

# Introdução ao SCRUM

Ilídio Oliveira

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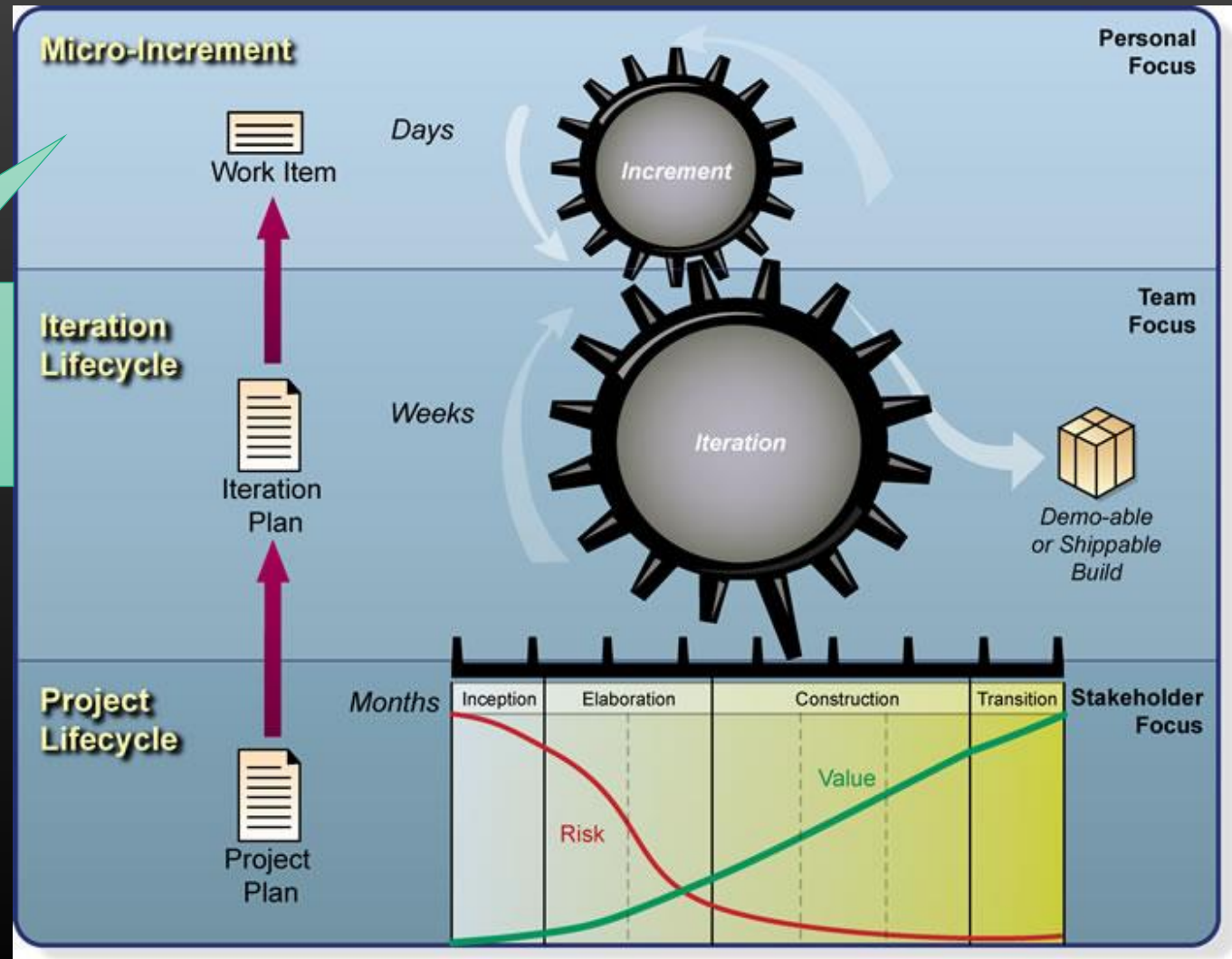
# Objetivos de aprendizagem

- Identificar vantagens de estruturar um projeto em iterações, produzindo incrementos frequentes.
- Caracterizar os princípios da gestão do *backlog* em abordagens ágeis.
- Identificar os papéis numa equipa de Scrum e as principais "cerimónias"
- Descrever a complementaridade entre o processo de software (e.g.: OpenUP) e uma metodologia de gestão de equipas (e.g.: Scrum)

# OpenUP prevê o trabalho por iterações

→ [OpenUP wiki](#)

Apesar de ser clara a abordagem incremental, como é que se organiza a equipa do dia-a-dia?

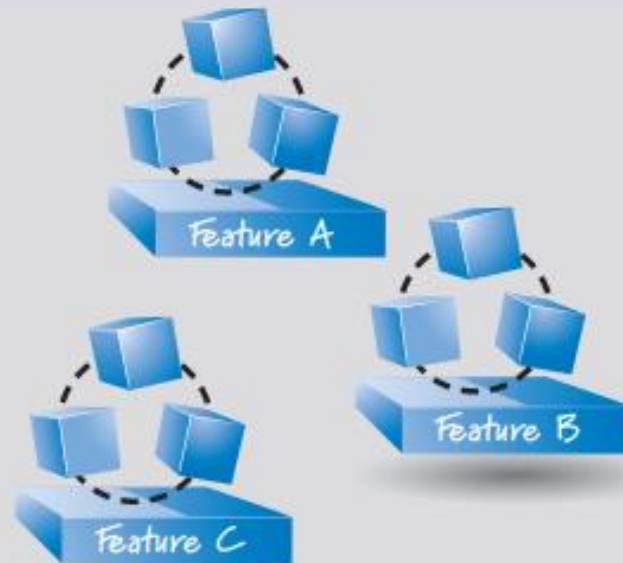


# Planeamento do trabalho e métodos ágeis

Product backlog



Iteration planning



Iteration review

Em projetos de software:  
entradas do backlog são  
funcionalidades

Iteration (1 week to 1 calendar month)

# A metáfora do Scrum...

“restarting play in rugby football that involves players packing closely together with their heads down and attempting to gain possession of the ball”

