

How Scrum works

Pashun Consulting Limited

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How Scrum works

Chapters:

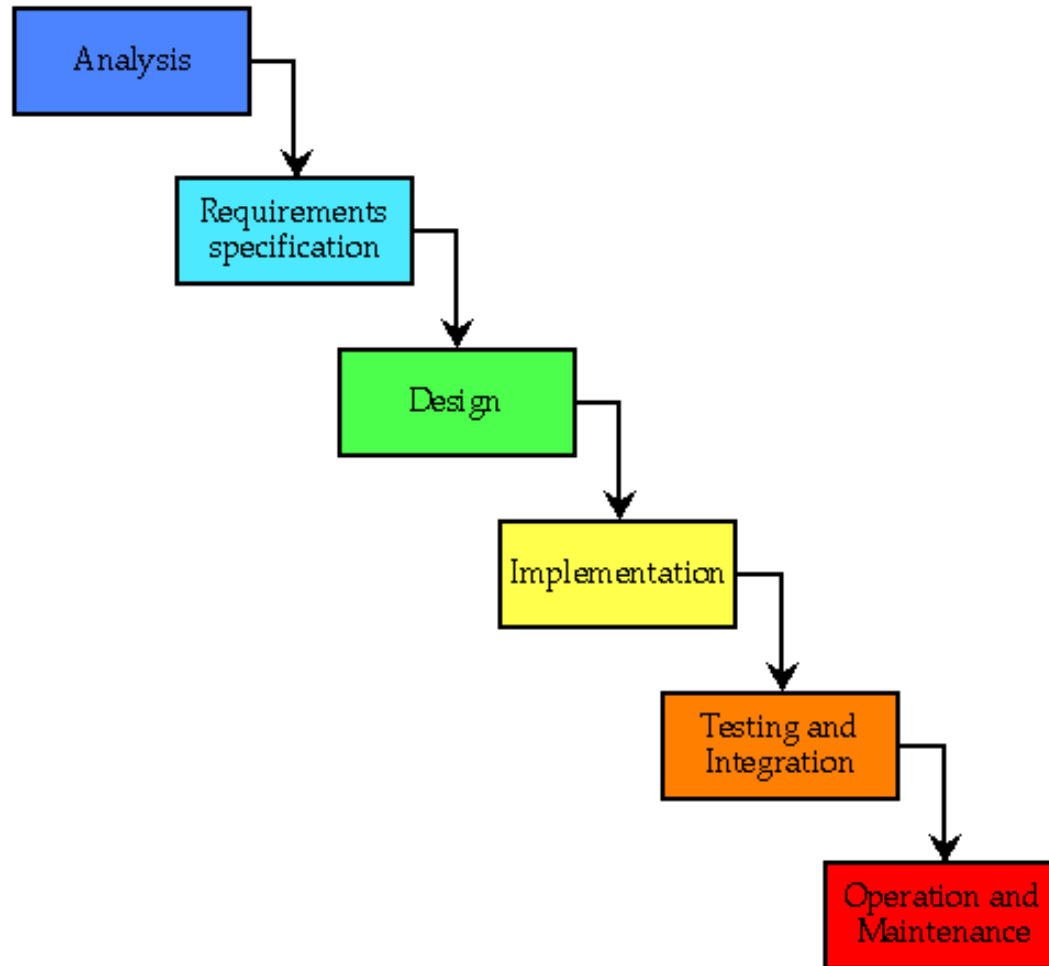
1. Introducing Scrum

- What is Scrum
- Theory
- Accountabilities, Artifacts, Rules and Practices

2. Overview

- Root Cause analysis
- Stakeholders
- Scrum Master, Product Owner and Developers
- Product Backlog
- Release Planning Meeting
- Sprint
 - Sprint Planning Meeting
 - Daily Scrum
 - Deliver Working Increment
 - Sprint Review
 - Sprint Retrospective
 - Sprint and Release Burndown

Waterfall Model



Common Issues

- Vague requirements not tied down
- Unrealistic expectations (deadlines, estimates, scope)
- Changing requirements too often / Scope creep
- Defects/Issues hamper progress
- Disappearing Resources ('people pinching')
- Support issues impact project work

