Scrum - Manifesto Workbook

Problems with traditional (Waterfall) development.

| For the waterfall we would start from scratch for new requirements, features and updates. Hard to be predictive |
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Agile Principles

| 1. Satisfy the customer through early and continuous delivery of valuable software |
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| 1. Able to change requirements based on customer request, even late in development |
| 1. Constant delivery of software within a weeks or months, with a preference to a shorter timescale |
| 1. More communication between business people and developers (All entities are involved in the development of the software) |
| 1. Developers get the motivation, tools, and support from their environment they need to build the software |
| 1. Personal interaction between team members for conveying information |
| 1. Delivering a (working) product is the primary goal / intention |
| 1. It promotes a sustainable working environment for all parties |
| 1. Focusing on delivering valuable software frequently |
| 1. To be mindful of the duties they’ve been assigned, by focusing on necessary tasks while avoiding unnecessary work |
| 1. Teams are self-sufficient because of constant communication, and can collectively come with designs, requirements, and architectures. |
| 1. Teams can adapt to changes and can act accordingly at regular intervals |

Agile Manifesto Statement of Values

We Value Left Column

| Communication & interaction between teams. The individual |
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| Focus on a functional product by getting feedback by users on a regular basis.. |
| Customer collaboration, acknowledgment |
| Response to changes according to the users needs and feedback |

Over the Right Column

| Development tools, testing environments, and processes |
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| Wordy propaganda |
| Focus more on contract negotiations and business. The product to be available |
| Guided by a structured plan without interacting with outside users, with no need to respond to changes that may occur |

Agile Framework Attributes

| Focus on People | Professionalism is expected to ensure the delivery of high-quality results |
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| Working Software | A functional product is expected |
| Flexibility | The adaptation to varied circumstances |
| Customer Involvement | The involvement / cooperation of the users are crucial in furthering the development of the product |
| Multi  disciplinary cooperating teams | Scrum team members should possess (T-shaped skill sets), a multitude of skills across various topics but also specialize in obtaining a deep knowledge / expertise in one or two areas. |
| Trust | Openness, clarity and honesty among members within a team |

Agile Frameworks

1. Scrum - A lightweight, adaptive framework that promotes iterative and incremental solutions
2. Kanban
3. Extreme Programming (XP)
4. Feature Driven Development (FDD)
5. Crystal
6. Dynamic System Development Method (DSDM) 7.Rapid Application Development
7. Adaptive Software Development (ASD)
8. Disciplined Agile (DA)
9. Scaled Agile Framework (SAFe)
10. Large-Scale Scrum (LeSS)
11. Lean Software Development (LSD)

| Methodology | Framework |
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| Roles |  |
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| Rituals |  |
| Artifacts |  |
| Rules |  |