HandbookFront-End Working

línea corta

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# Introducción

1. Título
2. Autor
3. Ilustrador
4. Ficción o no ficción
5. ¿Por qué elegiste este libro?

Consejo: ¿te resultó interesante el título? ¿Te llamó la atención la portada? ¿Lo elegiste por otro motivo? Menciona las razones por las que elegiste el libro para que tus compañeros puedan conocerte mejor.

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# Agile Methodology, Scrum

The Scrum methodology allows us to approach complex projects developed in dynamic and changing environments in a flexible way. It’s based on partial and regular deliveries of the final product based on the value they offer to the customers.

Scrum is very useful for teamwork.

## Scrum methodology profiles

### Product owner

The Product Owner is the representative of the customer’s needs. His obligations are:

* Develop and explicitly communicate the purpose of the product.
* Create and clearly communicate Product Backlog tickets (the product Backlog contains tickets, each ticket contains the task to be done with its characteristics and requirements to create the product).

### Scrum Master:

The Scrum Master serves the Scrum Team in several ways, including:

* Coaching the team members in self-management and cross-functionality;
* Helping the Scrum Team focus on creating high-value Increments that meet the Definition of Done;
* Causing the removal of impediments to the Scrum Team’s progress; and,

Ensuring that all Scrum events take place and are positive, productive, and kept within the timebox.

### Scrum Team

The fundamental unit of Scrum is a small team of people, a Scrum Team. The Scrum Team consists of one Scrum Master, one Product Owner, and Developers. Within a Scrum Team, there are no sub-teams or hierarchies. It is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

## Scrum Events

### Sprints

Sprints are the heartbeat of Scrum, where ideas are turned into value. They are fixed length events of one month or less to create consistency. A 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; and,
* Scope may be clarified and renegotiated with the Product Owner as more is learned.

### Sprint Planning

Sprint Planning initiates the Sprint by laying out the work to be performed for the Sprint. This resulting plan is created by the collaborative work of the entire Scrum Team.

Sprint Planning addresses the following topics:

#### Topic One: Why is this Sprint valuable?

The Product Owner proposes how the product could increase its value and utility in the current Sprint. The whole Scrum Team then collaborates to define a Sprint Goal that communicates why the Sprint is valuable to stakeholders. The Sprint Goal must be defined before the Sprint planning ends

#### Topic Two: What can be Done this Sprint?

Through discussion with the Product Owner, the [Developers](https://www.scrum.org/resources/what-is-a-scrum-developer) select items from the Product Backlog to include in the current Sprint. The Scrum Team may refine these items during this process, which increases understanding and confidence.

Selecting how much can be completed within a Sprint may be challenging. However, the more the Developers know about their past performance, their upcoming capacity, and their Definition of Done, the more confident they will be in their Sprint forecasts.

#### Topic Three: How will the chosen work get done?

For each selected Product Backlog item, the Developers plan the work necessary to create an Increment that meets the Definition of Done. This is often done by decomposing Product Backlog items into smaller work items of one day or less. How this is done is at the sole discretion of the Developers. No one else tells them how to turn Product Backlog items into Increments of value.

The Sprint Goal, the Product Backlog items selected for the Sprint, plus the plan for delivering them are together referred to as the Sprint Backlog.

Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

### Sprint Review

As described in the Scrum Guide, the purpose of the Sprint Review is to inspect the outcome of the Sprint and determine future adaptations. The Scrum Team presents the results of their work to key stakeholders and progress toward the Product Goal is discussed.

During the event, the Scrum Team and stakeholders review what was accomplished in the Sprint and what has changed in their environment.

The Sprint Review may include the following elements and more:

* Attendees include the Scrum Team and key stakeholders invited by the Product Owner;
* Members of the Scrum Team explain what Product Backlog items have been “Done” and what has not been “Done”;
* The Developers discuss what went well during the Sprint, what problems it ran into, and how those problems were solved;
* The Developers demonstrate the work that it has “Done” and answers questions about the Increment;
* The Product Owner discusses the Product Backlog as it stands. He or she projects likely target and delivery dates based on progress to date (if needed);
* The entire group collaborates on what to do next, so that the Sprint Review provides valuable input to subsequent Sprint Planning;
* Review of how the marketplace or potential use of the product might have changed what is the most valuable thing to do next.
* Review of the timeline, budget, potential capabilities, and marketplace for the next anticipated releases of functionality and capability of the product.

### Sprint Retrospective

The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.

The Scrum Team identifies the most helpful changes based on the last Sprint results to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint.