Introducing Scrum

Founders of Scrum

- Developed by Ken Schwaber and Jeff Sutherland

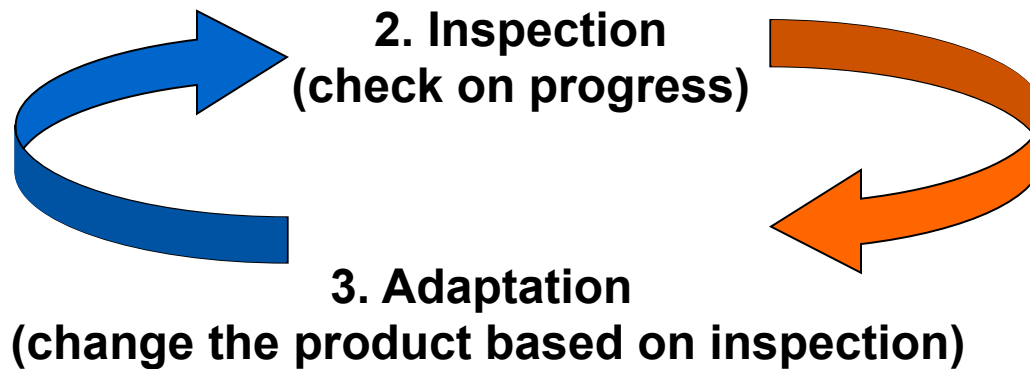
What is Scrum

- “Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.”
- Self managing cross functional teams
- Working in Iterations:
 - Allows business flexibility to change requirements
 - Gives developers certainty within iteration

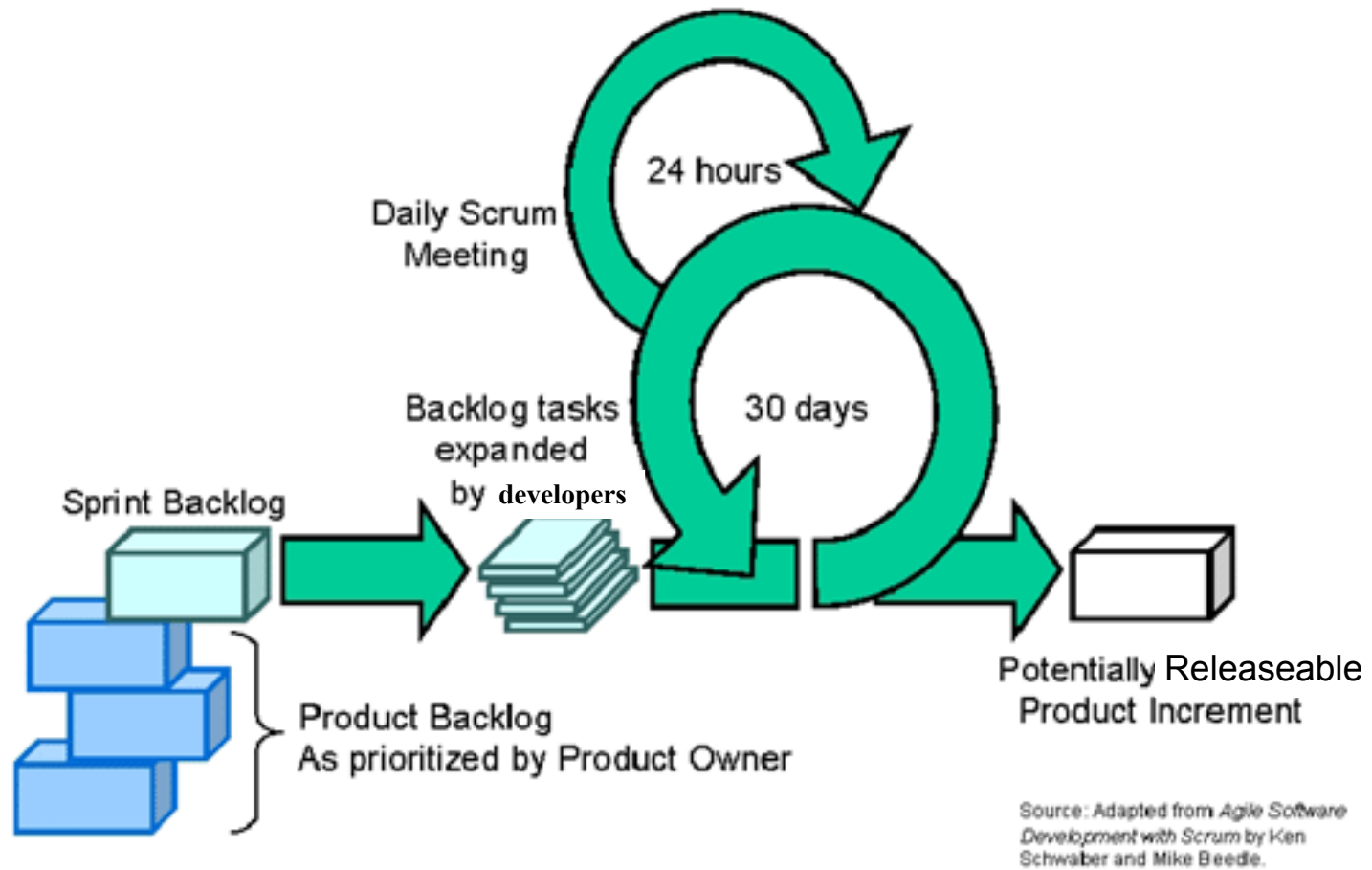
Scrum Theory

- Based on Empirical Process Control Theory
 - iterative
 - incremental
- Consists of 3 principles

