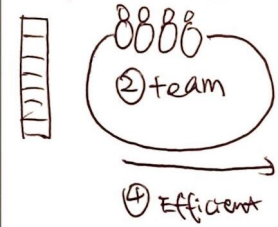
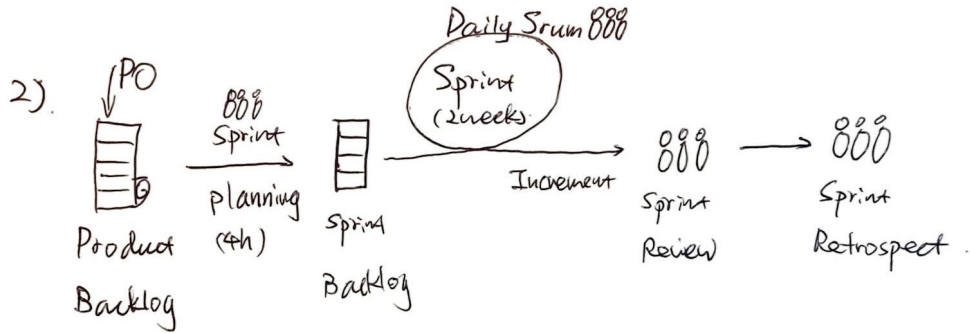


③ Requirements Agile



4) Agile Mindset

1. Individual, Interaction > Process, Tool
2. Working Product > Comprehensive Document
3. Customer Collaborator > Contract Negotiation
4. Responding to change > Following a plan



3) New 5 Event :

Product Backlog creating	Sprint planning	Daily Scrum	Sprint Review	Sprint Retrospect
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3 Roles :

- Product Owner
- Scrum Master
- Dev.

New 5 Event:

I. Generating Product Backlog < 10% 2 week.

- PO = Controller
 - prioritize
 - refine
 - release planning.
- Product Backlog — always changing

— add by anyone through conversation.

with PO

— visually

— Detailed
estimated
urgent
priority

- Refinement — before Sprint Planning

— 1 ~ 3 Sprint PBI ready

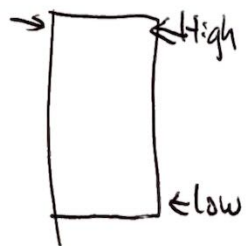
— Acceptance Criteria { test focus.

- Release planning
 - Deadline-based
 - Regular-Depature
 - Value-based

- Prioritization.
 - Bubble-sort
 - which one can give up.

⊕

DATA



Event

2. Sprint Planning < 4h < 2week

- Release Planning as References.

• Estimation.

method : all stories chose 1 as middle effort = 3

1 : estimate the rest by compare

①

method : break down stories into similar effort piles

2 : estimate by no. piles.

② sum: planning poker

- Set a goal of each Sprint

- Velocity = Yesterday's Weather.

- Buffer



Estimated by Yesterday's Weather

Event

3. Daily Scrum < 15 min.

- remove blockers
- check sprint goal
- PO attend.

Event

4. Sprint Review < 2 h - 2 weeks Sprint

- Demonstrate
- Get Feedback

Event

5. Sprint Retrospective < 90 mins - 2 weeks Sprint

- try new improvement in next sprint. at least 1.
- SM = controller.

Good Scrum Team. (Hyper-productive)

1. small

2. stable

3. Yesterdays Weather

4. Happiness Metric

5. Interrupt Pattern

6. Swarming : WIP \approx 3

7. Good Housekeeping : fix defect immediately. (inside Sprint)
① no estimate.

② Ask PO (outside Sprint)