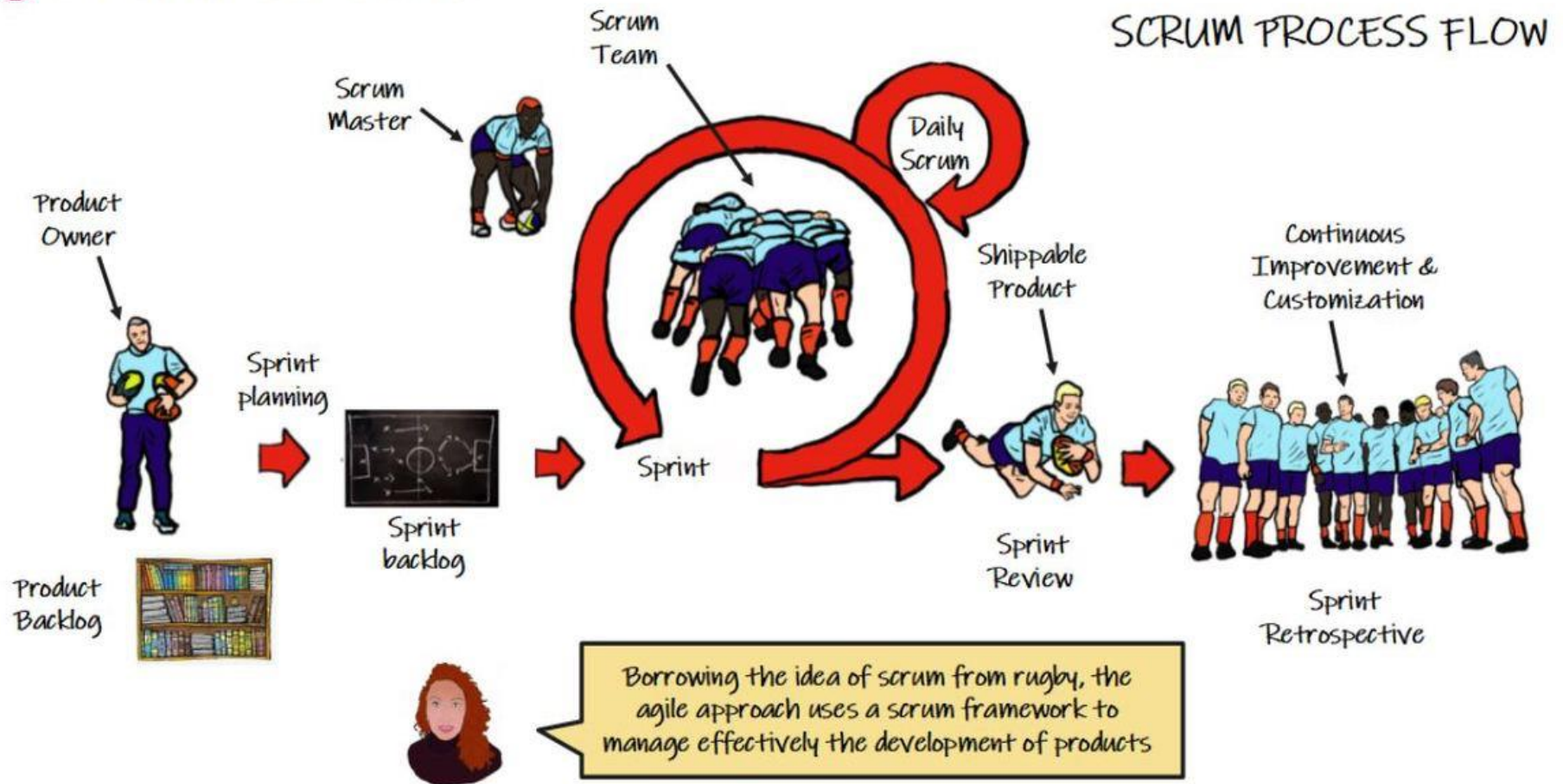
Scrum jobs?...

- [Indeed.pt](https://www.indeed.pt)



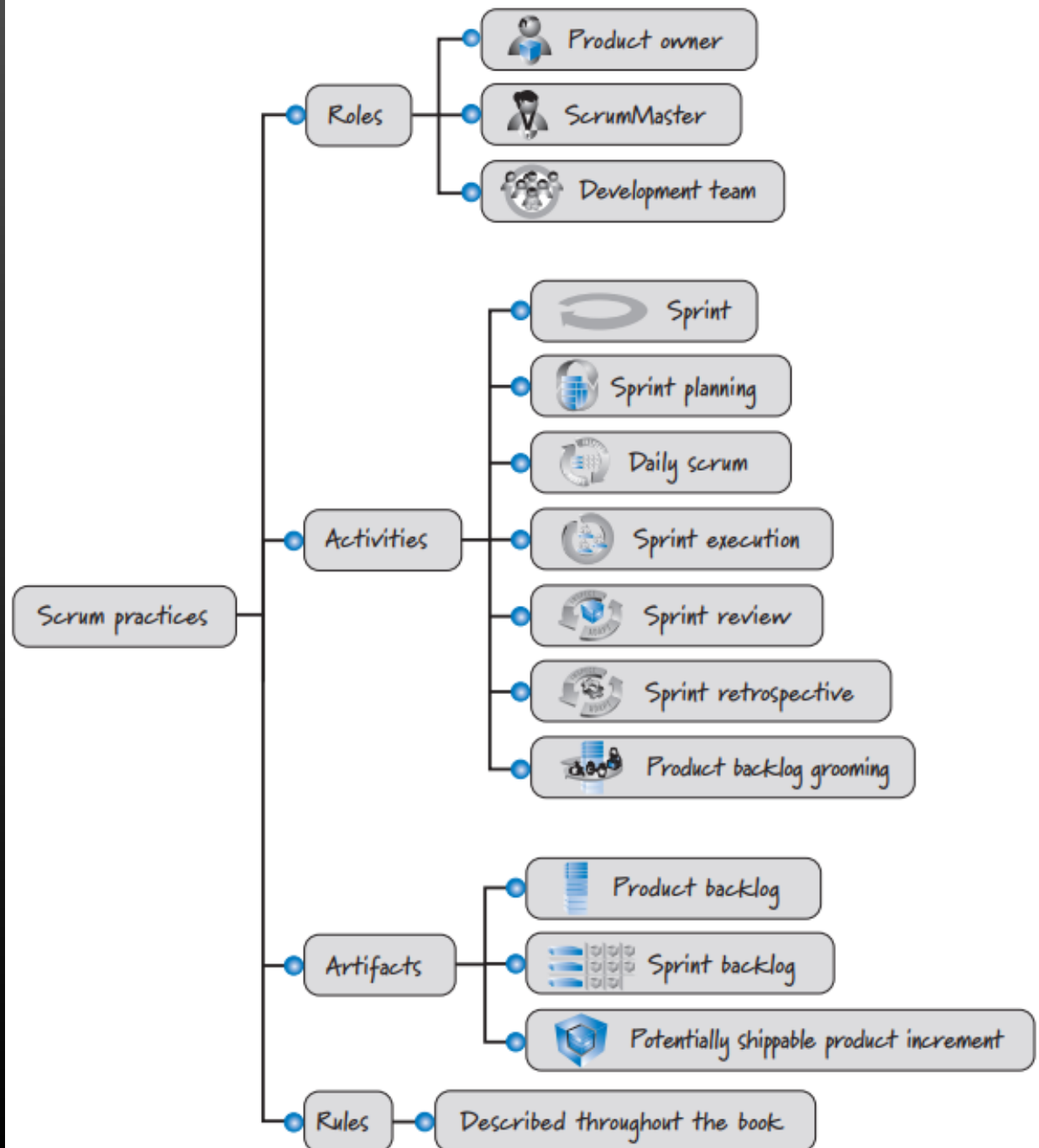
# Metodologia de gestão de equipas SCRUM

