POWERING POTENTIAL

Scrum

WHAT IS SCRUM

Scrum is an agile framework for completing complex projects

Scrum is widely considered the leading Agile methodology for Software Development, Scrum is considered:

- Lightweight
- Simple to Understand, difficult to master
- Can be implemented into existing projects
- Works well with high level of uncertainty and change

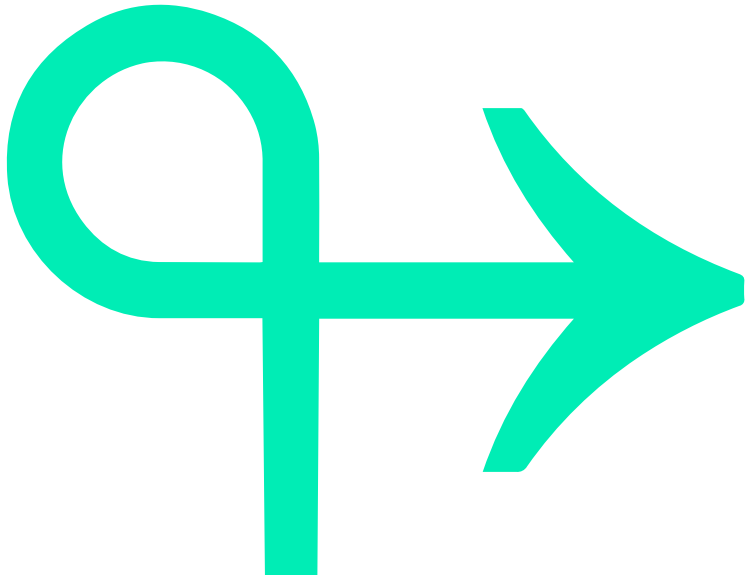
Scrum was created by Ken Schwaber and Je Sutherland in 1990s, and *inspired* by the idea of rugby and scrums

Scrum Fundamentals

Scrum relies on the concept of Sprints, which are time-boxed events in which selected development takes place for a project

A total project is comprised of separate sprints, and these sprints are considered mini or small projects in their own right

By having multiple projects with smaller deadlines there is less pressure on the deadlines and there is a large reduction in burnout



SCRUM TEAMS

Scrum is only possible due to the scrum team which are considered Cross Functional

Each team has all of the necessary skills to complete each part of a sprint, and includes around 2 – 10 people

A Scrum team has 0 sub teams or hierarchies, they are a single unit in their own right

SCRUM ROLES

Scrum teams consist of defined and unique roles in order to facilitate scrum:

- Product Owner: Accountable for maximising value of products created during Sprints. They are also responsible for maintaining the Product Backlog
- Scrum Master: Responsible for facilitating Scrum and multiple scrum meetings. They support the team but are not considered the manager of the Scrum Team
- Development: Works on all parts of the code for the Sprint. They are accountable for how the product is and should be developed
- Stakeholder: Someone who is invested in the product but isn't part of the development of the project. Provides feedback and insight into the product

Scrum Meetings

Scrum meetings are the activities and events that run during a Scrum project, there are defined and unique meetings that each have different purposes

Sprint Planning: Timeboxed to 2 hours per week of sprint, deciding What is in sprint and how it should be completed. Creates the sprint backlog

Daily Scrum: Daily meeting for 15 minutes, ran by Scrum Master who asks each person: “What did you do?, What are you doing? Any Blockers?”

Sprint Review: 1 Hours per week of Sprint and held at the end, Scrum Team and Stakeholders attend. Purpose is to present progress and get feedback

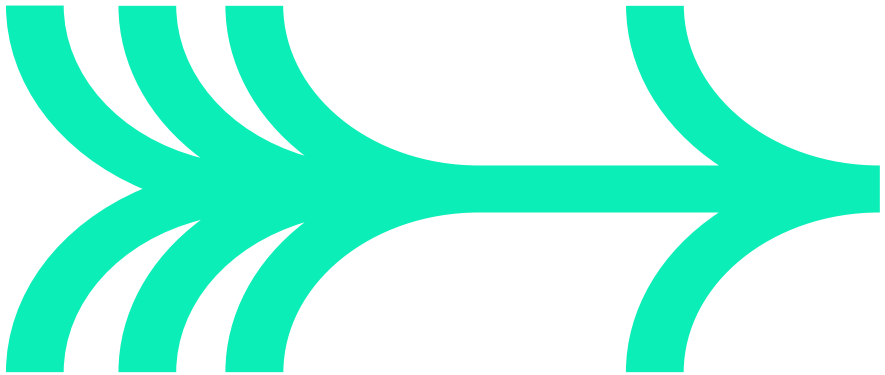
Sprint Retro: 1 Hours per week of Sprint and held at the end after Review. Only for the Scrum Team, discusses what went well, what didn’t and how they can improve the Sprint process

Product Backlog

The Product Backlog is a list of all tasks that need to be completed for a total project to be considered done.

The Product Backlog is created at the beginning of the project as the requirements stage, where it is discussed what are the individual requirements

The backlog consists of Product Backlog Items (PBIs) which come in a variety of forms:



- Epics – Collection of User Stories
- User Stories – End goal expressed from the users perspective
- Tasks – Individual steps needed for a user story to be successful
- Bugs – Issues that come about during development
- And many other types of PBIs

PBI IN MORE DETAIL

User Stories are the main Item within a Product Backlog as they allow us to see how the project should function from the perspective of someone other than the developers

A user story can be created with the following format:

- As a <Persona>
- I want <Requirement>
- So that <Reasoning>

As a Shopper
I want a basket button
So that I can see my basket easily

Once a User Story has been generated you it can contain a list of tasks that are needed to be done so the user story can be considered done

An Epic is a collection of similar user stories that share similar goals. Typically a Sprint will be created to complete a single Sprint