1. Transparency (done means done)



The Scrum Skeleton



Scrum Accountabilities, Rules, Timeboxes and Artifacts

Accountabilities (Roles) Scrum Events

- Scrum Master
 - Product Owner
 - Developers
- Sprint
 - Sprint Planning Meeting
 - Sprint Review
 - Sprint Retrospective
 - Daily Scrum

Artifacts

- Product Backlog
- Sprint Backlog
- Increment

Establish Scrum Master, Product Owner and Team

Scrum Master

- Understands scrum rules and practices.
- Responsible for removing impediments to delivery and
- Helps team understand how to self manage and work in a Scrum manner.

Product Owner

- Creates requirements on behalf of business
- Prioritizes as per business needs
- Responsible for managing product backlog

Developers

- Create each increment of releasable product
- Self managing
- Collaborative
- Skilled in whatever is needed for project eg. design, Java, sql, information architecture

Build Initial Product Backlog

- Feature from a User's perspective

As a User

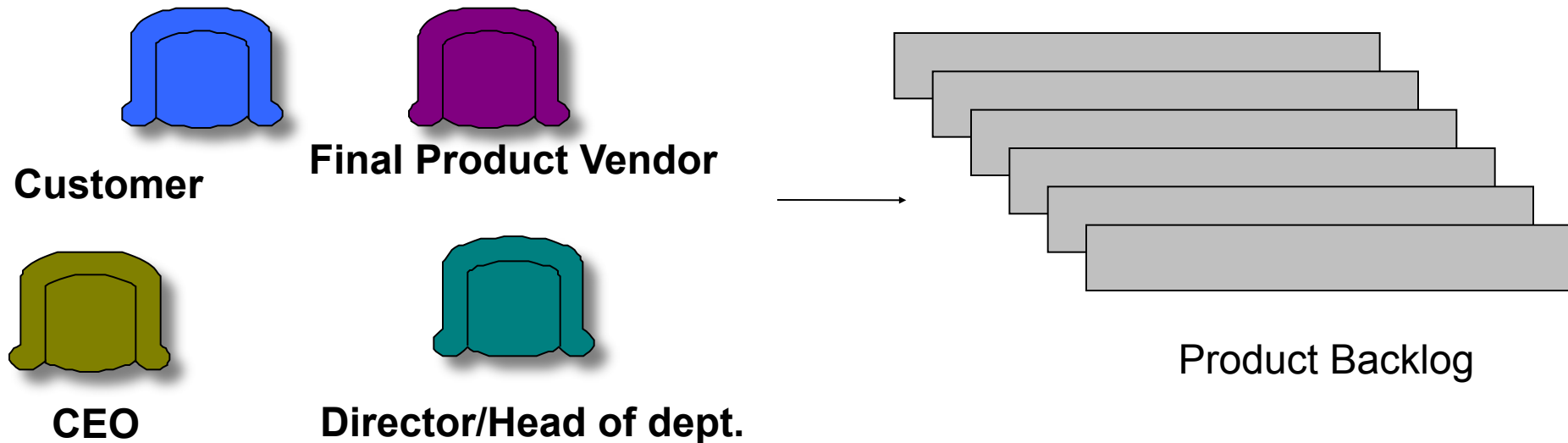
I want a News Page

So that I can see the top 10 news stories

User Story

Build Initial Product Backlog

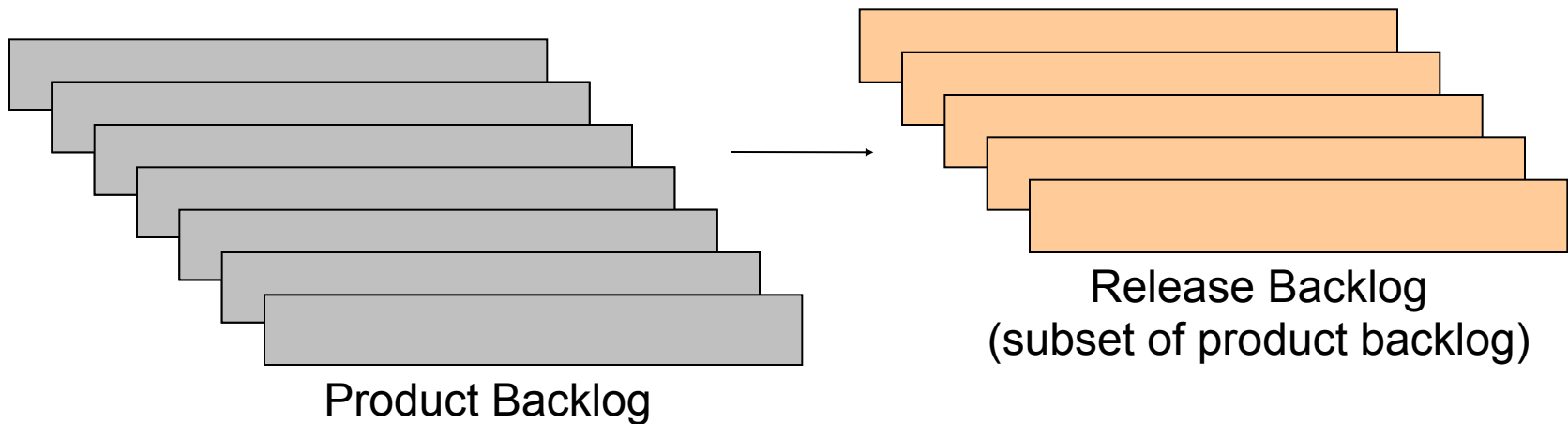
- Organise Stakeholder meetings
- Negotiate between stakeholders
- Find common ground
- Manage Changing requirements as needed



