Scrum - Manifesto Workbook

Problems with traditional (Waterfall) development.

| Hard to be predictive |
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Agile Principles

| 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software. |
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| 2.Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage. |
| 3.Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale. |
| 4.Business people and developers must work together daily throughout the project. |
| 5.Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done. |
| 6.The most efficient and effective method of conveying information to and within a development team is face-to-face conversation. |
| 7.Working software is the primary measure of progress. |
| 8.Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely. |
| 9.Continuous attention to technical excellence and good design enhances agility. |
| 10.Simplicity–the art of maximizing the amount of work not done–is essential. |
| 11.The best architectures, requirements, and designs emerge from self-organizing teams. |
| 12.At regular intervals, the team reflects on how to become more effective, and then tunes and adjusts its behavior accordingly. |

Agile Manifesto Statement of Values

We Value Left Column

| Individuals and Interactions |
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| Working Product |
| Customer Collaboration |
| Responding to Change |

Over the Right Column

| Processes and Tools |
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| Comprehensive Documentation |
| Contract Negotiation |
| Following A Plan |

Agile Framework Attributes

| Focus on People | Expect professionalism to be used to produce high quality outcomes. |
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| Working Software | Agile aims to deliver high-quality working  (functioning with needed functionality) software products. |
| Flexibility | Agility: The ability to adjust to changing conditions. |
| Customer Involvement | Customers or User representatives are expected to be involved, give opinions and feedback, and help to prioritize next steps. |
| Multi  disciplinary cooperating teams | Scrum teams consist of different professionals; each with different specialty skills working together to deliver the requested product. |
| Trust | Trust is the basic ingredient to be able to deliver the requested quality. |

Agile Frameworks

1. Scrum
2. Kanban
3. Extreme Programming (XP)
4. Feature Driven Development (FDD)
5. Crystal
6. Dynamic System Development Method (DSDM)
7. Rapid Application Development
8. Adaptive Software Development (ASD)
9. Disciplined Agile (DA)
10. Scaled Agile Framework (SAFe)
11. Large-Scale Scrum (LeSS)
12. Lean Software Development (LSD)

| Methodology | Framework |
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| Roles | In general, a Role is a set of activities, responsibilities, and/or authorities granted to/performed by a person, group or team. |
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| Rituals | Rituals/Activities represent actions to be taken or a specific act of work to be performed. |
| Artifacts | Artifacts are documents that report, or documentation of some activity that has been performed or is planned to be performed. |
| Rules | Rules define prescribed behavior or a control mechanism that is intended to be followed. |