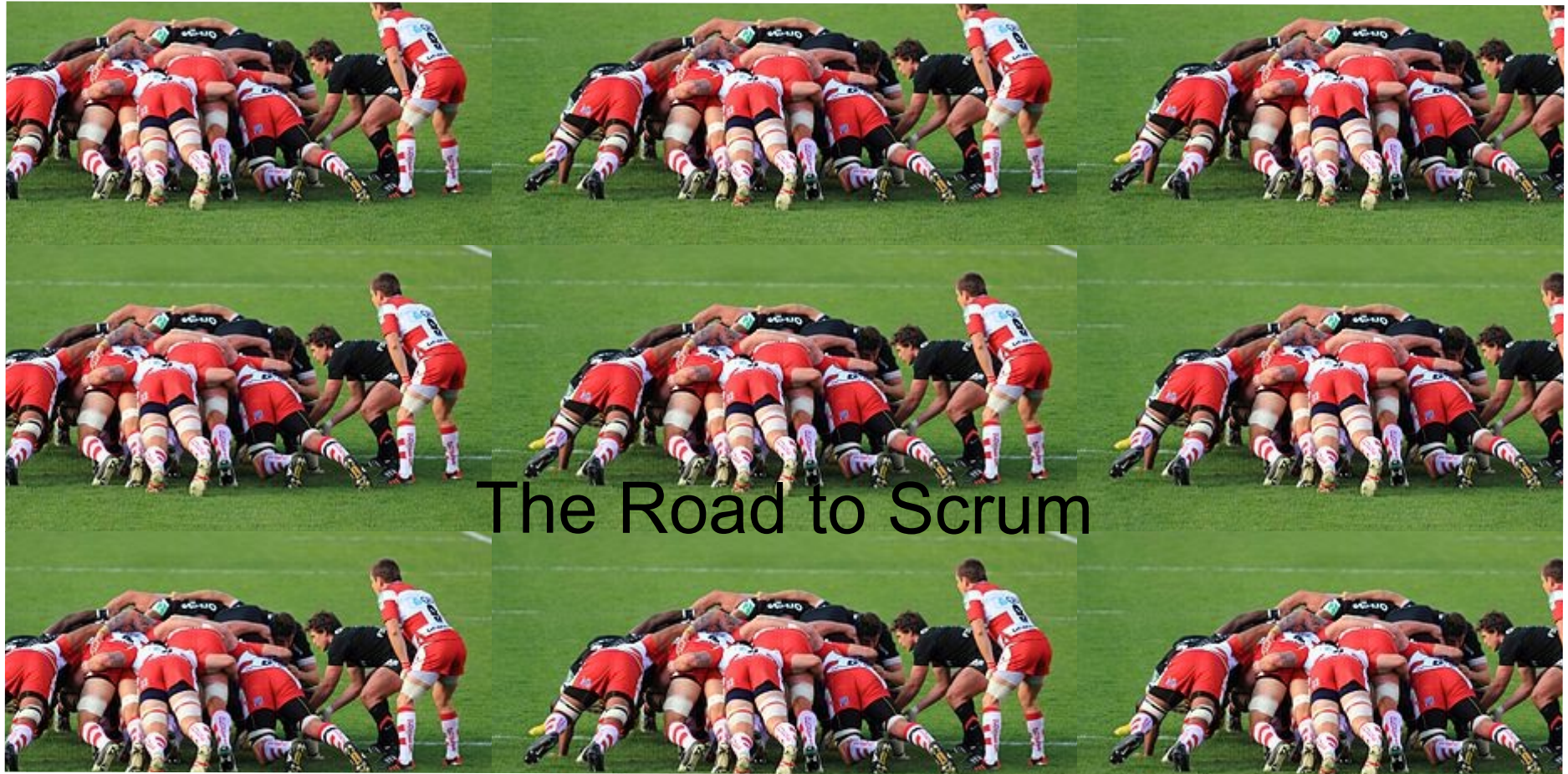


# Over the Waterfall



# A bit of history

- First suggested in 1985
- Responds better to changing requirements
- Developer centered
- Especially good about innovation
- Holistic and Heuristic
- One of the iterative Agile approaches

# Qualitative Aspect

- Define your product
- Define your customer
- Define roles
  - Product Owner
  - Stakeholders
  - Team Members
  - Scrum Master
  - “Pigs and Chickens”