 SCRUM-INSTITUTE.ORG





# Elementos do Scrum



"3355"

3

Roles



Product Owner



Development Team



Scrum Master

3

Artifacts



Product Backlog



Sprint Backlog



Product Increment

5

Events



Sprint



Sprint Planning Meeting



Daily Scrum Meeting



Scrum Review Meeting



Scrum Retrospective Meeting

5

Values

O P E N N E S S

C O U R A G E

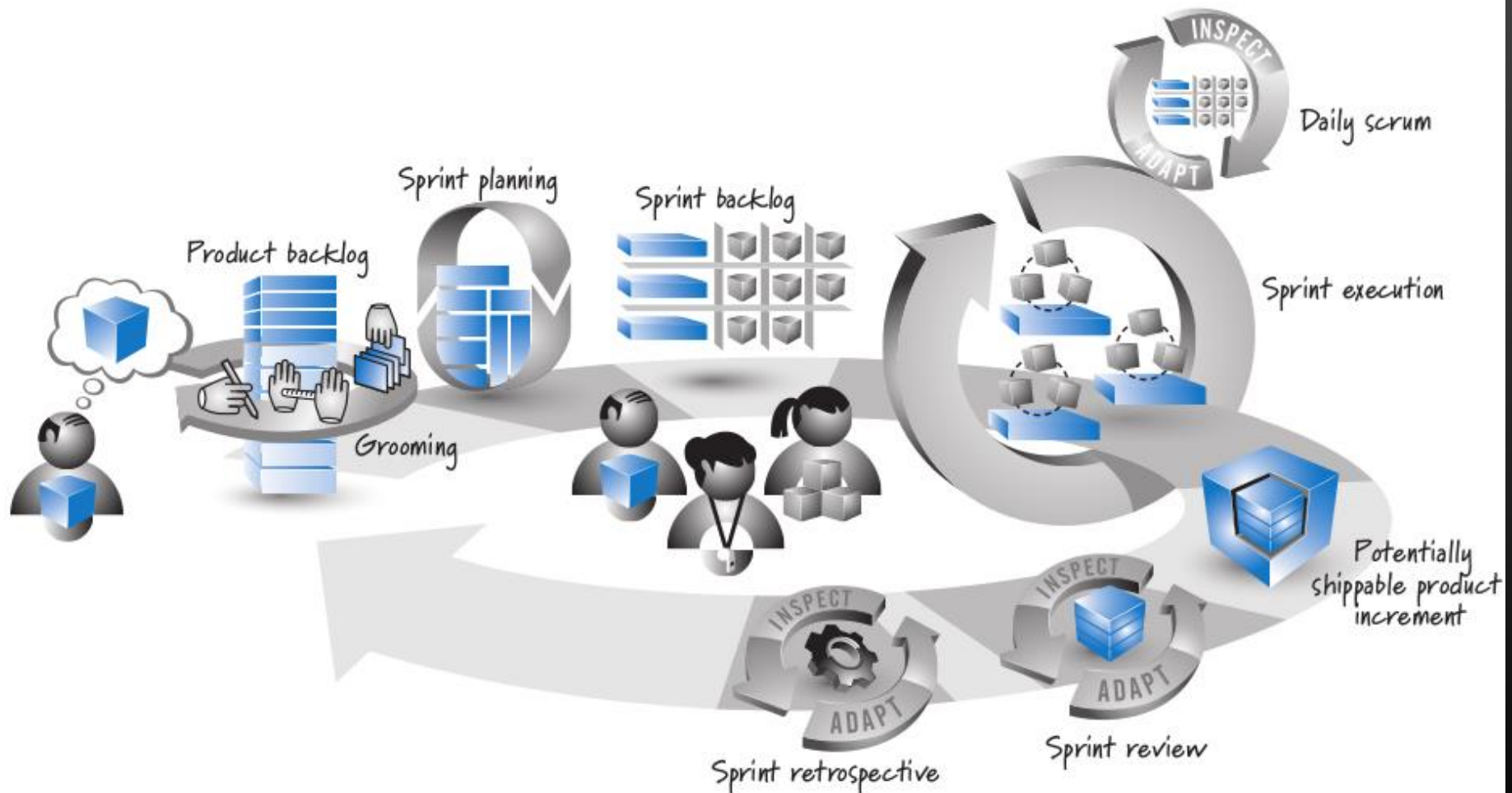
R E S P E C T

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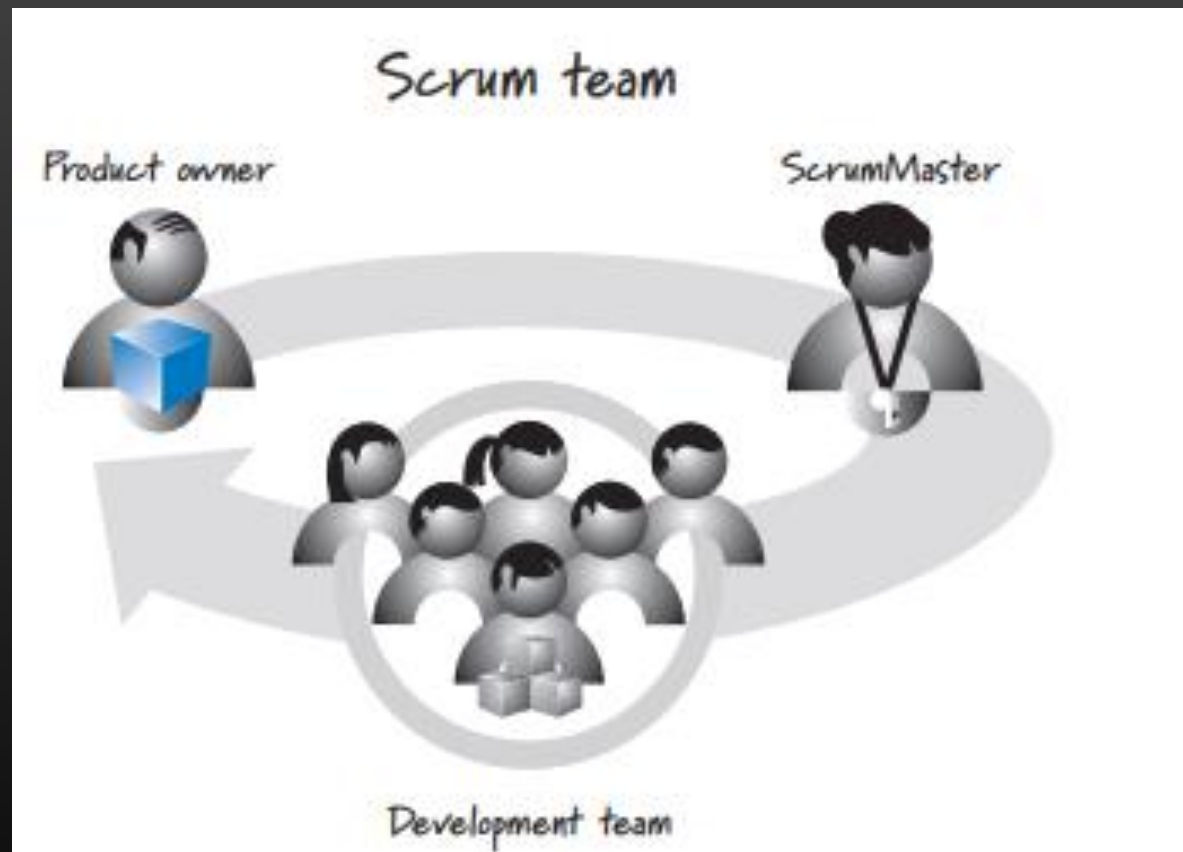


