# SCRUM OVERVIEW

31 July 2020

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Why Scrum ?

Flawed Assumptions of Traditional Waterfall methods

- The first flawed assumption is that it is possible to plan such large software project.

- The second flawed assumption is that it is possible to protect against late changes.

- The third flawed assumption is that it even makes sense to lock in big projects early.

Your plan

Reality
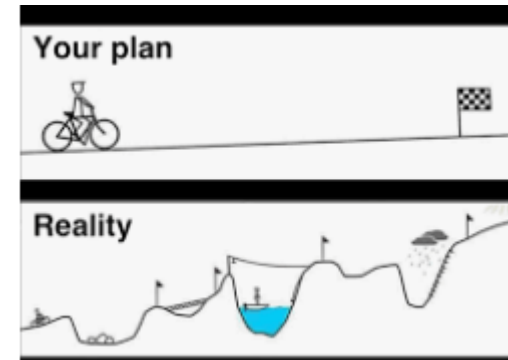
Benefits of Scrum

- Helps save time and money

- Easy to use

- Develops self organizing team and encourages teamwork

- Responsive to changes

- Early feedback
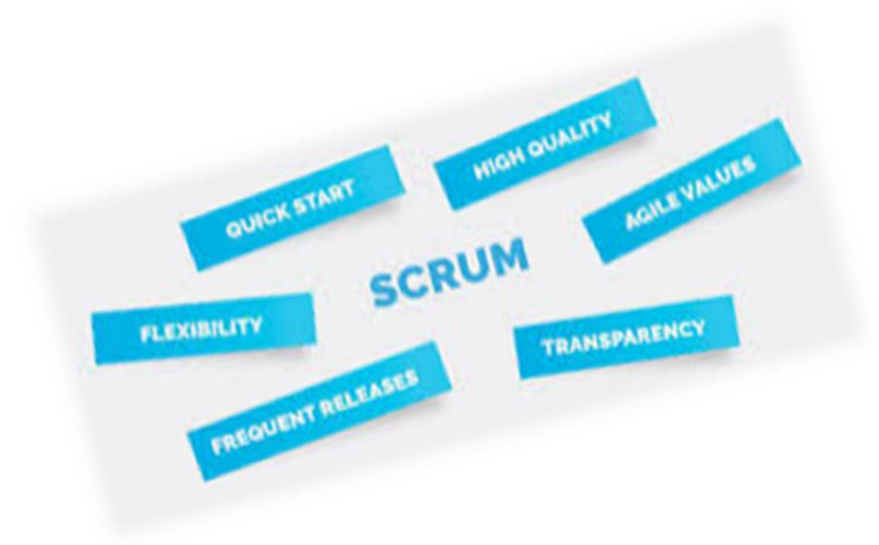
What is Scrum ?

- **Developed by Ken Schwaber and Jeff Sutherland**

- **It is a framework to**
  - Manage work on complex products
  - Deliver products of the highest possible values

- **It is Lightweight, Simple to understand but Difficult to master**

Pillars of Scrum

- **Transparency**

    - Significant aspects of processes must be visible to those responsible for outcome
    - Aspects to be defined by a common standard

- **Inspection**

    - Frequent inspection of Scrum artifacts and Sprint goal
    - Helps in determining undesirable variances

- **Adaption**

    - Adjustment in case of deviation
    - Early adjustment to minimize further deviation

Scrum Values

- Commitment

- Courage

- Focus

- Openness

- Respect

When you live ALIGNED with your values magic happens.

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Scrum Team

- **Product Owner**

  - Is a single person, who may represent desires of a committee
  - Responsible for maximizing the value of the outcome and for content and priority of Product Backlog

- **Development Team**

  - Professionals who deliver a potentially releasable increment
  - Self-organizing, Cross-functional, with no titles
  - Small enough to be agile and large enough to complete the work

- **Scrum master**

  - Servant-Leader responsible for promoting and supporting Scrum
  - Provide service to Product Owner, Development team and Organization
  - Responsible for effective Product backlog management, remove impediments and facilitating Scrum Events

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Scrum Events

- **The Sprint**

  - Time-box of a 1 month or less during which a "Done", useable and potentially releasable increment is created
  - No changes are made that would endanger the Sprint Goal

- **Sprint Planning**

  - Planning of Work to be performed in a Sprint (with duration of max 8 hrs for 1 month Sprint)

- **Daily Scrum**

  - 15 mins time-boxed event of Development team to inspect progress toward Sprint Goal
  - Opportunity to adapt or re-plan the rest of Sprint's work

Scrum Events (contd..)

- **Sprint Review** (max 4 hrs. for a 1 month Sprint)

  - Informal meeting held at the end of a Sprint to inspect the increment and adapt Product backlog
  - Opportunity to collaborate on next things which can optimize the value

- **Sprint Retrospective** (max 3 hrs for a 1 month Sprint)

  - Occurs after Sprint Review and before next Sprint Planning
  - Opportunity for Scrum team to inspect and improve in next sprint

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Scrum Artifacts

- **Product Backlog**

  - A dynamic ordered list of everything that needs to be done and is single source of requirements
  - Product owner is responsible for the content, ordering and availability

- **Sprint Backlog**

  - Set of Product Backlog items selected for the Sprint + plan for delivering the increment and realizing the sprint goal
  - Makes visible all the work required to meet the sprint goal and is modified by team throughout the Sprint

- **Increment**

  - Sum of all Product Backlog items completed during a Sprint
  - It must be in useable condition and should meet the Definition of Done and is a step toward a vision or goal.

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DoD and DoR

- **Definition of Done (DoD)**

  - Shared understanding of what is meant for work to be complete
  - Used to assess when work in complete on a Product Increment
  - Is expected to Expand to include more stringent criteria for higher quality as the team matures

- **Definition of Ready (DoR)**

  - Criteria to determine whether a task is ready to be picked up in a Sprint
  - Development team should work with Product owner to get a task in an actionable shape

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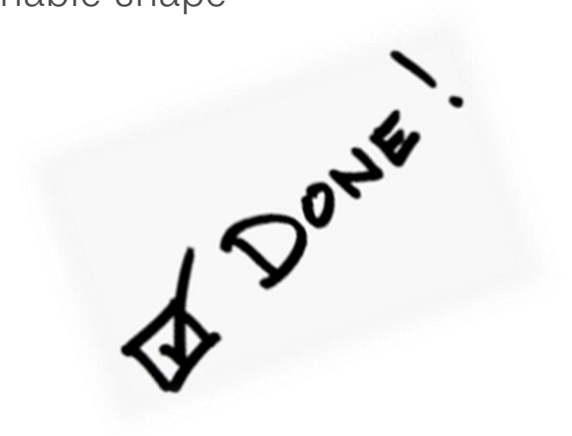
Common terms in Scrum

- **Epics**
  - Very high level summary of a functionality
- **User Story**
  - Is a unit of delivery which can be estimated, planned, developed, tested and released
- **Story Point**
  - Estimate the difficulty of implementing a user story
- **Features**
  - Group of stories which would be released together
- **Burndown Chart**
  - Graphical representation of work left / time. Useful for predicting when all the work will be completed
- **Velocity** (story point)
  - Key metric to measure amount of work done in a Sprint
- **Capacity** (efforts)
  - Amount of Product Backlog items that a team can implement in a Sprint

Summary

- Scrum is an Agile framework to manage work on complex products

- The Scrum team comprises of Product Owner, Development Team and Scrum Master

- Scrum Events are Sprint, Planning, Daily Scrum, Review and Retrospective

- Scrum artifacts are Product Backlog, Sprint Backlog and Increment

- Stories are the workable requirements which can be estimated, planned, developed, tested and released

- Story points is the measure of difficulty in implementing a Story