The Sprint Retrospective concludes the Sprint. It is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

During the Sprint Retrospective, the team discusses:

* What went well in the Sprint
* What could be improved
* What will we commit to improve in the next Sprint

### Daily Scrum

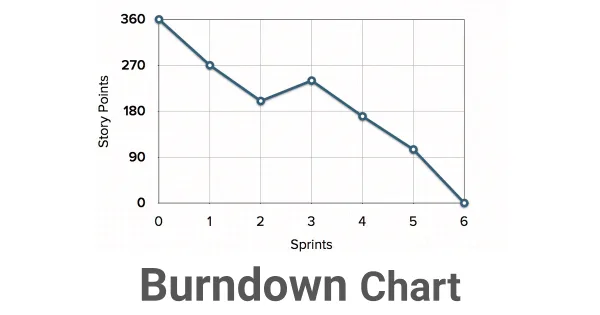
It isn’t a status meeting. The purpose is to inspect progress towards the Sprint Goal to synchronize activities and create a plan for the next 24 hours. It's by the development team, for the development team, transparency with the rest of the team is key in this event. It's time box to 15 minutes and it happens every day

## Scrum Artifacts

### Burndown chart

The progress of the project can be measured by a release burndown chart, the scrum master must update it at the end of every sprint.

The horizontal axis of the burndown charts shows the sprints.  
The vertical axis shows the amount of work remaining to be done at the start of each sprint.

For example:  


In this chart:

* The goal of sprints is to maintain a negative slope.
* The team start with a six sprints long project
* The team starts with 360 story points
* At the third sprint, the estimated work raised because additional work was added to the project or because the team changed the estimates of the remaining work

### Story points

Units of measurement used to estimate the effort required to complete a story usually represented using the [Fibonacci sequence](https://www.wrike.com/blog/fibonacci-scale-in-agile-estimation/), where each number is the sum of the two preceding numbers). Many Scrum and Agile teams now use a modified version of the sequence:

1, 2, 3, 5, 8, 13, 20, 40, and 100.

When using story point estimation, Scrum teams consider the complexity of the story, the potential risks involved, and the familiarity of the tasks. Then, they assign values to the story points using the following steps:

1. Choose a previous story as a reference point. Say, for example, you picked base stories with values of two and five respectively — team members can determine a new value of three, as the task being estimated is bigger than the story with two but smaller than five.
2. Create a matrix to visualize story point values. Make a row for each number in the Fibonacci sequence. When you assign values to your story points, place them in the corresponding row.
3. Play story points. This Scrum estimation technique helps teams assign values to story points using playing cards to denote the numbers on the Agile Fibonacci sequence. Team members discuss upcoming user stories, then pick the card they feel represents the appropriate value for the story. If everyone chooses the same number, that number is assigned to the story. If even one member chooses a different number, the team discusses the story further until consensus is reached.

### Velocity

Velocity is calculated by dividing the total Story Points completed by the team by the number of Sprints. For instance, if the Scrum Team has finished a total of 80 points over 4 Sprints then the actual velocity of the team would be 20 points per Sprint

### Backlog refinement or backlog grooming

Backlog refinement is when the product owner and some, or all, of the rest of the team review items on the backlog to ensure the backlog contains the appropriate items, that they are prioritized, and that the items at the top of the backlog are ready for delivery. This activity occurs on a regular basis and may be an officially scheduled meeting or an ongoing activity

The intent of backlog refinement is to ensure that the backlog remains populated with items that are relevant, detailed and estimated to a degree appropriate with their priority, and in keeping with current understanding of the project or product and its objectives.

Unlike a more formal “requirements document” the backlog is understood as a dynamic body of information. For instance, not all user stories need to have been broken down to a fine-grained level at the onset of the project, or given detailed estimates; but it is important that at any moment a “sufficient” number of stories should be ready for scheduling in the next few iterations. An Agile project is, no less than any other, subject to “scope creep”, in the form of user stories which do not really yield substantial value but were thought “good ideas at the time”, and entered into the backlog lest they be forgotten. In the absence of explicit efforts aimed at managing this inflation, this inflation would result in the too well known pathologies of schedule and budget overruns.

## Solutions to problems

### Someone from the Scrum team can't assist to the Daily Scrum

The participant must present to the scrum master a report answering the following questions as soon as possible

* What did I do?
* What am I doing
* What I am going to do
* Do I have any blockers?

### A team member has a conflict of interest

That team member must step aside and someone else must solve that conflict

### A Development Team gets into a situation where a conflicting team members' behavior causes issues to progress

# GitHub

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## Agile Methodologies | Scrum

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