

# Scrum events



# Events

- Each event in Scrum is a formal opportunity to inspect and adapt Scrum artifacts
- specifically designed to enable transparency
  - Failure to operate any events as prescribed results in lost opportunities to inspect and adapt
- Events are used to create:
  - regularity
  - minimize the need for meetings not defined in Scrum
- Optimally, events are held at the same time and place to reduce complexity



# Events: Sprint (1/2)

- Sprints are the heartbeat of Scrum
- Fixed length events of one month or less to create consistency
- New Sprint starts immediately after the conclusion of the previous Sprint
- During the Sprint:
  - No changes are made that would endanger the Sprint Goal
  - Quality does not decrease
  - The Product Backlog is refined as needed
  - Scope may be clarified and renegotiated

# Events: Sprint (2/2) (directy from 2020 guide)

- Various practices exist to forecast progress, like burn-downs, burn-ups, or cumulative flows. While proven useful, these do not replace the importance of empiricism. In complex environments, what will happen is unknown. Only what has already happened may be used for forward-looking decision making.
- A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint.

# The Rong way to do Agile Planning



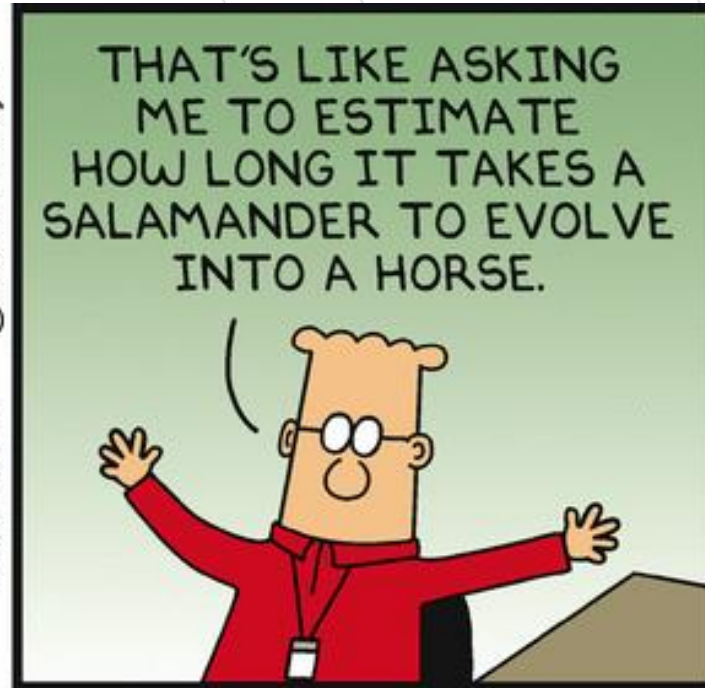
# Sprint Planning /Refinement meeting

- Backlog Refinement Meeting
- CollabNet [scrumtrainingseries.com](https://scrumtrainingseries.com)
- Michael James

- 13 min



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# Events: Sprint planning

- Initiates the Sprint by laying out the work to be performed for the Sprint
  - Plans the work for 1 sprint
- Entire Scrum Team
  - Scrum Team may invite others to provide advice
- Time box 8 hours for a one month Sprint
  - For shorter Sprints, the event is usually shorter.
- Addresses the following topics:
  - Why is this Sprint valuable?<sup>2020</sup>
  - What can be Done this Sprint?
  - How will the chosen work get done?



# Sprint Planning

- Sprint Planning Meeting
- CollabNet [scrumtrainingseries.com](https://scrumtrainingseries.com)
- Michael James

- 10 min

# Sprintplanning Topic 1:

## Why is this Sprint valuable?

- PO proposes how the product could increase its value and
- Scrum Team collaborates to define a Sprint Goal
  - To inform stakeholders why the Sprint is valuable
- Must be finalized prior to the end of Sprint Planning.

# Sprintplanning Topic 2:

## What can be Done this Sprint?

- Developers select items from the Product Backlog to include in the current Sprint
- Refinement is possible during this process
- Input for sprint “forecast”:
  - past performance
  - upcoming capacity
  - Definition of Done

# Sprintplanning Topic 3:

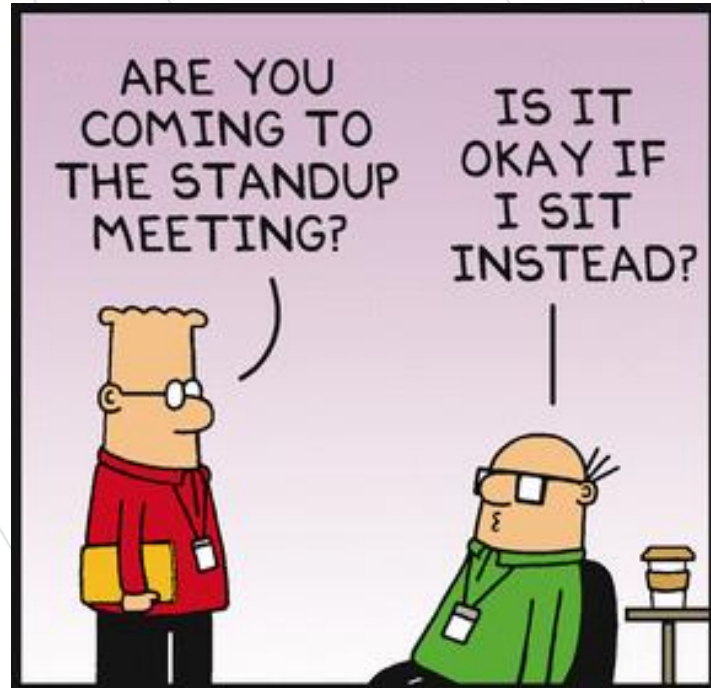
## How will the chosen work get done?

