

Vision and Scope Document for SCRUM Project Management System

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1 Business Requirements

1.1 Background, Business Opportunity, and Customer Needs

Many project teams currently use the SCRUM development process for developing software products. To track the progress of a product, each team has a whiteboard and uses sticky notes to represent user stories and tasks. This works well during the stand-up meetings as everyone can easily see the project status, but it is impossible for team members to check or update the project status from their desk. This can lead to duplicated or missed work if a team member starts a task without checking the whiteboard first and can decrease efficiency if they do walk to the whiteboard.

Employees have requested a system that would emulate the whiteboard and sticky note process electronically. Such a system would allow employees to check and update the project status from their desks. This would improve communication and reduce duplication of work. Such a system would also provide more opportunities to easily visualize project status and sprint burndown.

1.2 Business Objectives and Success Criteria

- BO-1: Reduce errors in communication leading to duplicated or missing work by 80%.
- BO-2: Increase average effective work time per employee by allowing them to see and update the project status from their desk.
- SC-1: Have 75% of development projects using SCRUM utilize the SCRUM Project Management System within 3 months of release.
- SC-2: Increase employee satisfaction with the SCRUM process by 15% within 3 months of release.

1.3 Business Risks

- RI-1: Too few employees use the system, reducing the return on investment from the system development. (Probability=0.1, Impact=8)
- RI-2: Teams do not use the system consistently, resulting in an increase in miscommunication and lost information (Probability=0.15, Impact=6)

2 Vision of the Solution

2.1 Vision Statement

For project teams using the SCRUM development process, the SCRUM Project Management System is an application that will allow teams to plan their projects, create sprints, user stories, and tasks for those projects, and visualize project status. Unlike the current whiteboard and sticky note system, employees who use the SCRUM Project Management System will not have to walk to the

whiteboard to check or update the project status, saving them time and increasing their effective work time.

2.2 Major Features

- FE-1: Create a new project in the system
- FE-2: Add or remove team members from a project
- FE-3: Add or remove user stories to the project backlog
- FE-4: Create sprints for a project
- FE-5: Add user stories to a sprint
- FE-6: Add tasks to a user story
- FE-7: Assign a team member to a task
- FE-8: Change the status of task
- FE-9: Visualize sprint burndown and velocity
- FE-10: Store records of completed projects

2.3 Assumptions and Dependencies

- AS-1: Employees have access to Intranet-enabled computers on which to access the system.
- DE-1: The system must be able to accept external authentication credentials for users.

3 Scope and Limitations

3.1 Scope of Initial and Subsequent Releases

Features	Release 1	Release 2
FE-1	Fully implemented	
FE-2	Only able to add team members	Fully implemented
FE-3	Only able to add user stories	Fully implemented
FE-4	Fully implemented	
FE-5	Fully implemented	
FE-6	Fully implemented	
FE-7	Implemented if time permits	Fully implemented
FE-8	Implemented if time permits	Fully implemented
FE-9	No graphical visualization	Fully implemented
FE-10	Not implemented	Fully implemented

3.2 Limitations and Exclusions

LI-1: Modifications to the SCRUM process will not be supported.

4 Business Context

4.1 Stakeholder Profiles

Stakeholder	Major Value	Attitudes	Major Interests	Constraints
Management	Improved employee productivity	Strong support for release 1; Support for release 2 contingent on earlier results	Savings exceed development cost	None
Project Lead	Better documentation of development process	Cautious enthusiasm	Efficiency of team members improves	Training on software needed; access to Intranet
SCRUM Process Manager	Enforcing adherence to SCRUM process	Strong enthusiasm	Decreases work needed to ensure teams follow SCRUM process	Training on software needed; access to Intranet
Team Members	Improved communication; no need to walk to whiteboard	Not happy about need for training, but sees value in the system	Ease of use	Training on software needed, access to Intranet

4.2 Project Priorities

Dimension	Driver	Constraint	Degree of Freedom
Schedule			Release 1 due 10/31; Release 2 due 12/2
Features		All major features must be fully operational by release 2	
Quality		All functional tests must pass; Must follow process outlined in project guidelines.	
Staff	Team consists of project lead and senior developer		