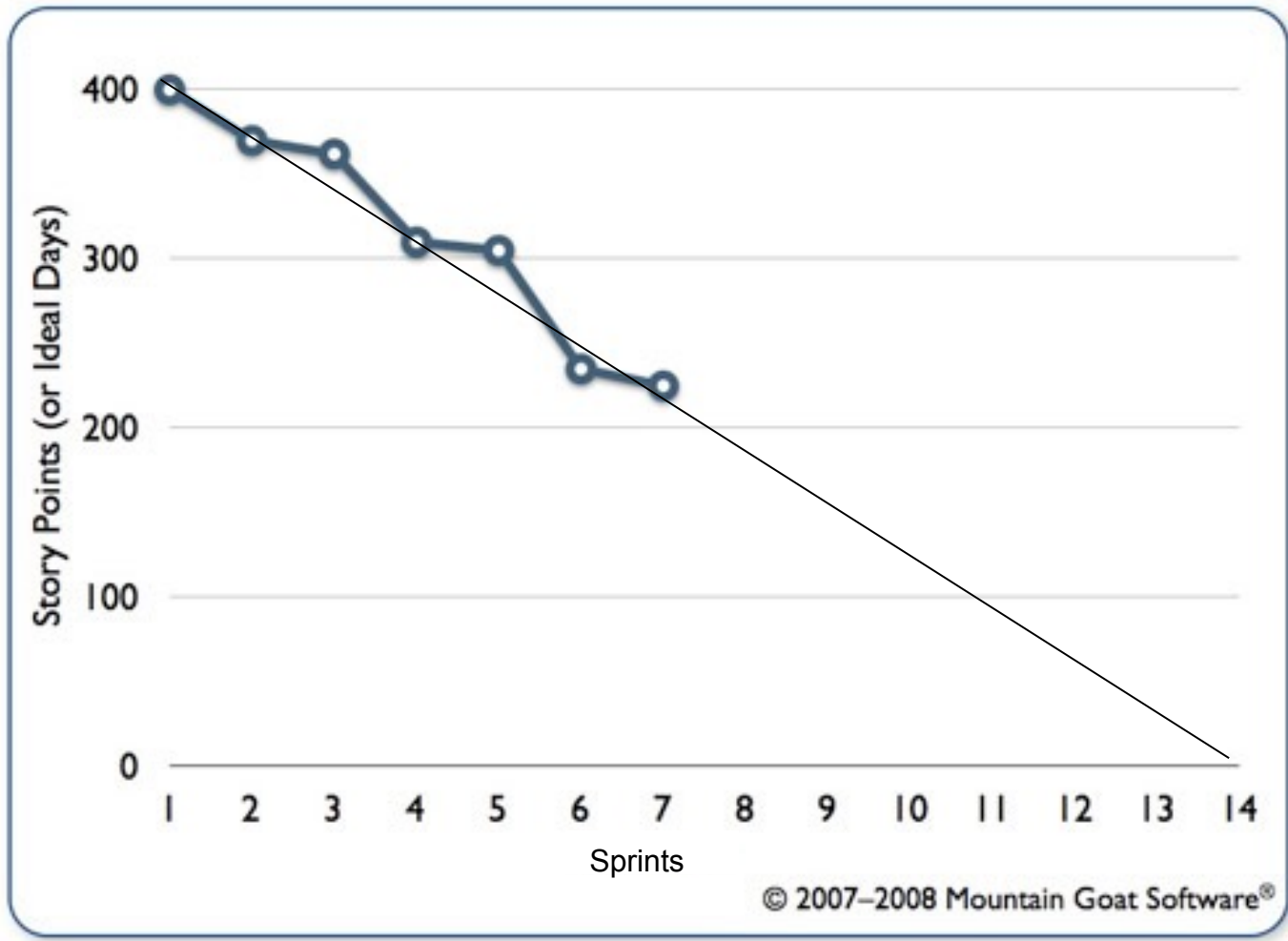
Release Planning Meeting

Note: Release Planning is not an official event in scrum but still recommended for complex projects.

