50+ Scrum Interview Questions

**Describe Agile Values:**

* + • Individuals & Interactions
  + • Working Software
  + • Customer Collaboration
  + • Responding to Change

1. **Explain Scrum Ceremonies:**
   * • Sprint Planning
   * • Daily Stand-up
   * • Sprint Review
   * • Sprint Retrospective
2. **How do you handle impediments?**
   * • Identify & Understand
   * • Remove or Escalate
   * • Maintain Team Flow
3. **Describe your conflict resolution style?**
   * • Facilitate Discussion
   * • Focus on Root Cause
   * • Find Win-Win Solutions
4. **How do you measure Scrum success?**
   * • Team Velocity & Morale
   * • Working Software Delivered
   * • Meeting Sprint Goals

* What is SCRUM Life cycle.  
  Scrum life cycle is iterative, not linear.
* **Product Backlog Creation:** Prioritized list of features (user stories) for the product.
* **Sprint Planning:** Select user stories & tasks for the upcoming sprint (sprint backlog).
* **The Sprint:** Time-boxed development cycle (1-4 weeks) with daily stand-up meetings.
* **Sprint Review:** Showcase working software increment and gather feedback.
* **Sprint Retrospective:** Reflect on the sprint and identify areas for improvement.
* **Backlog Refinement:** Continuously review and adjust the product backlog.
* **Key Points:** Iterative, feedback-driven, product backlog rema

**What are the roles in Scrum?**

* Product Owner (Vision)
* Development Team (Delivery)
* Scrum Master (Process)

**What is the role of Scrum Master?**

* Facilitate Ceremonies
* Remove Impediments
* Coach Team & Product Owner

**What are the Agile ceremonies?**

* Sprint Planning (Set Goals)
* Daily Stand-up (Progress Update)
* Sprint Review (Show Results)
* Sprint Retrospective (Improve)

**What are the responsibilities of a Scrum team?**

* Deliver Working Software
* Self-Organize & Manage Work
* Meet Sprint Goals

**Difference between Agile and Waterfall:**

* Agile: Iterative, Adaptable
* Waterfall: Sequential, Fixed Scope

**Metrics of Scrum:**

* Velocity (Delivery Rate)
* Sprint Goal Completion
* Team Happiness

**Artifacts of Scrum:**

* Product Backlog (Prioritized Features)
* Sprint Backlog (Work for a Sprint)
* Increment (Working Software)

**Scrum Ban vs Kanban Board:**

* Scrum: Fixed Columns (To Do, In Progress, Done)
* Kanban: Focuses on Work in Progress Limits

**Sprint 0 and Spike:**

* Sprint 0: Set Up & Planning
* Spike: Short Exploration Task

**Scrum of Scrums:**

* Coordination Meeting for Multiple Teams

**User-Story Mapping:**

* Visually Organize User Stories

**What happens in a Sprint Retrospective:**

* Review Sprint, Identify Improvements

**Empirical Process Control in Scrum:**

* Learn & Adapt Based on Experience

**Drawbacks of Scrum:**

* Complex for Large Projects
* Requires Team Self-Discipline

**Servant Leader:**

* Empowers & Supports Team

**Conflict Resolution:**

* Facilitate Discussion, Find Solutions

**User Stories, Epics, and Tasks:**

* Epics (Large Features) -> User Stories (Details) -> Tasks (Actionable Items)

**What is a Sprint?**

* Time-boxed Development Cycle

**What is Velocity?**

* Average Delivery Rate per Sprint

**Product Owner Responsibilities:**

* Manage Product Backlog
* Prioritize Features
* Represent Stakeholders

**Burnup and Burndown Chart:**

* Track Work Remaining in a Sprint

**Estimation in Scrum:**

* Relative Effort (T-Shirt Sizing)