# Scrum framework



**FIGURE 2.3** Scrum framework

# Papéis previstos no Scrum



→ Guia do SCRUM (recursos da TP @Moodle)

# Creating a Product: Scrum: Roles & Responsibilities



Product Owner

- Holds the vision for the product
- Determines what needs to be done
- Sets the priorities to deliver the highest value



Scrum Master

- Help the team best use Scrum to build the product
- Protecting the Scrum process
- Prevent distractions/impediments



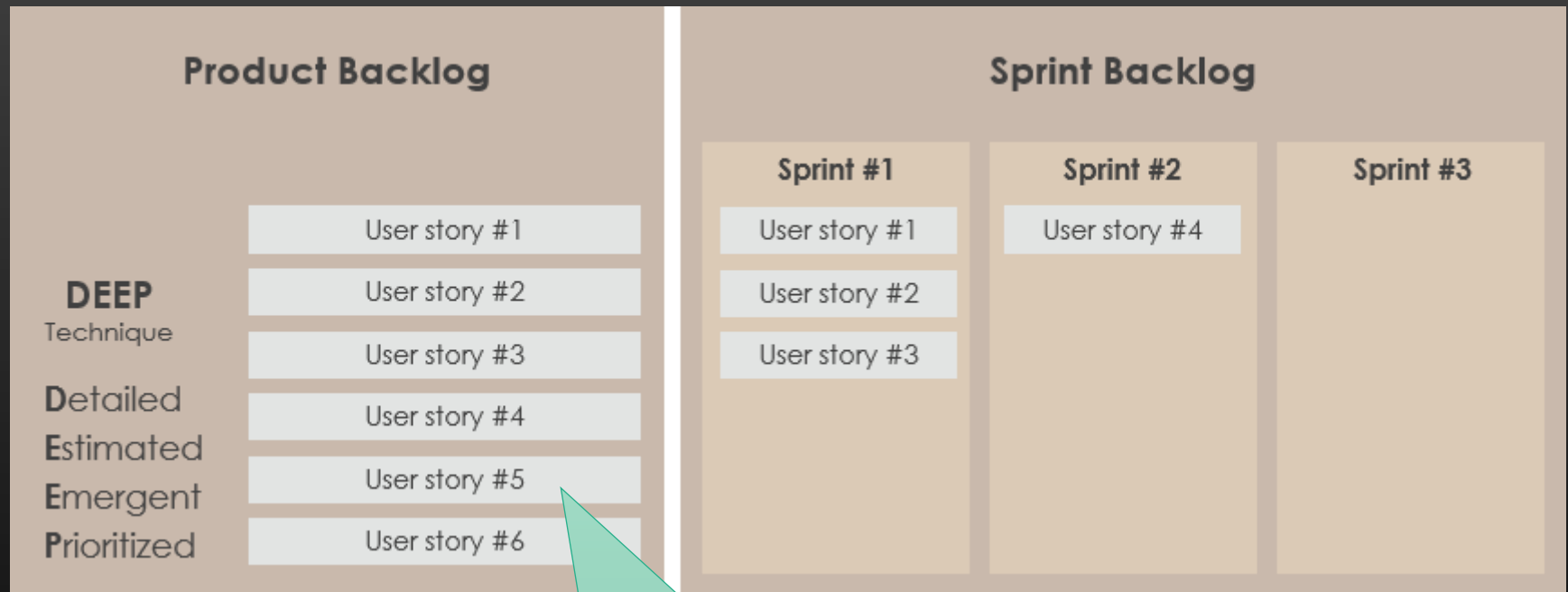
Development Team

- Builds the product
- Self-organizing group
- Takes on and determines how to deliver chunks of work in frequent increments

Credit: Nokia Networks.