- select items from product backlog prioritised for first release
- give high level estimates for each item (eg. story points or ideal days)
- Release backlog is created

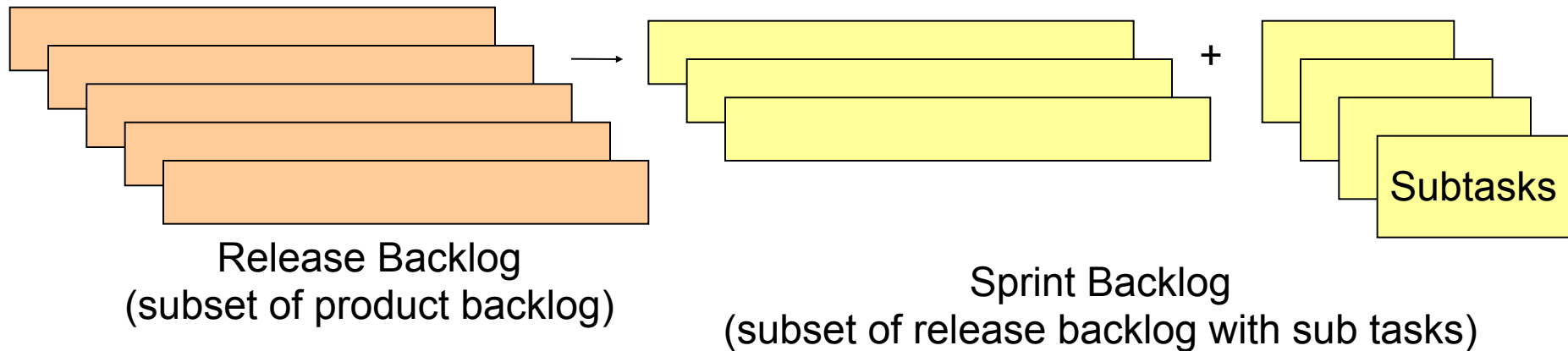


Release Burn Down



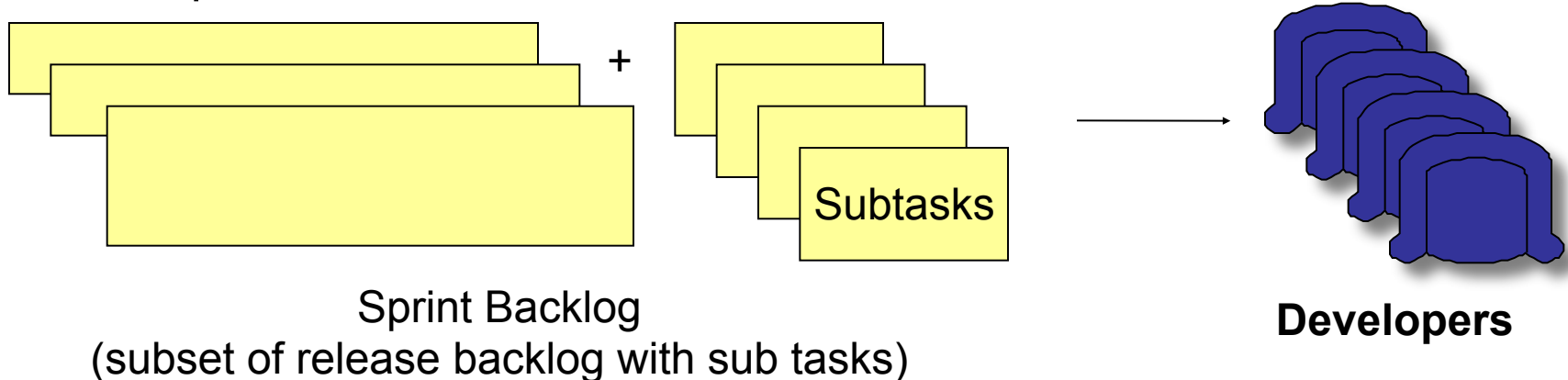
Sprint Planning Meeting

- Prioritised selection of items chosen from release backlog
- The team typically break the items (stories) into sub tasks
- Sub tasks are given estimates (hours) and stories also given estimates (complexity points/ideal days)
- Agree velocity
- Pick stories that fit into velocity
- Estimates and stories form Sprint backlog



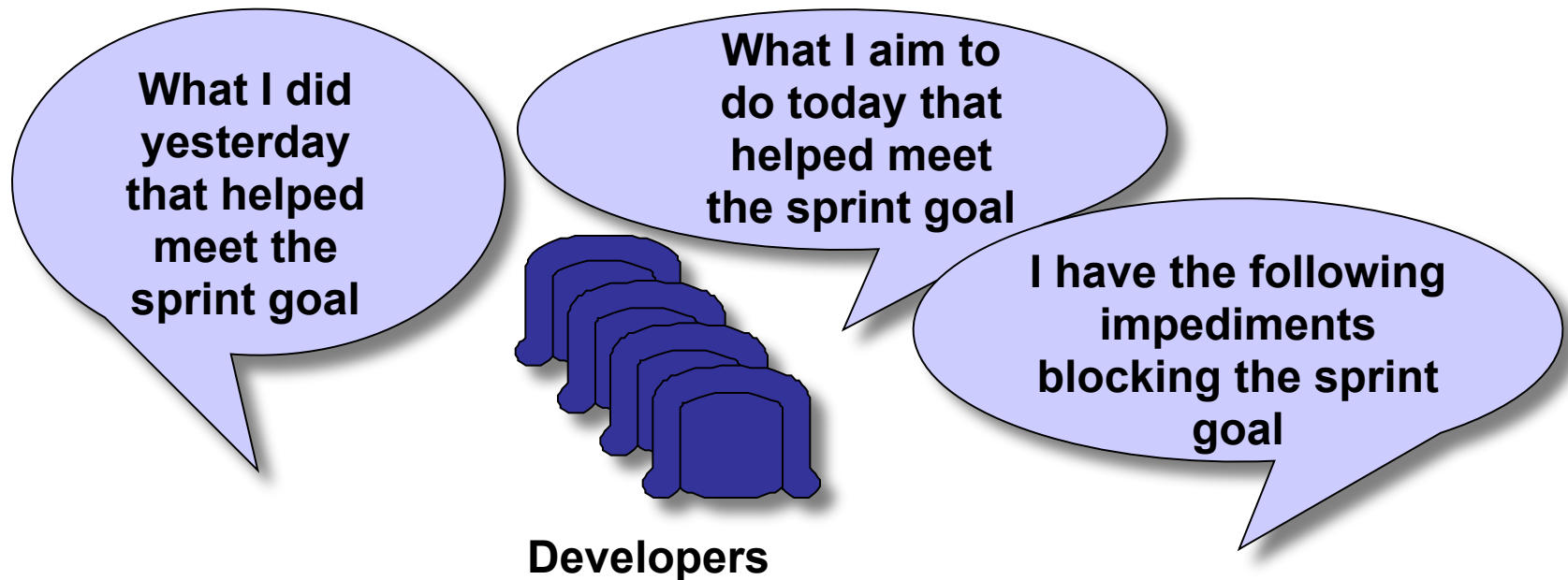
Sprint

- 1 month or less
- Product Owner negotiates with Developers to change items in sprint backlog
- Developers work on tasks from Sprint Planning meeting
- Aim to meet sprint goal (and complete items in sprint)
- Any items not completed are assessed for roll over to next sprint