**Risks in Scrum:**

* Unclear Requirements
* Scope Creep
* Lack of Team Skill

**Tracking Sprint Progress:**

* Daily Stand-up Meetings
* Burndown Chart Monitoring

**Dealing with Scope Creep:**

* Refine Backlog, Prioritize

**MVP (Minimum Viable Product):**

* Simplest Usable Version

**MMP (Minimum Marketable Product):**

* Sells Features to Early Adopters

**DoD (Definition of Done):**

* Acceptance Criteria for User Stories

**Scrum Values:**

* Individuals & Interactions
* Working Software
* Customer Collaboration
* Responding to Change

**Handling Conflict:**

Facilitate Discussion, Focus on Root Cause  
**What would you handle conflict within the team?**

* • Identify & Address Concerns
* • Facilitate Open Communication
* • Focus on Team Goals

**How would you deal with a difficult stakeholder?**

* • Clarify Expectations
* • Manage Communication Proactively
* • Find Win-Win Solutions

**What are the three pillars of Scrum?**

* • Transparency
* • Inspection
* • Adaptation

**Explain user story structure with an example. (As a user, I want..., so that..., I will...)**

* • User Role
* • Desired Action/Functionality
* • Benefit for the User (e.g., As a customer, I want to search by product category, so that I can find products faster, I will be more likely to buy.)

**What are the five steps of Risk Management?**

* • Identify Risks
* • Assess Risk Impact & Likelihood
* • Develop Mitigation Strategies
* • Monitor & Track Risks
* • Learn & Adapt

**Timeboxing in Scrum:**

* • Fixed Time for Ceremonies & Sprints
* • Enforces Focus & Efficiency

**Canceling a Sprint:**

* • Unforeseen Events (Team Unavailable, Critical Issues)
* • Product Owner Decision

**Scope Creep:**

* • Uncontrolled Growth of Requirements
* • Prioritize Backlog & Manage Expectations

**Scrum Master as Facilitator:**

* • Guide Discussions, Not Dictate
* • Encourage Team Participation

**Daily Scrum Attendance:**

* • Short Meeting, Not Mandatory for All
* • Team Decides Who Attends

**Structure of a Good Story:**

* • INVEST (Independent, Negotiable, Valuable, Estimatable, Sized Appropriately, Testable)

**Scrum Master in Sprint Retrospective:**

* • Guide Discussion, Not Solve Problems
* • Ensure Everyone Participates

**Action Item Delivery:**

* • Set Clear Deadlines & Owners
* • Track Progress During Daily Scrum

**Sprint in Scrum:**

* • Time-boxed Development Cycle (e.g., 1-4 Weeks)

**Confidence Vote:**

* • Assess Team's Ability to Meet Sprint Goal
* • Promotes Transparency & Adaptability

**Daily Meeting for All Teams:**

* • Not Necessary, Can Be Scaled
* • Focus on Team-Level Communication

**Scrum Team Participation:**

* • Self-Organizing & Collaborative
* • Involve Team in Product Development

**User Stories in Scrum:**

* • Short Descriptions of Functionality
* • Improve Transparency & Communication

**User Story Estimation:**

* • Focus on Relative Effort, Not Time

**MVP vs. MMP:**

* • MVP: Basic Functionality
* • MMP: Sells to Early Adopters

**Other Agile Frameworks:**

* • Kanban, Kanban Scrum Hybrid, Scrumban

**Waterfall vs. Scrum:**

* • Waterfall: Sequential, Fixed Scope
* • Scrum: Iterative, Adaptable (Use Waterfall for Clear Requirements & Fixed Scope)

**Automated Testing:**

* • Highly Recommended for Efficiency & Quality

**Sprint Length:**

* • Depends on Team & Project Complexity (Commonly 1-4 Weeks)

**Changing Requirements:**

* • Acceptable if High Value & Backlog Priority Adjusted

**Metrics & Reports:**

* • Burnup/Burndown Charts, Velocity, Team Happiness

**Burn-down Chart:**

* • Tracks Remaining Work in a Sprint (Ideal: Steady Decrease)

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