# Quantify

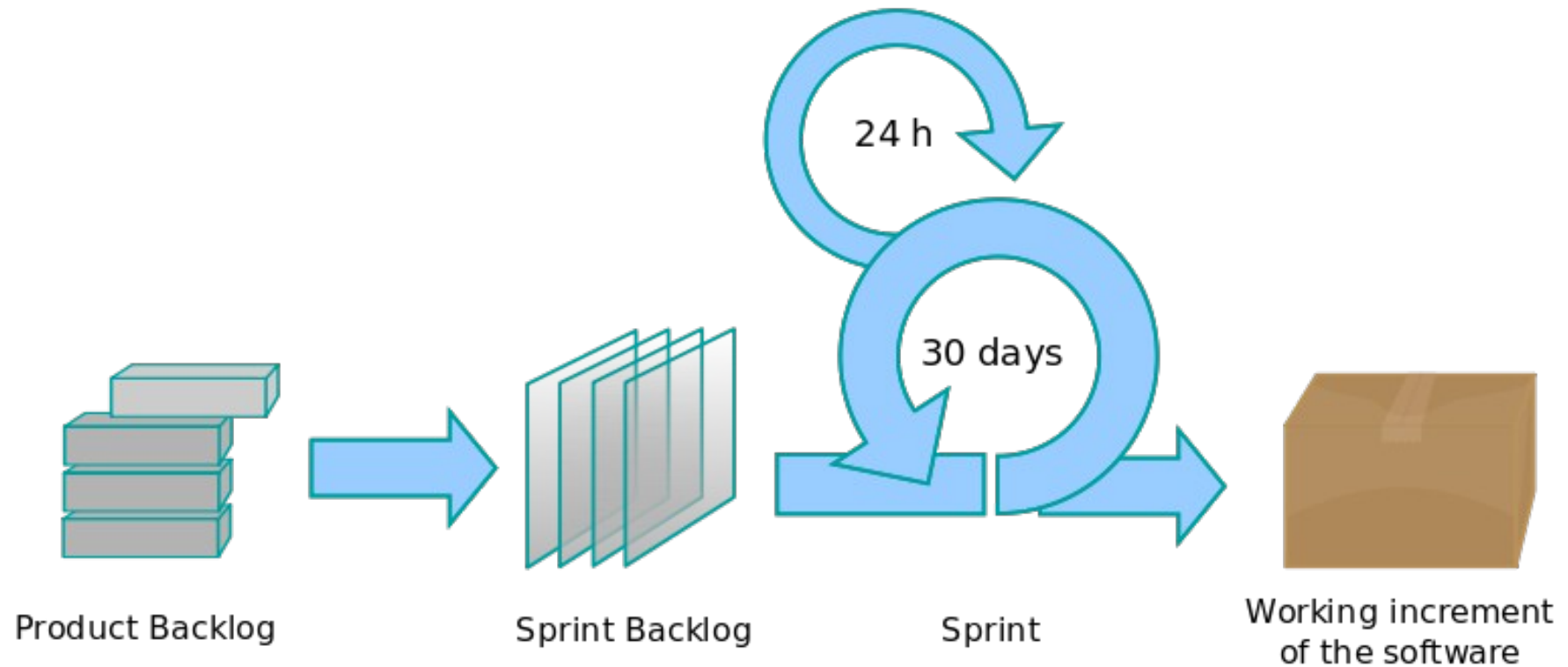
- Product Backlog
  - Contains Epics
    - Contains Stories
      - Contains Tasks

Requirement changes and new work requests get added to the backlog.

# Scrum Flow

- Work is added to Product Backlog
- Backlog stories are created
- Stories are grouped into Epics
- Epics are assigned across Sprints
- Stories in sprints are “Tasked” out and pointed
- Work is begun, no one ever is assigned tasls... people take tasks upon themselves

# Diagram



# Sprints

- Defined “fixed” period of time to work tasks
- Usually 2-3 weeks (2 weeks for us)
- Unfinished work at the end of a sprint goes back into the product backlog
- What goes on between sprints is as important as the sprint period itself
- Head down time, no distractions!!!!!!!!!!!!

# Basic Work Unit: Story

- A story describes a requested featured from a certain perspective, and the justification for that feature

As a [role], I would like a [feature], because of [justification].

- Example:

“As a user, I would like a search field, so that I may find related products faster”



# Basic Work Unit: Epic

- An Epic is a collection of related stories
- An Epic itself should be defined like a story
- Can span multiple Sprints (or not)
- Overarching reason behind the product should be an epic. Epics can contain other Epics

# Basic Work Unit: Task

- Stories break down to tasks
- A task is a granular piece of work
- Tasks are assigned a point value based on COMPLEXITY
- Typically, Fibonacci is used (1,2,3,5,8,13...)
- Tasks with a higher than 13 complexity are usually elevated to stories and sub-tasked
- COMPLEXITY != HOURS!!!

# Quantification: Velocity

- Velocity is a measure of the amount of complexity a team member can handle in a sprint
- Will manifest itself after a few sprints
- Different for each team member
- Measured as a vector, with an offset  $48 \pm 10$

# Role: Product Owner

- The Product Owner represents the stakeholders and is the voice of the customer.
- The Product Owner writes (or has the team write) customer-centric items (typically user stories), ranks and prioritizes them, and adds them to the product backlog

# Role: Stakeholder

- The stakeholders are sometimes customers, end-users, and vendors. They are people who enable the project and for whom the project produces the agreed-upon benefit[s] that justify its production

# Role: Team

- A Team is made up of 7 +/- 2 individuals with cross-functional skills who do the actual work
- Should always be an odd number!

