A short introduction to working with Scrum

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What is scrum

- These notes are based on "the" scrum guide at http://www.scrumguides.org/
- Scrum (n): A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.
- This is a highly concise (and adapted) version of the original scrum guide

What is Scrum

- Roles
 - Product Owner
 - Development team
 - Scrum master
- Concepts
 - Product backlog
 - Sprint
 - Scrum

The Product Owner

The Product Owner is the sole person responsible for managing the Product Backlog. This includes:

- Defining Product Backlog items;
- Ordering the items in the Product Backlog to best achieve goals
- Ensuring that the Product Backlog is visible, transparent, and clear to all, and shows what the Scrum Team will work on next; and,

In this minor, you will fulfill this role together.

The Development Team

Development Teams have the following characteristics:

- They are self-organizing. No one (not even the Scrum Master) tells the Development Team how to turn Product Backlog into Increments of potentially releasable functionality;
- Scrum recognizes no titles for Development Team members other than Developer
- Individual Development Team members may have specialized skills and areas of focus, but accountability belongs to the Development Team as a whole.

The Scrum Master

- The Scrum Master is responsible for ensuring Scrum is understood and enacted.
- The Scrum Master is a servant-leader for the Scrum Team.
- We don't deal with this role here!

Who is who?

- The Scrum Master: The teacher (sort of)
- The Product Owner: Your entire team
- The Development Team: ..duh

The Sprint

- A time-box of one month or less during which a useable and working and potentially releasable product Increment is created
- Sprints consist of the Sprint Planning, Daily Scrums, the development work, the Sprint Review, and the Sprint Retrospective.
- During the Sprint:
 - No changes are made that would endanger the Sprint Goal;
 - Scope may be clarified and re-negotiated between the Product Owner and Development Team as more is learned.
- Each Sprint has a definition of what is to be built, a design and flexible plan that will guide building it, the work, and the resultant product.

Sprint elements

- Scrum prescribes four formal events:
 - Sprint Planning
 - Daily Scrum
 - Sprint Review
 - Sprint Retrospective

Sprint planning

- Created by the collaborative work of the entire Scrum Team
- What can be delivered in the Increment resulting from the upcoming Sprint?
- The Product Backlog items selected for this Sprint plus the plan for delivering them is called the Sprint Backlog
- The Sprint Goal is an objective set for the Sprint that can be met through the implementation of Product Backlog.

Daily Scrum

- The Daily Scrum is a 15-minute time-boxed event for the Development Team to synchronize activities and create a plan for the next 24 hours.
- During the meeting, the Development Team members explain:
 - What did I do yesterday that helped meet the Sprint Goal?
 - What will I do today to help meet the Sprint Goal?
 - Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?

Sprint review (End-of-Sprint)

- A Sprint Review is held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed.
- This is a time-boxed meeting and includes the following elements:
 - The Product Owner explains what Product Backlog items have been "Done" and what has not been "Done";
 - The Development Team discusses what went well during the Sprint, what problems it ran into (technical and intrapersonal), and how those problems were solved
 - The Development Team demonstrates the work that it has "Done";
 - The Product Owner discusses the Product Backlog as it stands;
 - The Sprint Review provides input to subsequent Sprint Planning
- The result of the Sprint Review is a revised Product Backlog that defines the probable Product Backlog items for the next Sprint. The Product Backlog may also be adjusted.

Product backlog

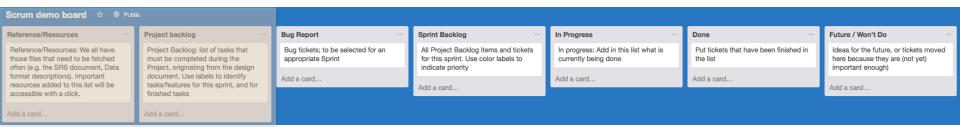
- The Product Backlog is an ordered list of everything that might be needed in the product
- A Product Backlog is never complete. The Product Backlog evolves as the product and the environment in which it will be used evolves
- The Product Backlog lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases
- Our product backlog is maintained on Trello and the basis for it is the SRS document and its User Stories!

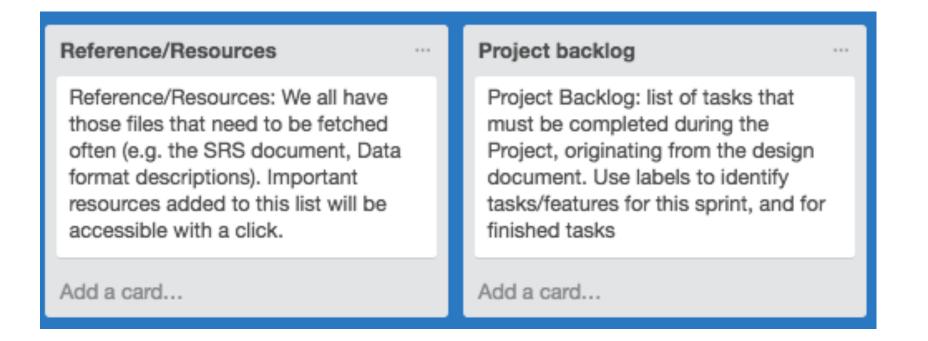
Sprint backlog

- The Sprint Backlog is the set of Product Backlog items selected for the Sprint
- The Sprint Backlog is a forecast about what functionality will be in the next Increment and the work needed to deliver that functionality into a "Done" Increment.
- Our Sprint Backlog is also maintained on Trello; en example can be found here:

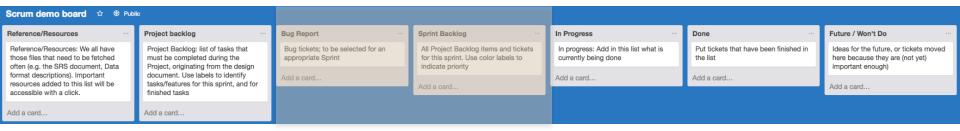
https://trello.com/b/w6eA9Ykt/scrum-demo-board

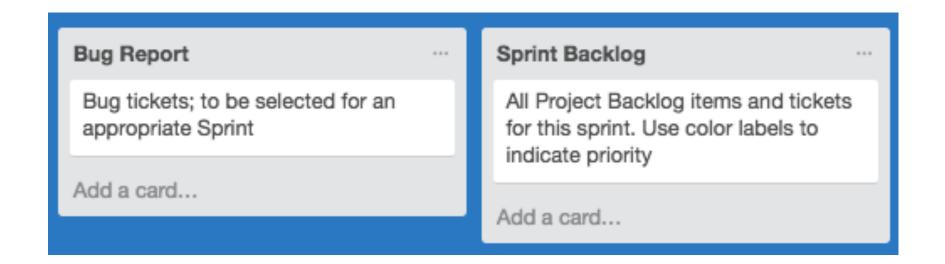
Our Scrum Trello Board



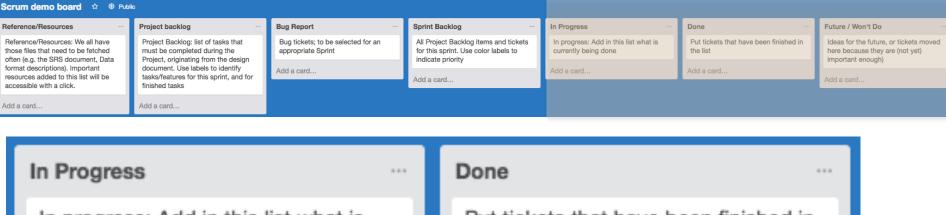


Our Scrum Trello Board





Our Scrum Trello Board



In progress: Add in this list what is currently being done

Add a card...

Put tickets that have been finished in the list

Add a card...

