Agile_Scrum

Part 1 - Summary

Use this space to summarize your thoughts on the lesson

Part 2 - Responses

Slide 1

Use this space to take notes:

Slide 2

▶ Table of Contents ≫

- ▶ Sprint Concept
- ▶ Scrum Roles
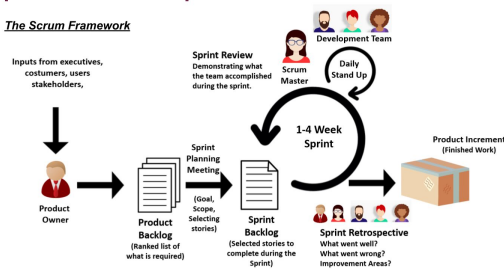- ▶ Epic, User Story and Task
- ▶ Scrum Artifacts
- ▶ Scrum Ceremonies

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Use this space to take notes:

Slide 3

▶ Sprint Concept ≫

The Scrum Framework

Inputs from executives, costumers, users stakeholders,

Sprint Review
Demonstrating what the team accomplished during the sprint.

Development Team

Scrum Master

Daily Stand Up

1-4 Week Sprint

Product Increment (Finished Work)

Sprint Planning Meeting

Product Owner

Product Backlog (Ranked list of what is required)

(Goal, Scope, Selecting stories)

Sprint Backlog (Selected stories to complete during the Sprint)

Sprint Retrospective
What went well?
What went wrong?
Improvement Areas?

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Use this space to take notes:

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Scrum Roles

Product Owner

Scrum Master

Development Team

Use this space to take notes:

Product Owner

Product Owner

- Business representative
- Represents stakeholders
- Voice of the customer
- Works together with stakeholders
- Prioritizes the product backlog

Use this space to take notes:

Scrum Master

Scrum Master

- Coaches the team
- Clears any obstacles encountered
- Helps team members focus on what they do
- Ensures that the team is working properly

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Scrum Master

Use this space to take notes:

Development Team

Development Team

- Consists of 3-9 people
- Performs daily tasks
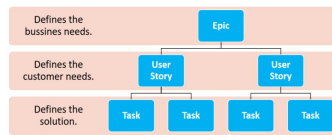
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Use this space to take notes:

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Epic, User Story and Task

Defines the bussines needs. — Epic

Defines the customer needs. — User Story / User Story

Defines the solution. — Task / Task / Task / Task

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Use this space to take notes:

Slide 10

Epic

Defines the bussiness needs. — Epic
Defines the customer needs. — User Story / User Story
Defines the solution. — Task / Task / Task / Task
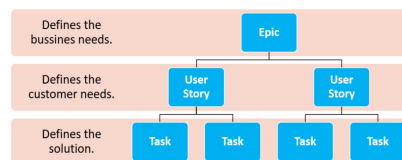
- **A set of jobs that cannot be easily achieved in a single sprint.**

Examples of Epics:

- As a bank, we want a facial recognition system in our branches.
- As the marketing department, we want a mobile application and a website to reach more customers.

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Slide 11

User Story

Defines the bussiness needs. — Epic
Defines the customer needs. — User Story / User Story
Defines the solution. — Task / Task / Task / Task
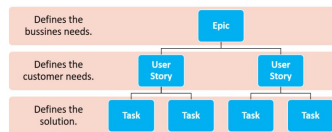
- **Describes a software feature from the customer's perspective**
- **Includes the *"type of user"*, *"what they want"*, and *"why they want it"*.**

Examples of User Stories:

- As a registered user, I want to add items to the cart so that I can purchase multiple items at once.
- As a student, I want to apply for the exam online so that I can save time.

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Use this space to take notes:

User Story

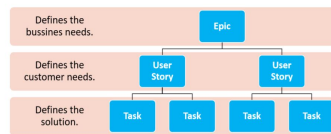MAKE SURE YOUR USER STORY IS CORRECTLY PHRASED
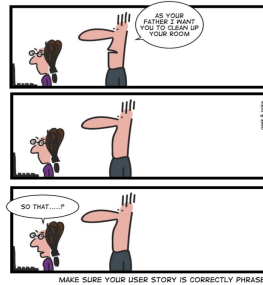
Use this space to take notes:

Slide 13

Tasks

- Detailed pieces of work that are necessary to realize a user story.
- Define the solutions for customer needs.

