

CEN 4010 Sprint Demo Guidelines

Structure

The demo should be structure in the following manner:

- List of Completed Stories and Sprint Goal
- Feature(s)
 - User Stories
- Story Summary (Sprint Goal, Completed Features, Total Planned Velocity/ Total Velocity Completed)
- Q&A

First, display a list of the stories which were completed. This usually allows the viewers to understand what will be demoed.

For example, if both the profile management and book browsing story were worked on, the demo should be structure on showing the completed user stories for profile management and once all of those have been completed then the demo would show the completed user stories for book browsing.

After demoing all the completed user stories, display a summary document which contains:

- Any completed features, if any
- Sprint Goal, Total Velocity Planned and Total Velocity Completed.

Demo Guidelines

A sprint demo is meant to show completed user stories from a user's perspective. Therefore, it is important to follow these guidelines.

- Only completed stories can be demoed.
- A completed story is a story that has been demoed to the product owner in a stable environment (usually a production like testing environment or continuous integration environment which contains an integrated codebase) and has been tested.
- Demo the story through the value provided to the user (i.e. show the application performing the functionality specified in the acceptance criteria.)
- Do not show source code (unless asked by a demo audience member). Source code does not convey value to the business, only accessible functionality does.
- When demoing a story that does not have a UX for the user (for example, an API that has been completed), discuss the value provided by the API and demo passing in some example data and display the output provided by the API (Tools like Swagger) help with this.
- Do not discuss anything related to planning in the sprint demo, that is something for the team members to discuss.
- The same person doesn't always have to run the demos. It is a good exercise for all team members to participate owning the demo (traditionally, either the scrum master or product owner does the demo).

Feedback on Successful Team Demos

Even though scrum demos in a corporate setting execution can vary, there are some commonalities on what makes them successful. NOTE: Not all of these items would apply for the class, but it would be useful in a corporate setting.

Demo only what has been completed.

Only show what the product owner has determined has been completed based on the acceptance criteria and what the test testers in a team have tested. Ideally, anything after a sprint MAY go to production (this is a business decision from the product strategy side).

Don't show code.

The user of the product doesn't care about the code, but about the value of the functionality. Developers may have completed 99% of the implementation and are missing the last 1% to make it shippable. In this case, this doesn't provide any business value to the users.

Keep it brief

Usually reviews may have other stakeholders or even people outside of the department. Don't make it longer than it must be by having discussions that don't apply to the demo.

Allow time for Q & A

Always allow time for Q & A but make sure any questions entertained are related to the backlog in the sprint.

Display Sprint Metrics

Usually, you have some metrics to convey how the team did. Burndown charts are a good way to measure the rhythm of the team and cumulative flow as well.

Note any disruptions

A sprint review is a good time to voice any impactful disruptions to the team. This is not meant to blame anyone, but rather to state business urgencies that were determined to be more important than the team completing the work.