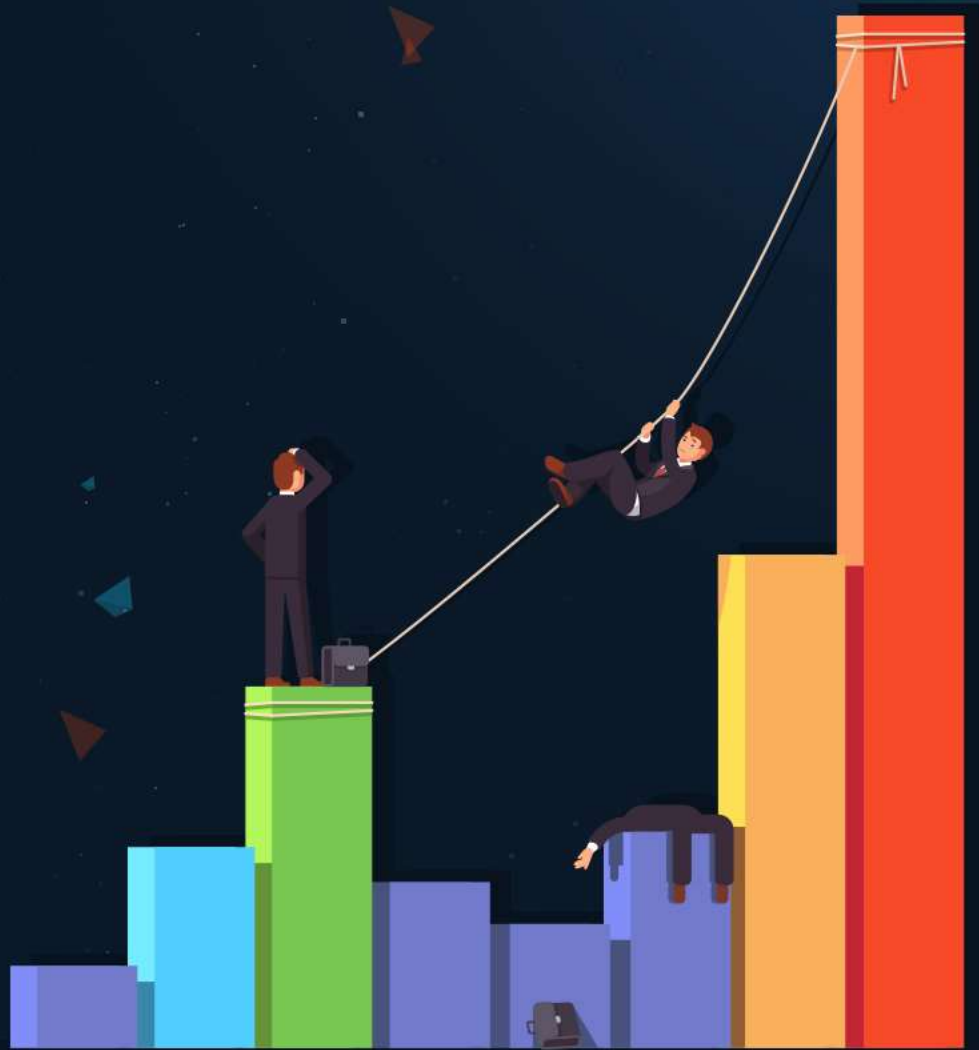


Inconsistent rule application



Deadlines

The risks of Scrum



Uniform nomenclature



Not for all projects



Different interpretations



Theory in practice



Agility is not improvisation and chaos



Remote work

Review



Repeating
the problem
is not a solution



Business plan



Review \neq Demo



Inviting guests

Planning



The goal of
a sprint



Priorities



Holidays



Distribution
of tasks



Product Backlogs Refinement



Continuous work
on the product



Vision of the project



Improving information



The team estimates
the effort



Different methods
of valuation tasks



Lack of discussion

Retrospective

Repeating the problem
is not a solution



Scrum master



- 🤝 Tracks the progress
- 🤝 Carrot and stick method?
- 🔗 A coach or a friend?
- 🔗 Several teams
- 🔧 Doesn't solve all problems
- 🔧 Rotation between different teams
- ↔️ Helps in finding the right solution
- ✖️ Scrum Master ≠ Project Managerem

Development Team



Cooperation



Punctuality



Share work



Boredom



Impact on the project



One answer to all:
we are agile



Change in the
composition








Individualists



Reluctance to scrum



Product owner

-  Lack of time
-  Little contact with the team
-  Delegating work to others
-  Vision of the project
-  Variability





**Thank you for
your attention**