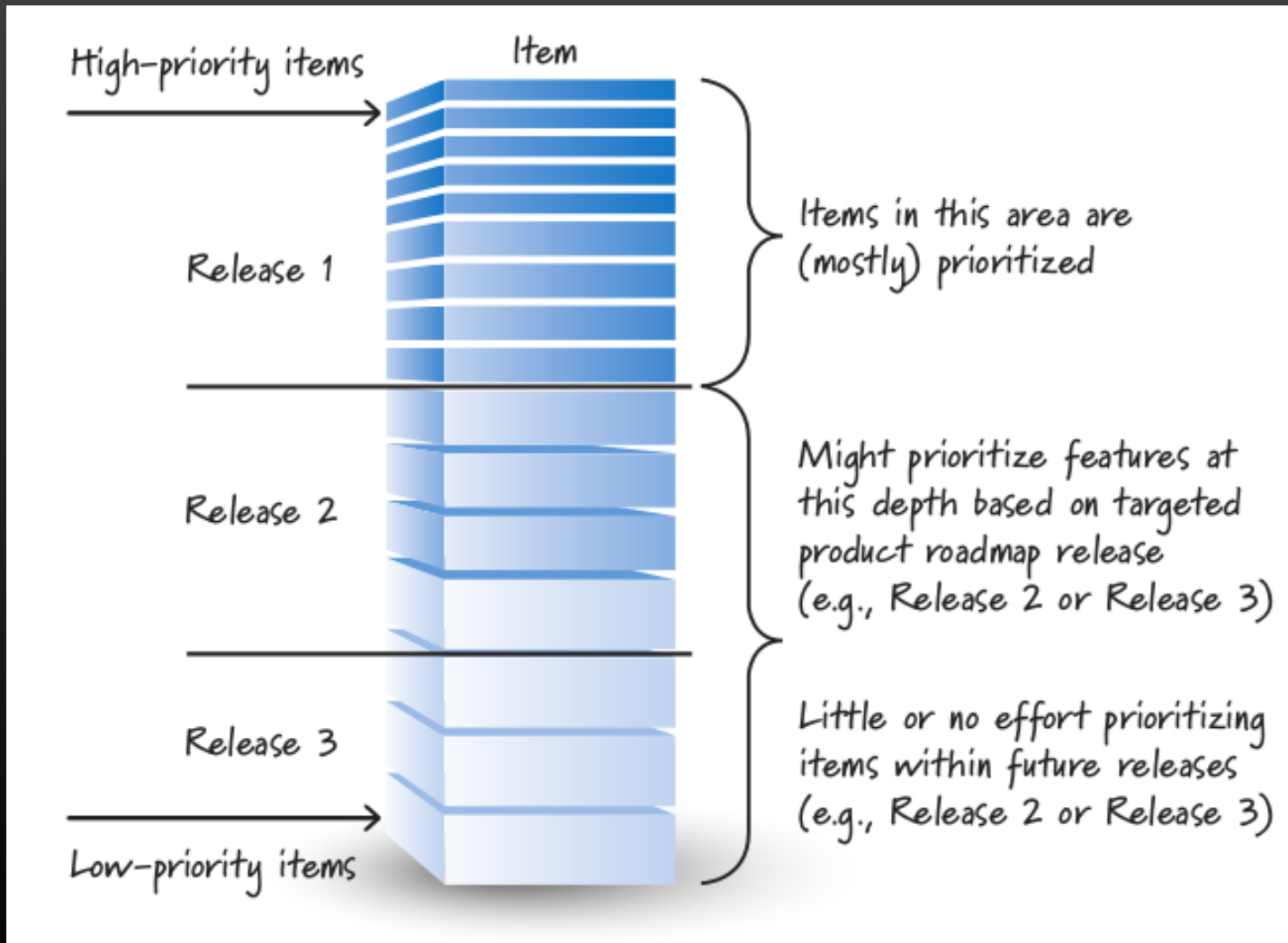
<https://forms.gle/9ZKdzBfY3fVLVSCWA>

# Sprint planning



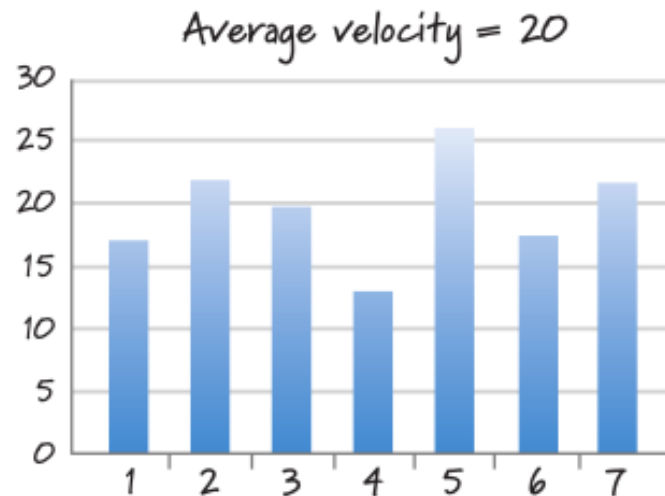
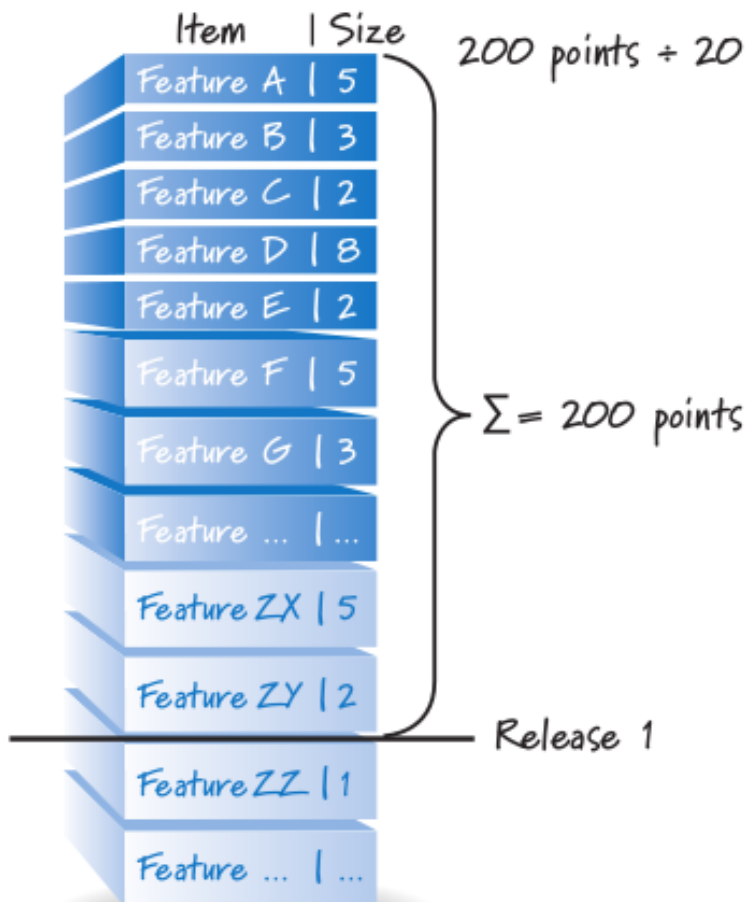
No desenvolvimento de sw, há um estilo para escrever as entradas do *backlog*, adotando o conceito de "user story". A história é um exemplo de utilização, uma forma de percorrer um caso de utilização.