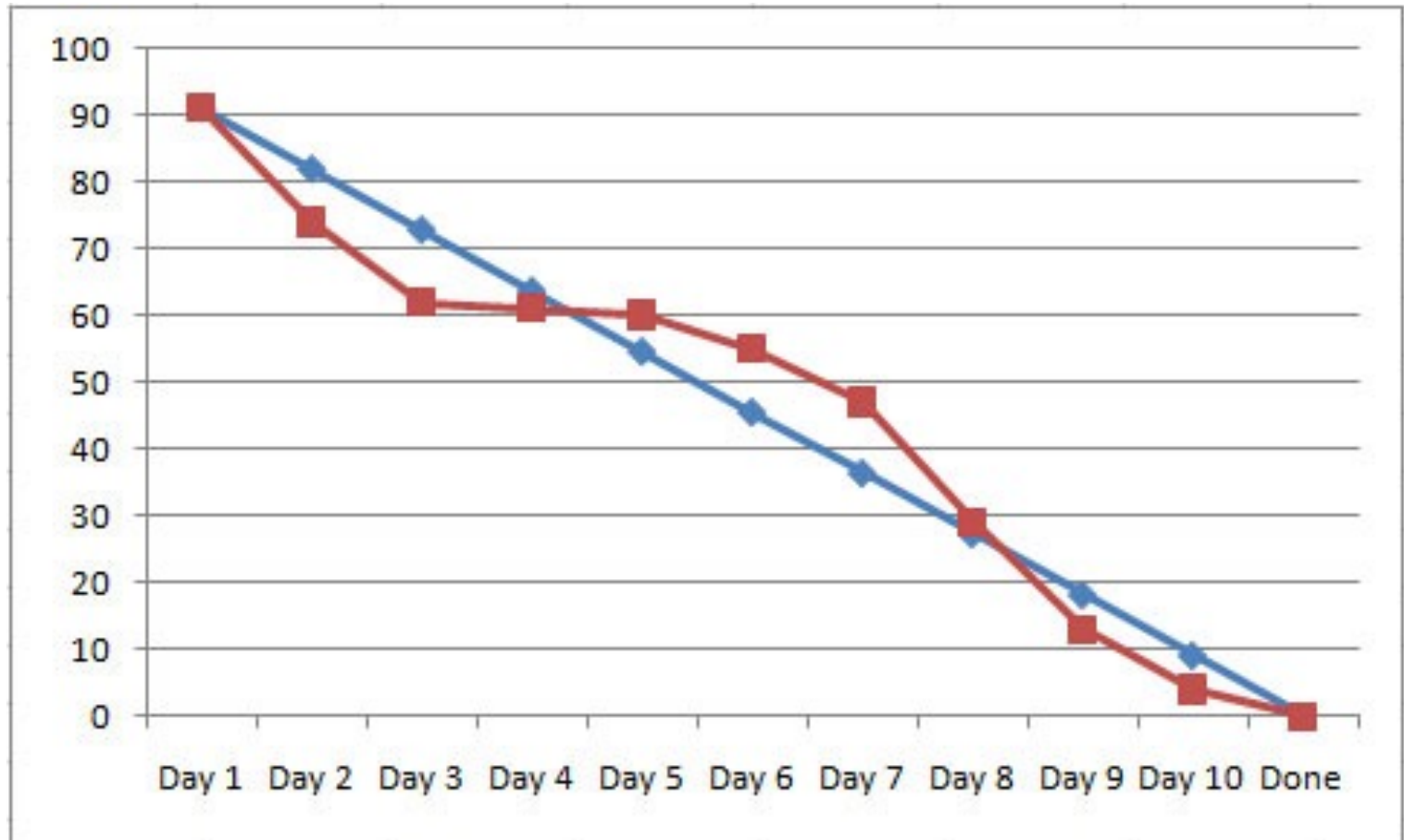


Daily Scrum

- Developers must attend
- Meeting held in same spot daily
- Scrum master facilitates but does not have to be present
- One person speaks at a time
- Burndown and sprint backlog are visible
- Typical (not prescribed) questions below...

