**Scrum:**

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems. In a nutshell, Scrum requires a Scrum Master to foster an environment where:

* 1. A Product Owner orders the work for a complex problem into a Product Backlog.
* 2. The Scrum Team turns a selection of the work into an Increment of value during a Sprint.
* 3. The Scrum Team and its stakeholders inspect the results and adjust for the next Sprint.
* 4. Repeat

**353 Model:**

* 3 Roles (Team): PO, SM, DEV
* 5 Events: Sprint, Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospection
* 3 Artifacts: Product Backlog, Sprint Backlog, Increment (MVP)
* Staggered release –
* 80% 20% - Technical Debt

**Spike**

**PB initial review, PB 2 Sprint,**

**Spike**

**PB, US – INVEST Criteria, SB**

**Sprint starts, Estimation**

Sprint US - 10% of a Sprints effort of a resource will be used for Technical debt

1 lakh, 10,000

1 lakh, 10,00,000

* Exit Criteria –
* 100% execution
* 95% pass rate
* **SS (Critical), High**, Medium, Low

DOR

AC and DOD

3 Scrum Pillars:

Transparency

Inspection

Adaption

Planning

Estimation or effort distribution – generic way, based on your experience

US – INVEST

Project

3 EPICs – each epic has 3 US each

9 US –

3 US –

1 EPIC has one scrum team – PO, SM, Developers – full stack, UI, IoT

2 EPIC has 3 scrum teams – SM, Developers – UI

Scrum of Scrums -

1 DOD

Planning Poker

T-shirt size

Dot Voting

3-point estimation

Bucket System

Scrum estimation techniques:

Planning Poker: A collaborative and interactive technique where the Scrum team assesses effort using cards with numerical values.

T-shirt sizing: Categorizing tasks into small, medium, large, and extra-large.

Dot voting: Team members vote on the complexity of backlog items.

The bucket system: Assigning items to predefined buckets based on complexity.

Sprint 2 – 4weeks

10 working – 20 working

Planning Poker –

Fibonacci series (0,1,1,2,3,5,8,13,21……)

Karthik and Moorthy are experienced, Stanley is new (not considered)

0,1,1,2,3,4,8,13,20….)

T-shirt size – XS, S, M, L, XL

XS - 1

5,8

Story Point – it is a **relative estimation comparison**

PB – prioritization, refinement, grooming (PO)

SB – DOR (criteria), accept US to the SB, Sprint will start

SP

US – INVEST Criteria

A – US B – US

X, 2X – double of effort

**1, 2 story point US A, B respectively**

**C , 6 story point**

**D = 0.5 story point**

**Difference in story point vs. Time**

**Story Points**

1. **The amount of work**
2. **Complexity**
3. **Risk (not clear requirement) and uncertainty (we are going a technology, which we haven’t used before)**

**Low amount of work, high complexity - Business algorithm. HR Consultancy ?**

**Work amount is high, complexity is low– V2, V3, enhancement**

Experienced resource – 0.5 day; 1 day

Less experienced resource – 2 days ; 4 days

Velocity

Burn up and burn down chart

1 more level down to estimate or understand the requirement, either it falls in 5 or it falls in 8

Sprint 2 weeks

S – 2

M – 3

L – 4

XL – 5