Use this space to take notes:

Slide 14	Your Response

Epic, User Story and Task ▶ »

What do you think?

Which one maybe NOT appropriate?

Categorize the following events as Epic, User Story or Task:
- Making a Website
- Creating a homepage for the website
- Making a button for the homepage.

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- https://tureng.com/tr/turkce-ingilizce/app
  ropriate

Use this space to take notes:

Slide 15

▶ Main Scrum Artifacts »
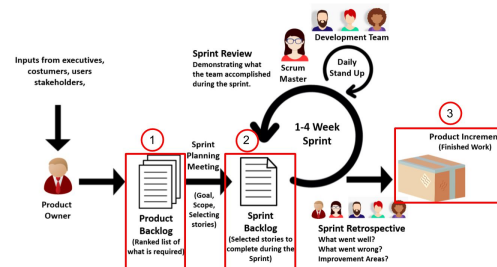
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Product Backlog
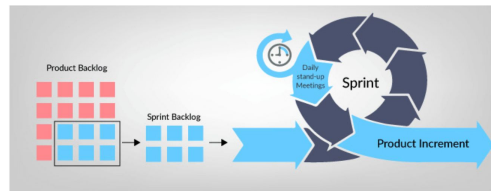
- List of everything to complete the project
- Beside all user stories, includes technical tasks

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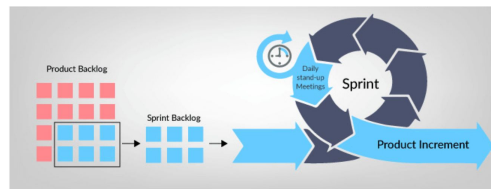
Sprint Backlog

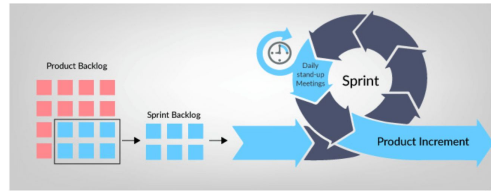
- A subset of the product backlog.
- Not flexible, unchanged during the sprint period.
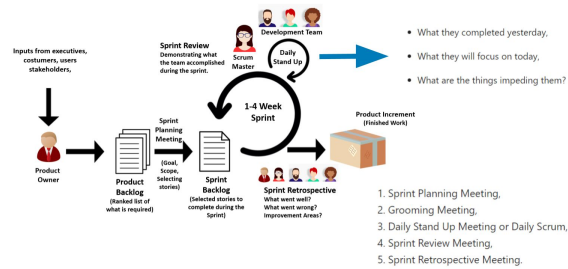
Use this space to take notes:

Product Increment

- **Sum of all the product backlog items finished during the sprint**

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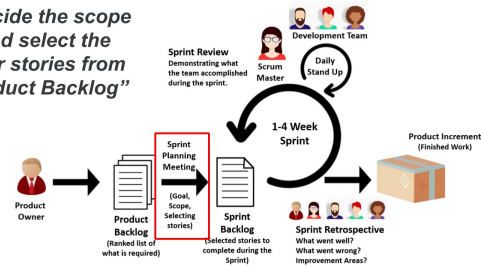Use this space to take notes:

Slide 19

Scrum Ceremonies

- What they completed yesterday,
- What they will focus on today,
- What are the things impeding them?

1. Sprint Planning Meeting,
2. Grooming Meeting,
3. Daily Stand Up Meeting or Daily Scrum,
4. Sprint Review Meeting,
5. Sprint Retrospective Meeting.