# Scrum: backlog must be prioritized



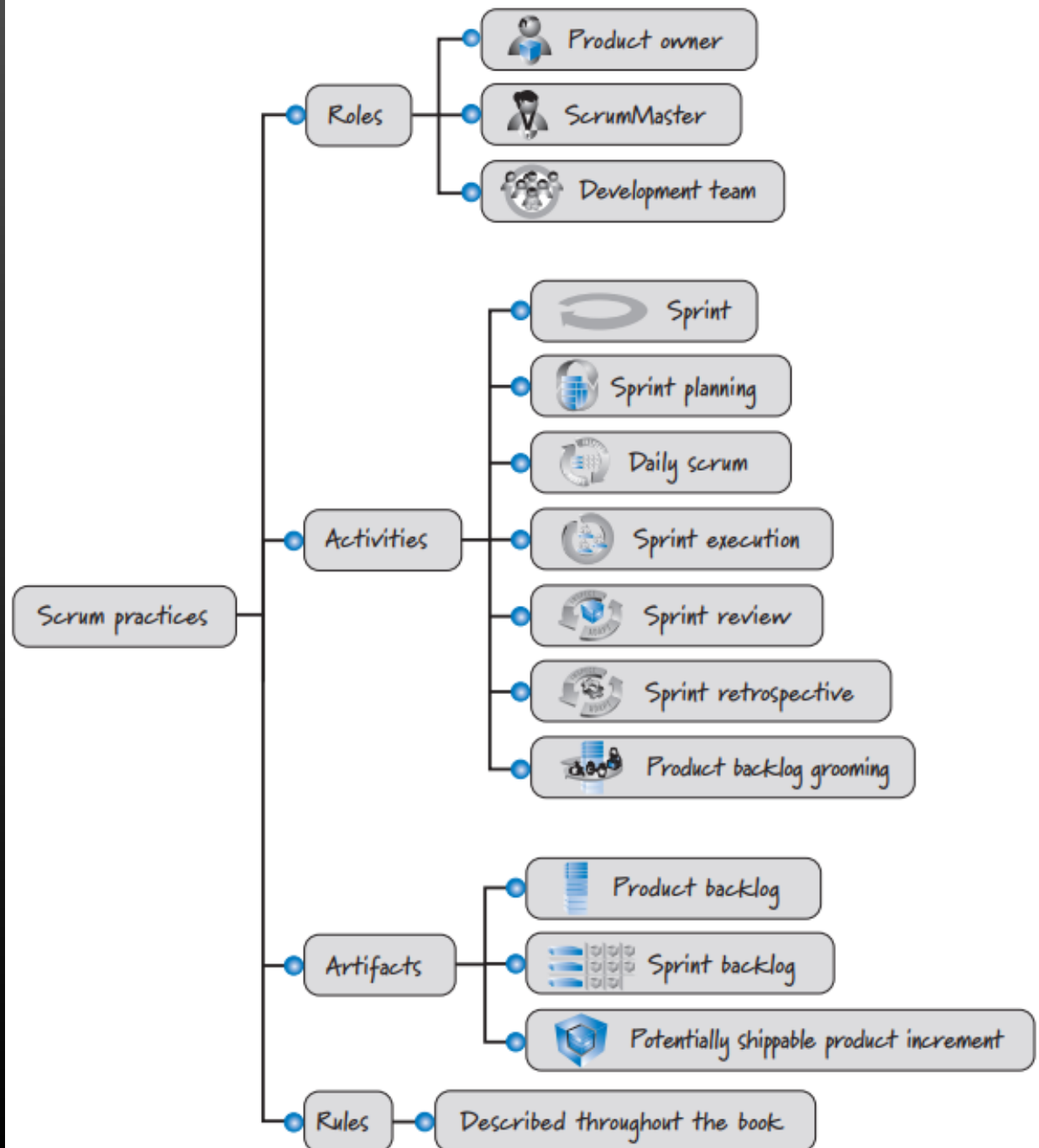
# Scrum: Velocity

Estimated size ÷ measured velocity = (number of sprints)

