

An Introduction to Scrum

Credits: Modified from

<http://www.mountangoatsoftware.com/presentations/an-introduction-to-scrum>

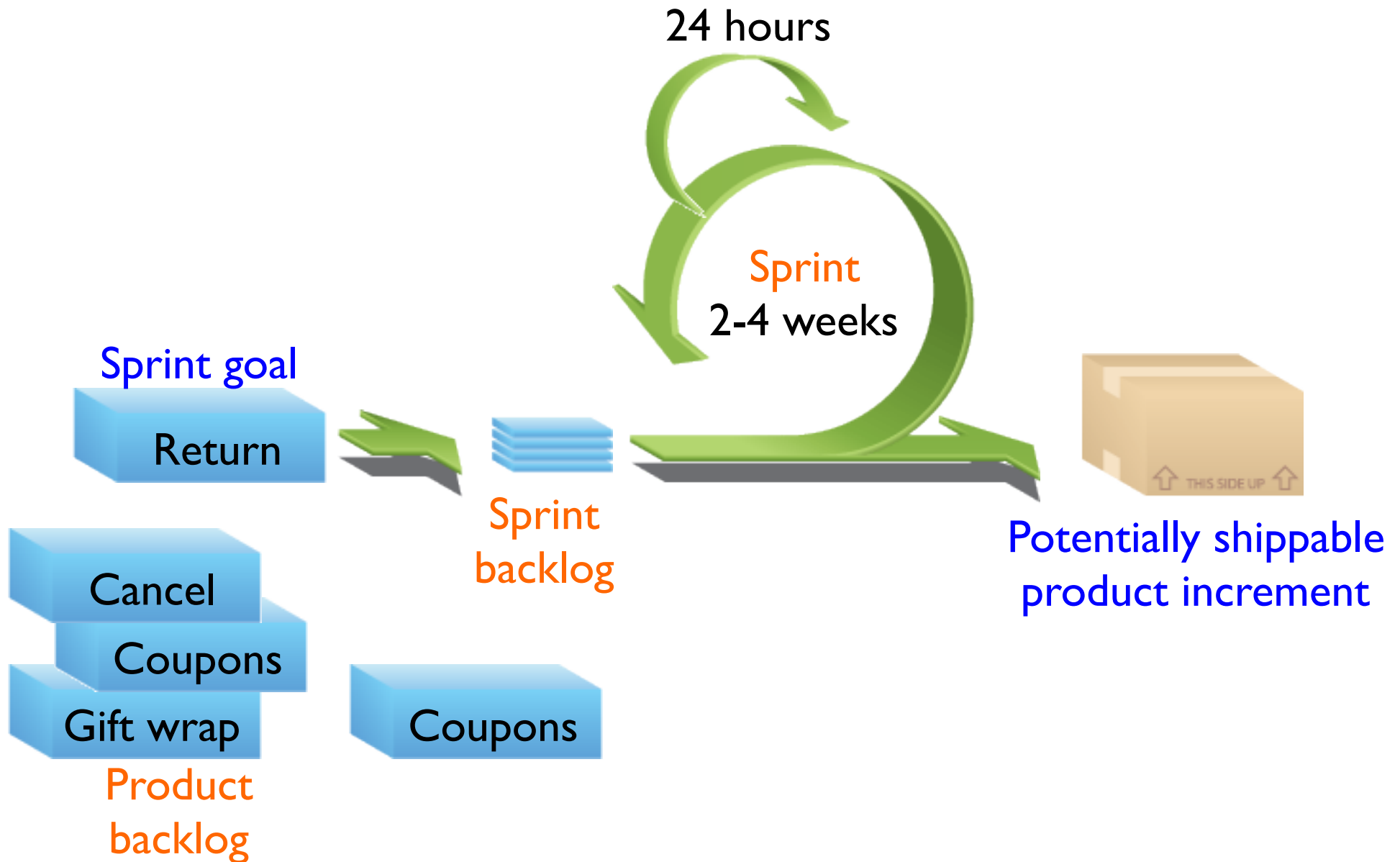
+ THANKS TO MATTHEW RENZE

Topics

1. Scrum Basics
2. Scrum Roles
3. Scrum Artifacts (documents/code)
4. Scrum Ceremonies

SCRUM BASICS

Scrum

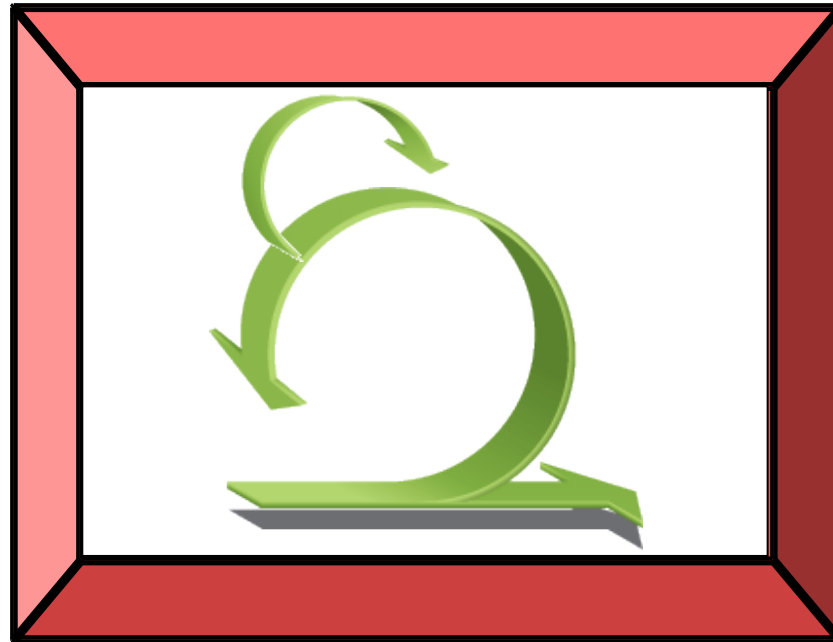


Sprints

- Scrum projects make progress in a series of “sprints”
- Typical duration is 2–4 weeks or a calendar month at most
- A constant duration leads to a better rhythm
- Product is designed, coded, and tested during the sprint

No changes allowed during a sprint (fix
resources and schedule AND scope)

Change
not allowed



Scrum framework

Roles

- Product owner
- ScrumMaster
- Team

Ceremonies

- Sprint planning
- Sprint review
- Sprint retrospective
- Daily scrum meeting

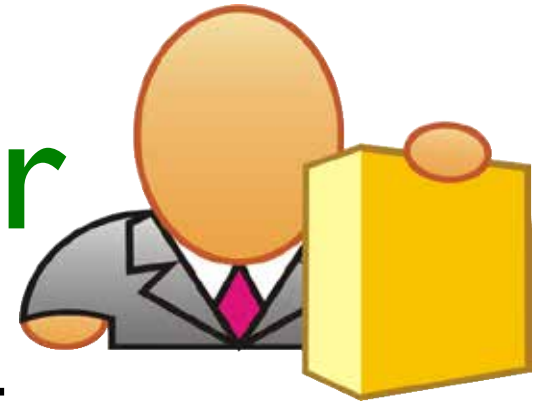
Artifacts

- Product backlog
- Sprint backlog
- Burndown charts

product owner, scrum master, team

SCRUM ROLES

Product owner



- Define the features of the product
- Decide on release date and content
- Be responsible for the profitability of the product (ROI)
- Prioritize features according to market value
- Adjust features and priority every iteration, as needed
- Accept or reject work results

The ScrumMaster



- Represents management
- Responsible for enacting Scrum values & practices
- Removes impediments
- Ensure that the team is functional & productive
- Enable close cooperation across all roles
- Shield the team from external interferences

The team



- Typically 5-9 people
- Cross-functional:
 - Programmers, testers, user experience designers, etc.
- Members should be full-time
 - May be exceptions (e.g., database administrator)
- Teams are self-organizing
 - Ideally, no titles but rarely a possibility
- Membership should change only between sprints

Product Backlog, Sprint Backlog, Board

SCRUM ARTIFACTS

Product backlog



This is the
product backlog

- The requirements (**user stories**)
- Ideally expressed such that each item has value to the users or customers of the product
- Prioritized by the product owner
- Reprioritized at the start of each sprint