- For each selected PBI, Developers plan the work necessary to create an Increment that meets the Definition of Done
- often done by decomposing PBIs into smaller work items of one day or less
- Up to the Developers, no one else.
- Sprint backlog is
  - Sprint goal
  - The selected PBIs
  - Plan to deliver the PBIs

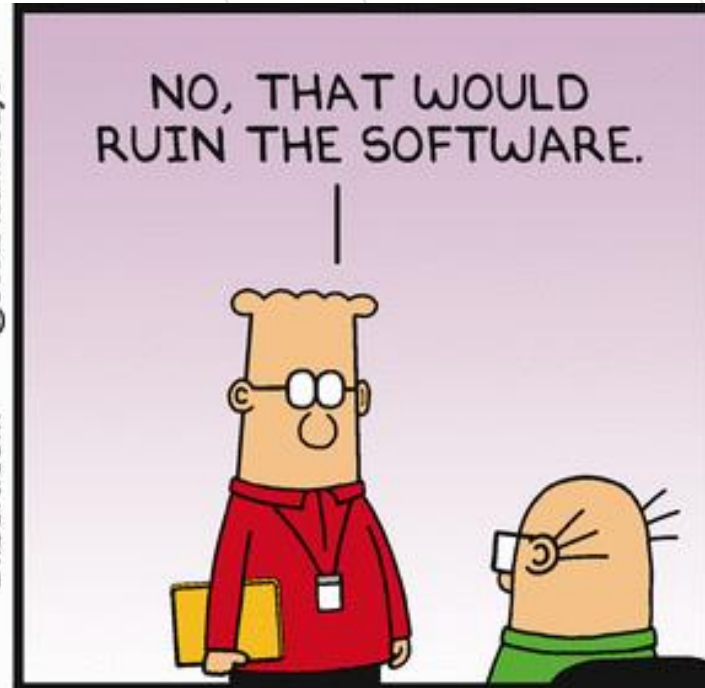


# The Rong way to do Agile Stand-ups

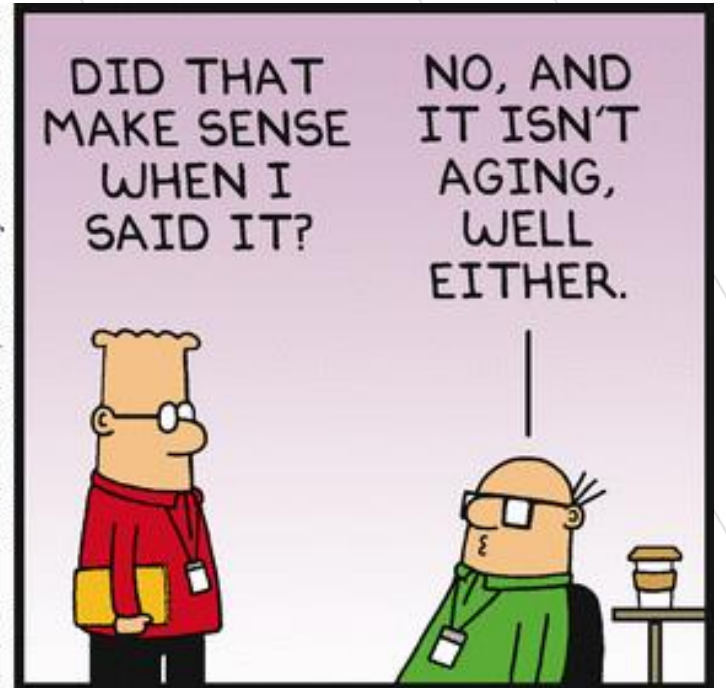




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# Daily Scrum

- Daily Scrum Meeting
- CollabNet [scrumtrainingseries.com](https://scrumtrainingseries.com)
- Michael James

- 9 min

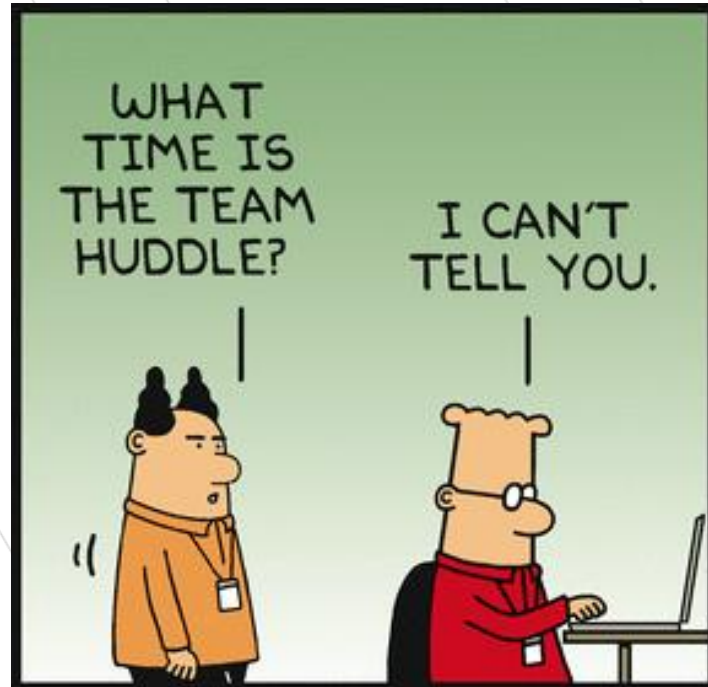
# Events: Daily Scrum\*

- inspect progress toward the Sprint Goal and
  - adapt the Sprint Backlog as necessary
  - adjusting the upcoming planned work.
- 15 minute event
- For the developers
  - If PO and/or Scrum Master work on items they participate as **developers**<sup>2020</sup>
- Every day, same time and place
- structure and techniques is up to developers, as long as:
  - Focus on progress toward the Sprint Goal
  - produces an actionable plan for the next day of work
- not the only time Developers are allowed to adjust their plan

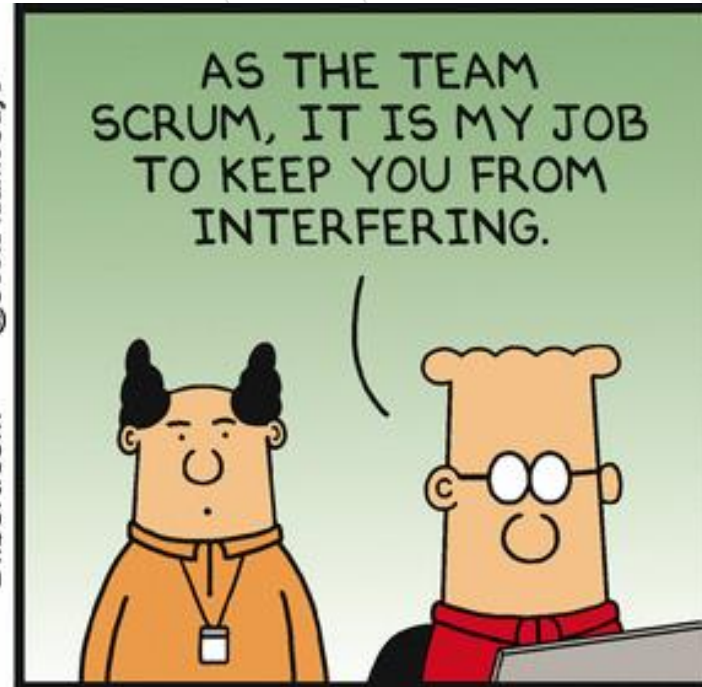


\*It's not called stand-up, scrum guide doesn't mention standing anywhere





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# Sprint Review

- [Sprint Review Meeting](#)
- CollabNet [scrumtrainingseries.com](https://scrumtrainingseries.com)
- Michael James

- 13 min

# Events: Sprint Review

- Purpose:
  - Inspect the outcome of the Sprint
  - Determine future adaptations
- Scrum Team presents the results of their work to key stakeholders
- Progress toward the Product Goal is discussed <sup>2020</sup>
- Review
  - what was accomplished in the Sprint
  - what has changed in their environment
- collaborate on what to do next
- Product Backlog may also be adjusted
- Working session and the Scrum Team should **avoid** limiting it to a presentation
- Timeboxed to a maximum of 4 hours for a one-month Sprint.
  - For shorter Sprints, the event is usually shorter.

# The Rong way to do Agile Retrospectives





# Sprint Retrospective

- Sprint Retrospective Meeting
- CollabNet [scrumtrainingseries.com](https://scrumtrainingseries.com)
- Michael James

- 15 min

# Events: Sprint Retrospective

- Purpose: plan ways to increase quality and effectiveness
- Inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and their Definition of Done
- Discussion about:
  - what went well during the Sprint
  - what problems it encountered
  - how those problems were (or were not) solved
- Scrum Team identifies the most helpful changes to improve its effectiveness
  - May even be added to the Sprint Backlog for the next Sprint
- Timeboxed to a maximum of three hours for a one-month Sprint.
  - For shorter Sprints, the event is usually shorter.