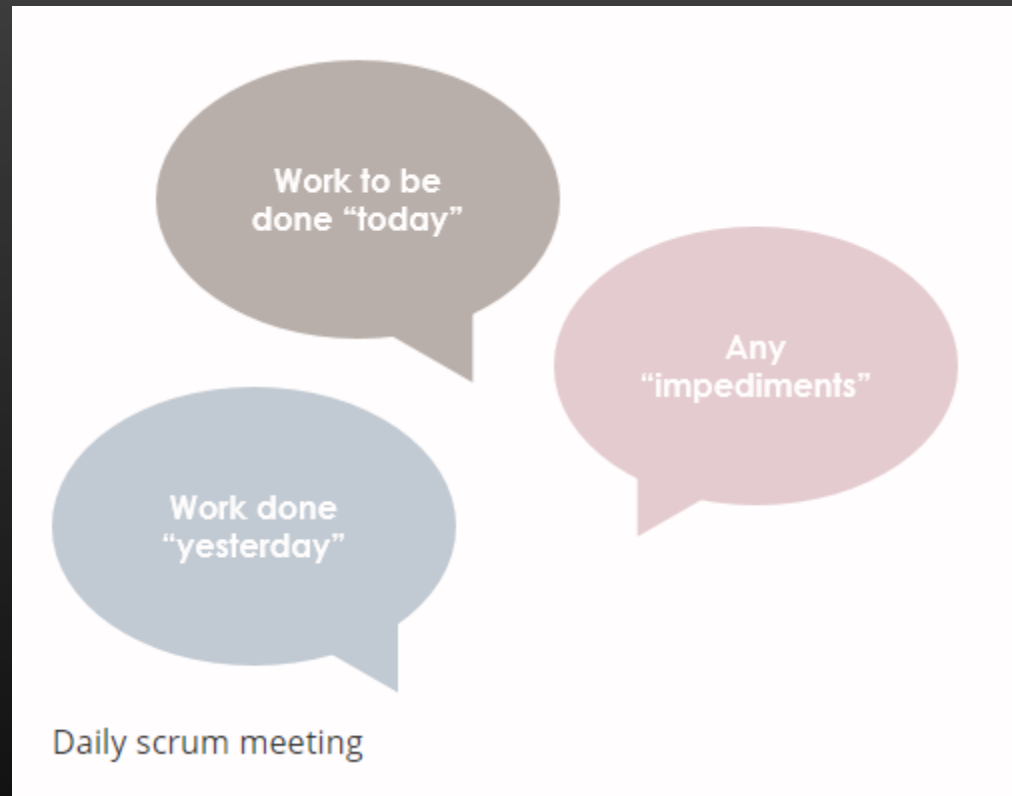




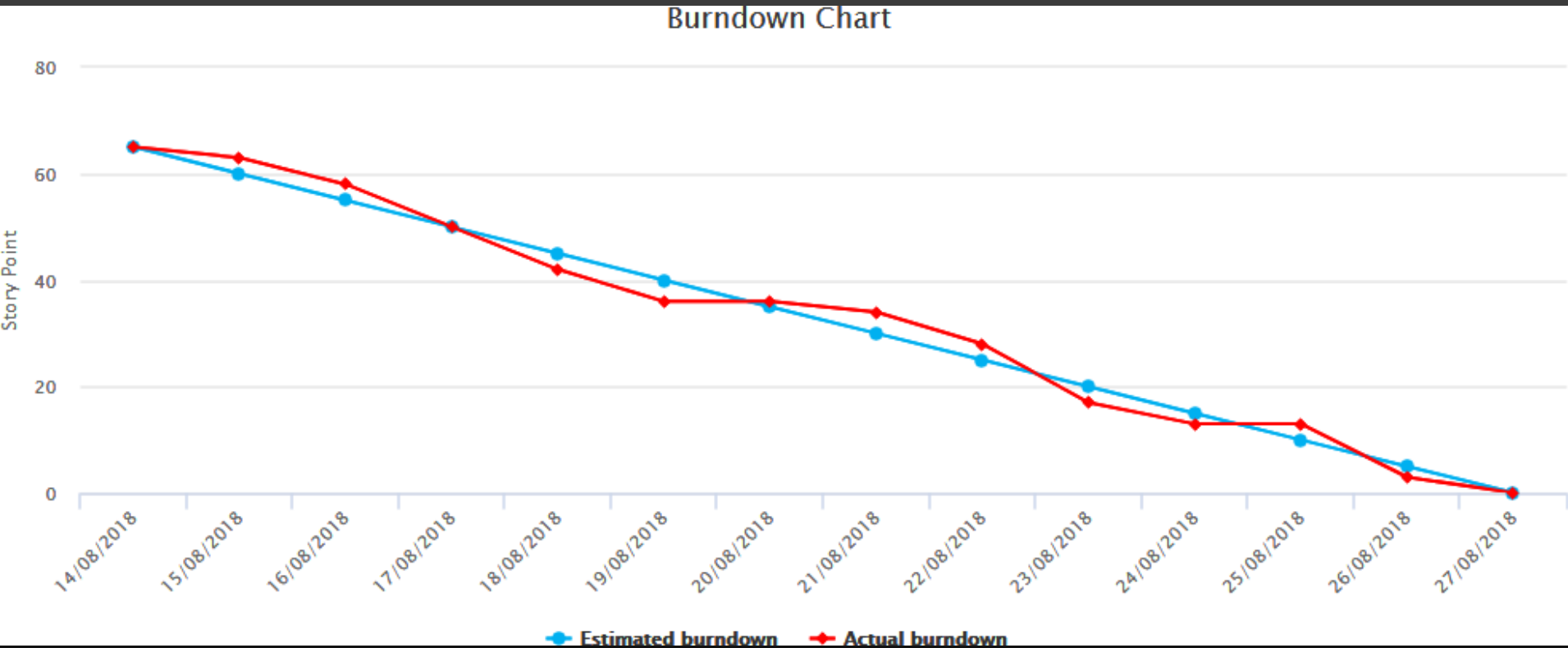
# Elementos do Scrum



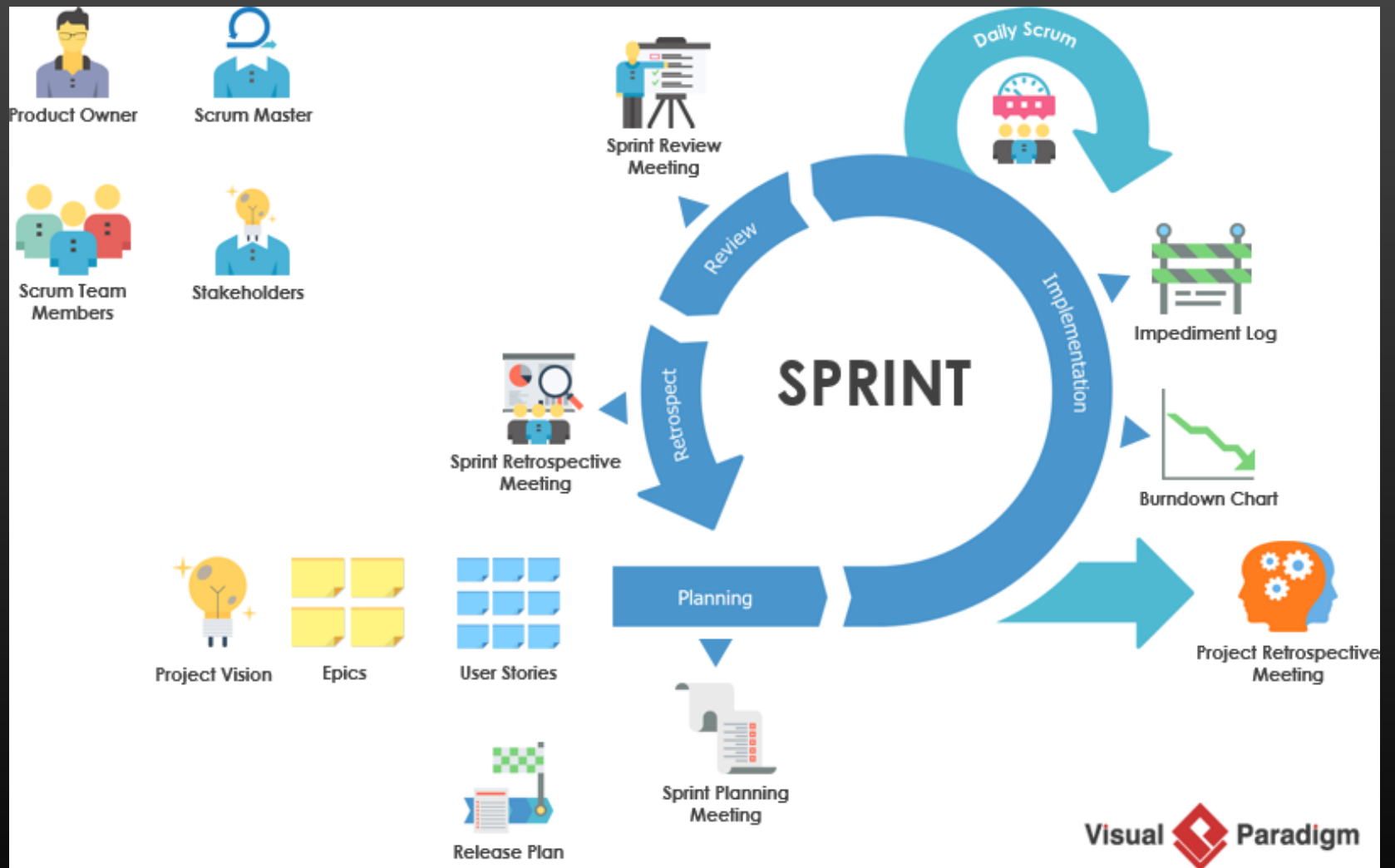
# Daily Scrum



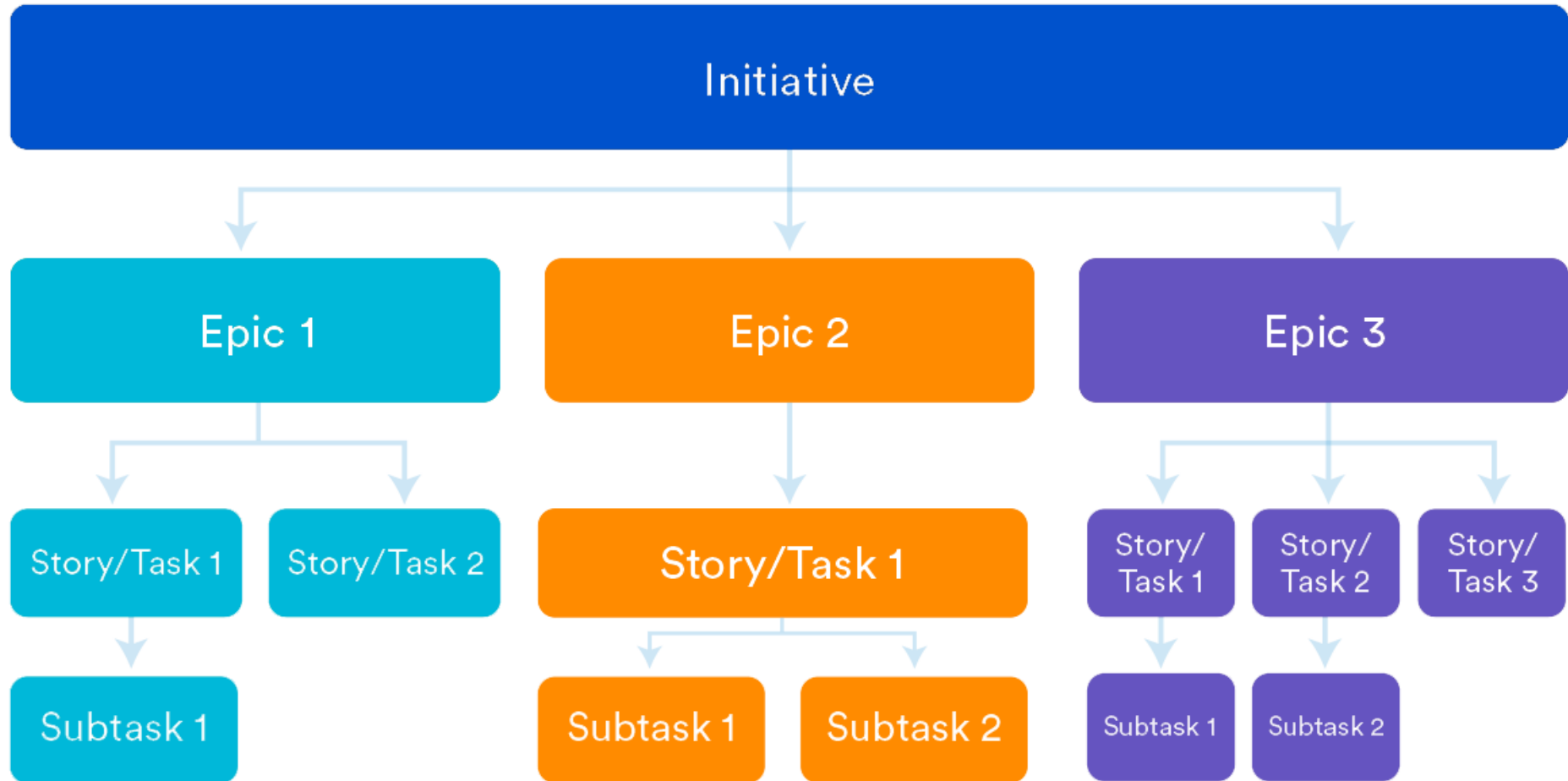
# Monitorar o progresso com “burndown chart”



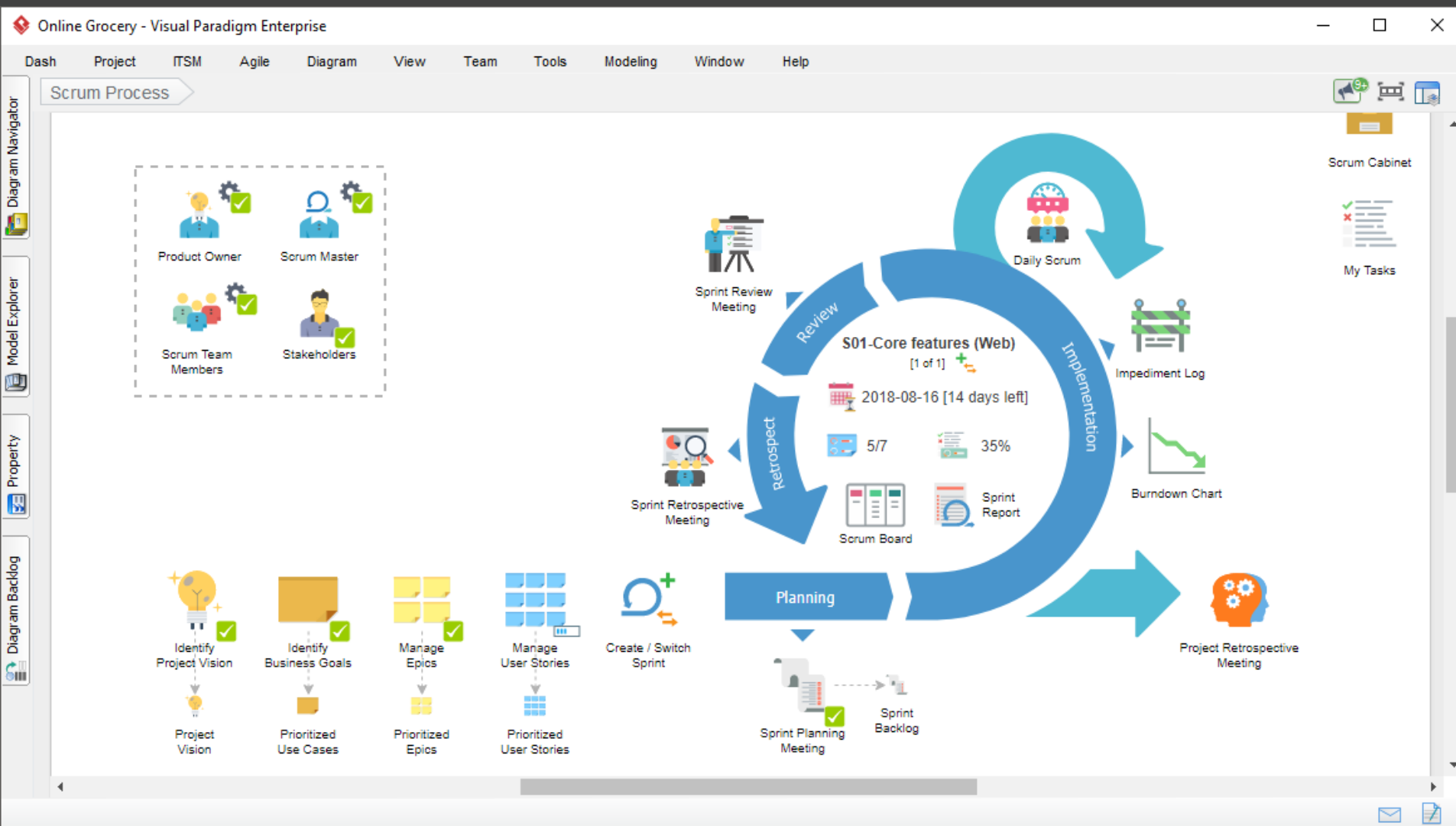
<https://www.visual-paradigm.com/cn/scrum/scrum-burndown-chart/>



# Epic: coherent set of Stories that meets a relevant achievement



# [Optional] Scrum tutorial by VisualParadigm





# Algumas ideias a reter

- Um processo de software explica o trabalho a desenvolver para construir o produto
- O processo não explica como organizar o dia-a-dia da equipa
- A Scrum oferece uma metodologia “leve” para gestão de equipas, a construir produtos complexos
- Mas... é desafiante dominar e aplicar a Scrum!

A Scrum é especialmente adequada para métodos ágeis de desenvolvimento de software

- Sprint (iteração)
- Equipa auto-organizadas e multifuncionais (comunicação)
- Foco no incremento (entrega frequente)
- Adaptação (“*embrance change*”)

# References

Core readings	Suggested readings
<ul style="list-style-type: none"><li>• Visual Paradigm, "<a href="#">What is Scrum?</a>"</li><li>• Ken Schwaber, Jeff Sutherland, "Scrum Guide".</li></ul>	