Scrum - Roles Workbook

Roles

| Product Owner | Scrum Master | Scum Team |
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Scrum Development Team

| Composition | Developers only. |
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| Organization | Self-organized. |
| Cross-functional | Self-contained with all of the skills necessary to succeed |
| Responsible to: | Each team member commits their work to the team when delegated or “pulled.” |
| Authority | Authority to commit as a team to the customer. |
| Size | Size 7 +/- 3 |

Product Owner

| Owner of Artifact? |  |
| --- | --- |
| Product Backlog Grooming | Performs constant updating |
| Collects | user stories |
| Attends Sprint  Planning Meeting | Explains items in Product Backlog for clarity to the Development Team. |
| Accountability | to the customer regarding the ability of deliverables to fulfill customer needs. |

Scrum Master

| Coach—Servant Leader | Coaches the team |
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| Shields Team | protects the team. |
| Deals w/Obstacles | Removes obstacles blocking any team member from higher productivity. |
| Daily Standup Role | Leads |
| Team Velocity | Calculates, documents, and reports |
| Assist Product Owner | May assist Product Owner in Backlog Grooming |

Velocity

| Definition | A measure of the average amount of work (in story points or other units) that is completed per unit of time (e.g., sprint, day, week, month). |
| --- | --- |
| Calculated by: | Scrum Master |
| Purpose | to define the work speed of the team. |

Team Velocity

| How often calculated. | Daily |
| --- | --- |
| Calculated by: | Scrum Master |
| Purpose | to predict the final completion date of the project, and allows the team to make reasonable commitments regarding the number of story points to agree to work on the upcoming sprint. |

Capacity

| Definition | measure of the maximum amount of work that a development team expects to produce in a given sprint. This calculation is based on what resources are available at the specific time of the calculation. |
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| Purpose | To understand possible outcomes of sprint |

Stakeholder Interactions