A sample product backlog

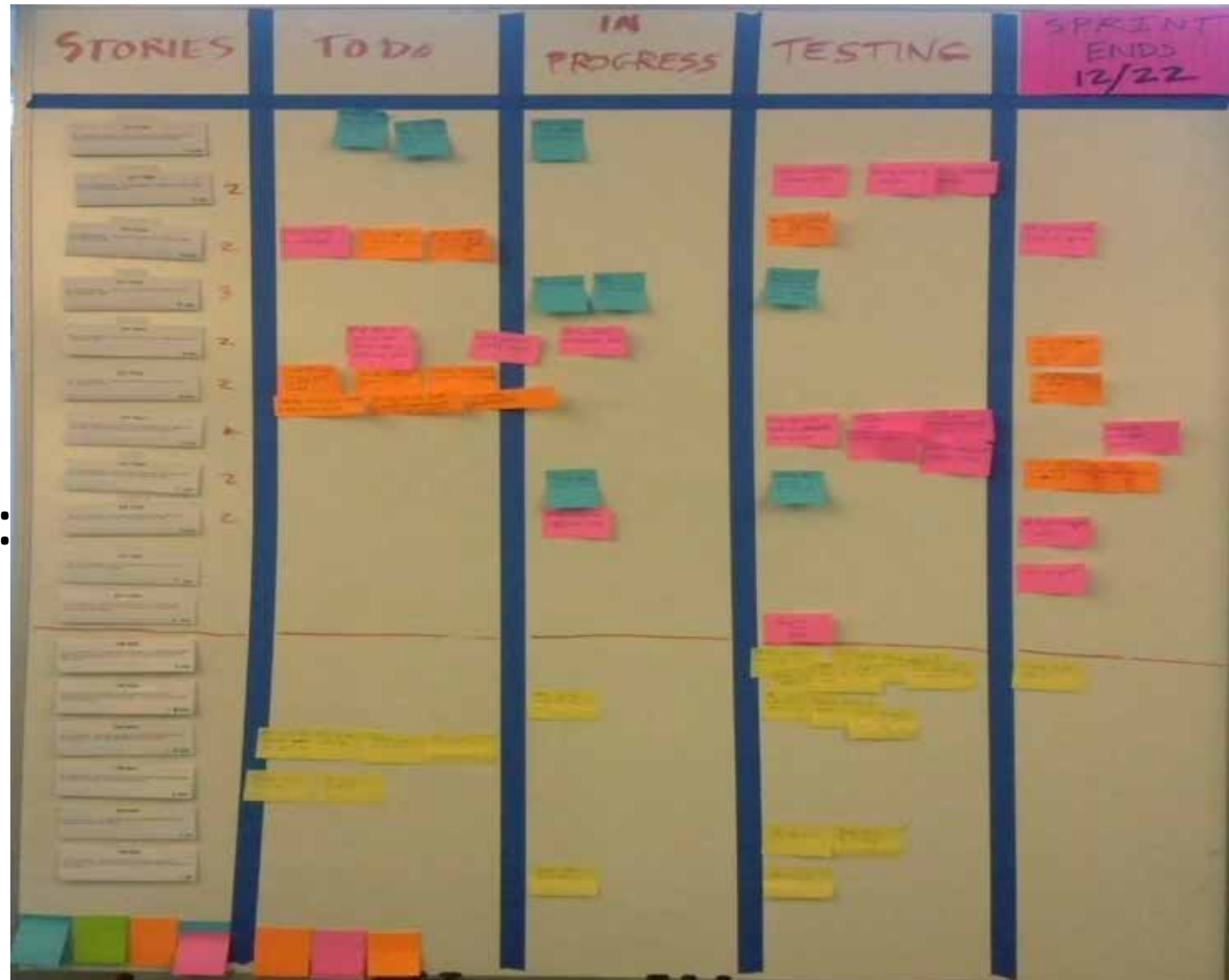
Backlog item	Estimate
Allow a guest to make a reservation	3
As a guest, I want to cancel a reservation.	5
As a guest, I want to change the dates of a reservation.	3
As a hotel employee, I can run RevPAR reports (revenue-per-available-room)	8
Improve exception handling	8
...	30
...	50

Sprint Backlog

- a list of tasks for the sprint (TODO)
- these are selected from product backlog (user stories broken into tasks)
- estimate hours each task will take

Scrum Board (Use Trello)

- Tool to visualize progress within sprint
- User stories and tasks written on post-it notes
- Tasks moved from:
 - To do
 - In progress
 - Done