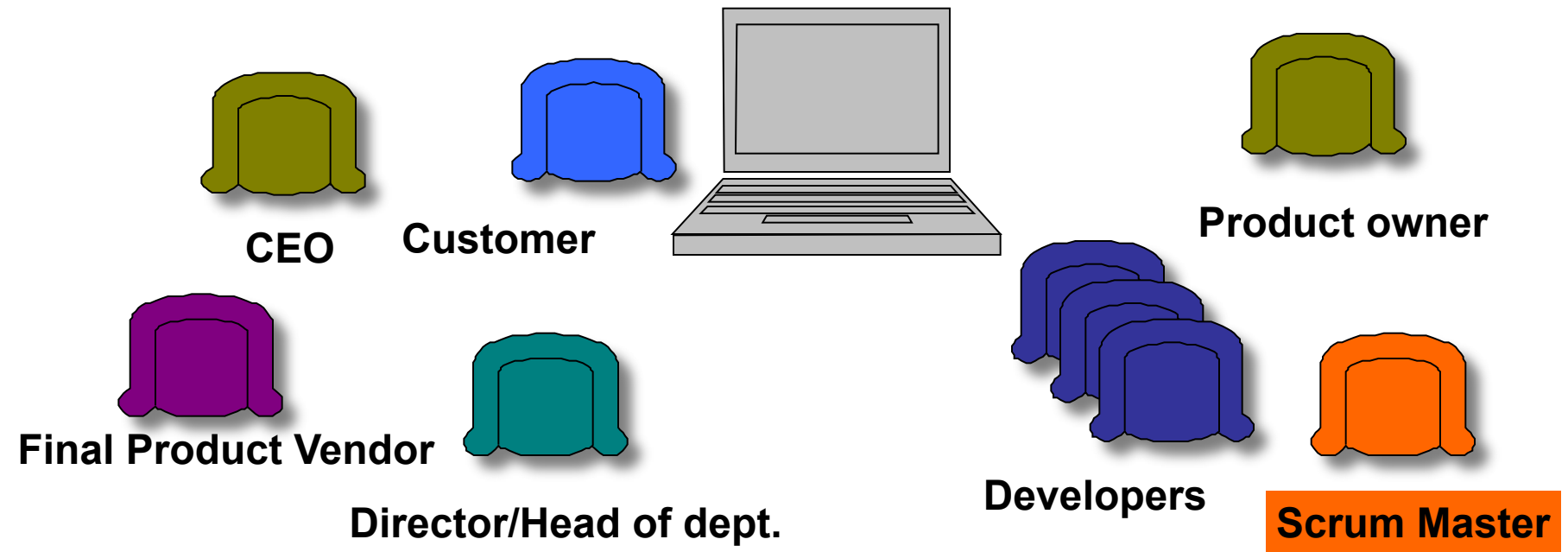


Sprint Burn Down



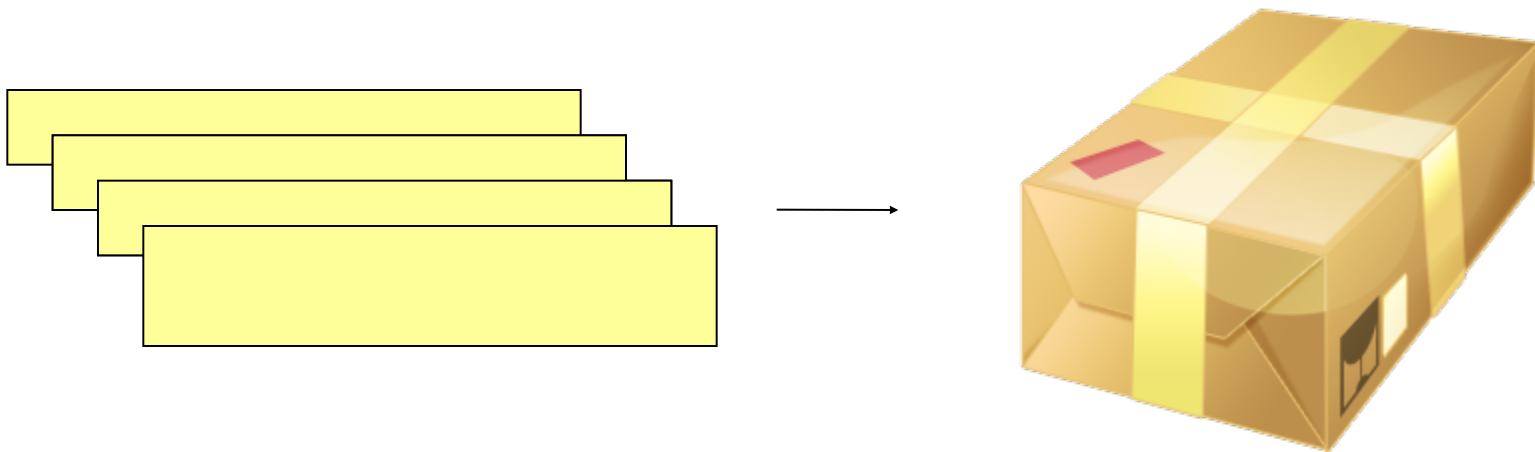
Sprint Review

- Demo of the sprint's functionality
- Stakeholders present
- Product owner and Stakeholders discuss backlog
- Stakeholders ask questions and suggest product backlog items



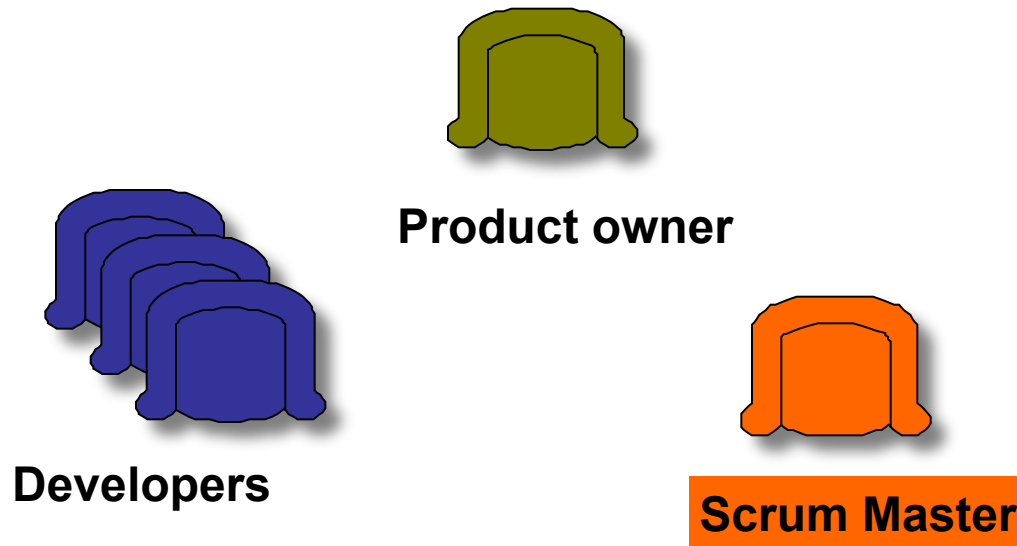
Increment

- Deployable to the live system (potentially releasable)
- Collection of all features from the sprint plus all previous features



Sprint Retrospective

- What went well this sprint?
- What could we improve next sprint?
- E.g. Dev Environment, working practices, communication



How Scrum works

Thanks for your time

Any Questions ?

<https://go.pashunconsulting.co.uk/lm-daily-team-checklist>