Lecture 8.11.2018

***Sprints***

* Up to a calendar month
* Timeboxed – fixed start and end date
* Generally, all have the same duration
* Project owner and Scrum master perform Spring Planning
  + Agree upon sprint goal
    - What that upcoming sprint is supposed to achieve
* The development team reviews product backlog and determines the high priority items that the team can accomplish in a sprint

Team capacity -> Sprint meeting

Product backlog -> analyze and evaluate product backlog; select sprint goal

***Sprint Planning***

* Decide how to achieve sprint goal (design)
* Create sprint backlog (tasks) from product backlog items (user stories features)
* Estimate sprint backlog in hours
* Team seelcts items from the product backlog they can commit to completing
* Sprint backlog is created
  + Tasks are identified and each is estimated
  + Collaboratively, not done alone by the Srcum Master
* High-level design is considered

Managing the sprint backlog

* Individuals sign up for work of their own choosing
  + Work is never assigned
* Estimated work remaining is update daily
* Any team member can add, delete or change sprint backlog
* Work for the sprint emerges
* If work is unclear, define a sprint backlog item with a larger amount of time and break it down later
* Update work remaining as more becomes known

Everyone answers 3 questions:

1. What did you do yesterday
2. What will you do today
3. Is anything in your way

* These are **not** status for the Scrum Master
  + They are commitments in front of peers

***Spring review***

* Inspect the product that is being built
* Focus the just-completed features or underlying architecture

***Sprint Retrospective***

* Frequently occurs after the sprint review and before the next sprint planning
* Focus on inspect adapt the process