Sprint Planning, Daily Standup meetings, Retrospective, Review

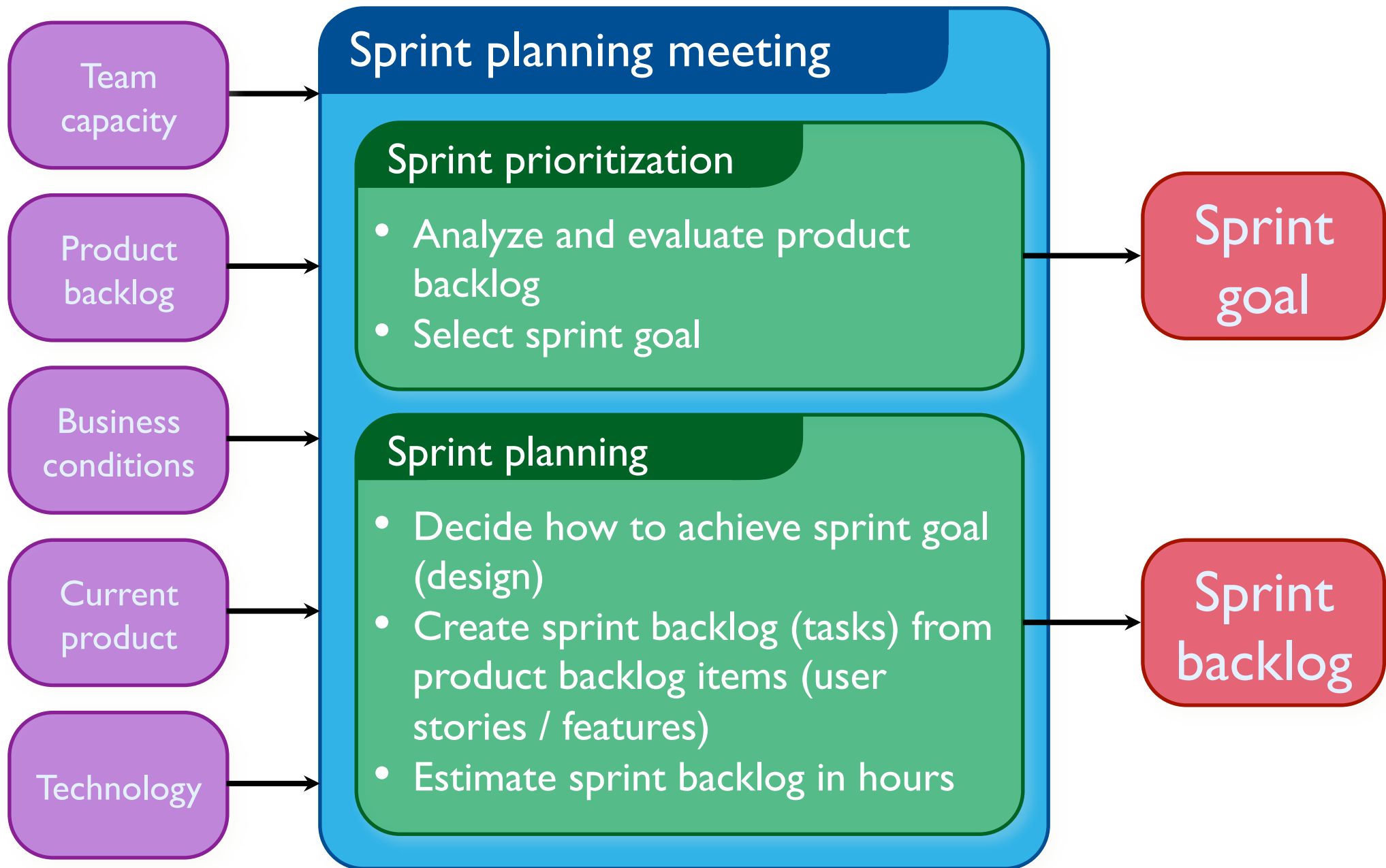
SCRUM CEREMONIES

Sprint planning

- Team selects items from the product backlog they can commit to completing
- Sprint backlog is created
- High-level design is considered

As a vacation planner, I want to see photos of the hotels.

Code the middle tier (8 hours)
Code the user interface (4)
Write test fixtures (4)
Code the foo class (6)
Update performance tests (4)



The daily scrum

- Parameters
 - Daily
 - 15-minutes
 - Stand-up
- Not for problem solving
 - Whole world is invited
 - Only team members, ScrumMaster, product owner, can talk
- Helps avoid other unnecessary meetings



Everyone answers 3 questions

1

What did you do yesterday?

2

What will you do today?

3

Is anything in your way?

- These are *not* status for the ScrumMaster
 - They are commitments in front of peers

Sprint retrospective

- Done after every sprint
- Whole team gathers and discusses what they'd like to
 - continue doing
 - stop doing
 - start doing
- Typically takes 15–30 minutes

The sprint review

- Invite the world
- Typically takes the form of a demo of new features
- Informal
 - 2-hour prep time rule
 - No slides

Summary/Self-Quiz

- What is scrum?
- What are the different scrum Roles? (three). Describe each.
- What are the different Scrum Artifacts? (three). Describe each.
- What are the different Scrum Ceremonies? (four). Describe each.