# Role: Scrum Master

- accountable for removing impediments to the ability of the team to deliver the sprint goal/deliverables
- The Scrum Master is not the team leader, but acts as a buffer between the team and any distracting influences
- Facilitator of daily scrum meeting

# Between Sprints

- What goes on between sprints is as important to the overall success of the team as the sprint itself
  - Sprint Review (1½ day)
  - Sprint Planning (1½ day)
  - Un-Meeting (1½ day)



# Sprint Chores: Planning

- Sprint Planning Meeting
  - Prioritize Product Backlog
  - Move Prioritized Stories into Sprint Backlog
  - Task and point out Stories
  - Stop when the Sprint is deemed “full”

# Sprint Chores: Review

- After sprint finishes we review the following
  - Unfinished work is moved back into the product backlog
  - What each team member was able to accomplish
  - What each team member learned during the sprint

# A tale of two lumberjacks

- 



# Sprint Chore: Un-meeting

- An Un-meeting is not a meeting
  - It is a chance for the team to sharpen their axe
  - Typically lasting ½ day
  - A topic of discussion (technical) is presented by a team member
  - Could be related directly to the project, or not
  - Videos can be watched
  - Is a keystone to creating innovation


# Tool: Jira

- Jira was begun in 2002 as an issue tracking and ticket tracking software suite
- Has grown to become the most popular web based Agile/Scrum/Kanban solution out there
- Modular, purchase products and services a-la-carte

# Tool: Jira Agile

- Jira by itself doesn't offer us much
- BUT, Jira has a product that used to be called “Greenhopper”, but now is just called Jira Agile
- Jira Agile is the embodiment of Scrum
- Backlogs, Stories, Tasks, Actors, Product Owners, Scrum Masters... all accounted for

# Backlog & Sprint Planning

 GIVE GREENHOPPER FEEDBACK admin Administration

Dashboards Projects Issues Agile Bonfire

Create Issue Quick Search

Angry Nerds

Plan Work Report Tools

Quick Filters: Only My Issues Recently Updated

Angry Sprint

Progress:

8 issues 23/Jul/12 4:21 AM — 03/Aug/12 4:21 AM 8 days left

NERD-1

As a Front-Ender I would like to stop supporting IE6 so I can enjoy my life

3

NERD-2

As a Hacker I would like more Red Bull so I can work all night

8

NERD-3

As the Dev Manager I would like to look busy so I can keep my job

NERD-4

As an Outsourcerer I want to get paid for working in my pyjamas

20

NERD-5

As an Agilista I want to play buzzword bingo so I can ban

NERD-6

As the Founder I want to have the last say so I can get my way

13

NERD-8

As a Bug I want to fly in the face of progress

NERD-7

As a Bug I want to make life hard for the Angry Nerds

Upcoming Sprint 1

Start Sprint

NERD-9

As a Bug I want to be like The Beatles so I can be fab

NERD-12

As a Front-Ender I would like to stop supporting IE7 so I can enjoy my life

5

NERD-13

As a Hacker I would like more pizza and beer

3

NERD-20

As a Hacker I would like to hack the mainframe and enter the Matrix

13

NERD-14

As a Dev Manager I want make everyone log time so I can make nice charts

8

Issues 5 Estimate 29

Upcoming Sprint 2

NERD-15

As an Outsourcerer I want to work more hours and get less done

3

NERD-16

As an Agilista I want to be lean to make the green, quicker

1

NERD-17

As an Agilista I want to iterate on the rate so I can rate the iteration

5

Issues 3 Estimate 9

Angry Nerds / NERD-4

As an Outsourcerer I want to get paid for working in my pyjamas

Estimate: 20










Details Description (0) (0) (2) (1)

Status: Not Started 0/1 Completed

Session	Status	Actions
Confirm they are in pyjamas	Created	

Create Session

# Task Management

To Do	In Progress	Done
v Recently Updated 9		
<div><div>IRKD-6</div><div>↓ Typo on home page</div><div></div></div>	<div><div>IRKD-10</div><div>↑ Critical bug</div><div></div></div>	<div><div>IRKD-4</div><div>↑ As a user, I would like to resolve other peoples Irks</div><div> 5</div></div>
<div><div>IRKD-12</div><div>⊘ Button does not work on iPad</div><div></div></div>	<div><div>IRKD-8</div><div>⚠ Video doesn't play</div><div></div></div>	<div><div>IRKD-5</div><div>↑ As a user, I would like to search and filter through existing Irks</div><div> 7</div></div>
<div><div>IRKD-14</div><div>↑ Field collapses with page width</div><div></div></div>	<div><div>IRKD-1</div><div>↑ As a user, I would like to track defects in everyday life</div><div> 5</div></div>	<div><div>IRKD-16</div><div>⊘ Load time extremely slow on Firefox</div><div></div></div>



# Burndown Charts

GreenHopper Statistics Burndown Chart

**Bitbucket (BB) : IT-1113**