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Use this space to take notes:

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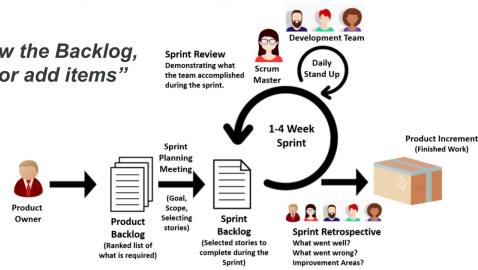
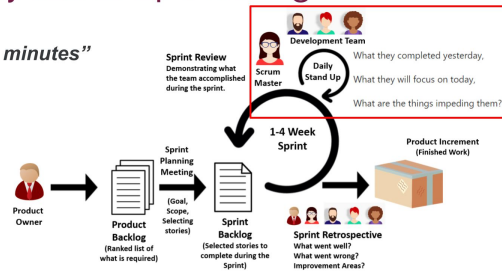Use this space to take notes:

Use this space to take notes:

Daily Stand Up Meeting

"15 minutes"

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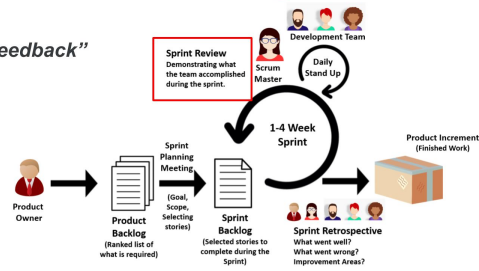

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Daily Stand Up Meeting

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Slide 24
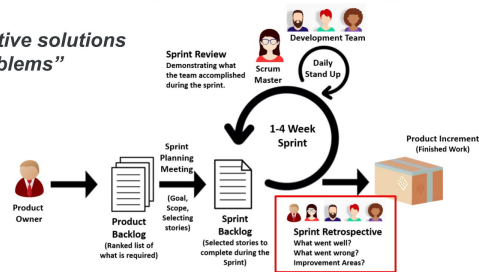
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Use this space to take notes:

Burndown Chart
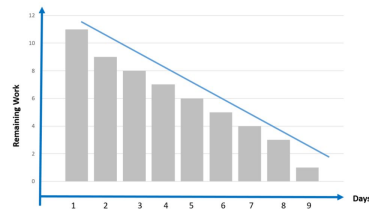
Graphical demonstration of remaining work versus time.

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Use this space to take notes:

Timeboxing

A timebox is a period of time in which a team works to achieve a goal.
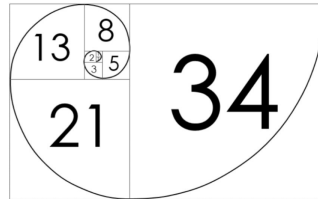
Instead of waiting until the goal is reached, the timeboxing approach STOPS when the time limit is reached.

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Use this space to take notes:

Story Points

- Numeric values that indicate the **difficulty level** of the user stories

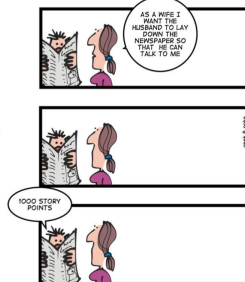- Assigned to each user story using the **Fibonacci numbers**

Use this space to take notes:

Story Points

Story points describes the difficulty level !

Use this space to take notes:

Story Points in a Product Backlog

| User story	Story point(s)	Priority
As a user, I am able to search for documents so I can find them more easily	2	1
As a site visitor, I can compare different types of accounts to see which account type suites me best	1	2
As a user, I can submit questions through the website so I know how to better use the product	1	3
As a site visitor, I am shown what I can do in the product so I know whether or not this product will fill my needs	2	4
As a user, I want to be able to retrieve documents that were deleted so I can reclaim documents that were deleted on accident	3	5
As a site visitor and user, I can sign up for newsletters to remain up to date on the product	2	6

High priority

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Velocity
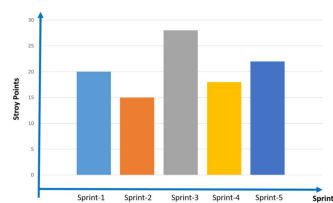
- Key metric in scrum

- Summing up all story points at the end of each sprint

- Making an estimation of how long the project will take to complete.

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Use this space to take notes:

Slide 32	Your Response
	You Chose ● **Sprint-3 must be the longest sprint.** Other Choices

- The velocity is the highest in the Sprint-3

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Slide 33

Link(s) on this slide:
- https://create.kahoot.it/details/scrum/bd3787ab-ac4d-41a2-9706-a9ec1b6acf9a

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THANKS!

Any questions?

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Use this space to take notes: