Summary of Lecture 7: Scrum

This lecture covers **Scrum**, an **Agile project management framework** that emphasizes **flexibility**, **teamwork**, **and iterative development**. It also introduces **LeSS (Large-Scale Scrum)** for managing large projects with multiple teams.

What is Scrum?

Definition

Scrum is an **Agile software development framework** that focuses on **short iterations (Sprints)**, **team collaboration**, and **continuous feedback**.

Why Scrum?

- Traditional software development follows a **relay race model** (sequential phases).
- Scrum follows a **rugby-like approach**, where the team moves **together**, adapting to changes dynamically.
- Key Characteristics
- Iterative & Incremental Develops software in small cycles.
- ✓ **Self-organizing teams** No strict hierarchy; the team decides how to do the work.
- Customer involvement Constant feedback and prioritization.
- ✓ **Minimal documentation** Focuses on **working software** instead of heavy paperwork.

Scrum Components

Scrum Roles

Role	Responsibilities
Product Owner	Defines & prioritizes the backlog, represents the customer.
Scrum Master	Facilitates the Scrum process, removes obstacles, ensures Agile principles.
Scrum Team	Developers, testers, designers (5–9 people), self-organizing, cross-functional.

2 Scrum Artifacts

- → Product Backlog A prioritized list of features and tasks, managed by the Product Owner.
- **→ Sprint Backlog** A subset of the **Product Backlog**, selected for a **Sprint** (iteration).
- **→ Product Increment** A **working version** of the product at the end of each Sprint.
- Burndown Chart A graph showing remaining work over time.
- ✓ Product Backlog Refinement (PBR) The process of revising and reprioritizing the Product Backlog during the project.

Scrum Activities (Meetings)

- Sprint Planning Meeting
 - The team selects which backlog items to complete in the Sprint.
- Daily Scrum (Daily Stand-up)
 - A 15-minute meeting where the team discusses progress, obstacles, and plans for the day.
- Sprint Review
 - A demo of the completed work to stakeholders.
- Sprint Retrospective
 - The team reflects on the Sprint and identifies improvements.
- ★ (Optional) Product Backlog Refinement
 - Adjusts backlog based on feedback & evolving requirements.

Scrum Workflow

- Product Owner creates Product Backlog.
- 2 Sprint Planning Team selects backlog items for the Sprint.
- 3 Sprint Execution Team works on tasks, with Daily Scrums for coordination.
- 5 Sprint Review Demonstrate completed work.
- 5 Sprint Retrospective Analyze what went well & what can improve.
- Repeat the cycle for the next Sprint.

LeSS (Large-Scale Scrum)

- What is LeSS?
 - A scaled-up version of Scrum for large projects with multiple teams.
 - Introduced by Craig Larman & Bas Vodde (2005).
- How LeSS Works?
- One Product Backlog for all teams.
- One Product Owner manages the backlog.
- **✓** Multiple teams working in the same Sprint.
- One Definition of Done (DoD) for all teams.
- Teams coordinate but remain cross-functional (not specialized teams).
- LeSS Process
 - **Sprint Planning 1** Teams collectively choose backlog items.
 - **Sprint Planning 2** Each team creates their own development plan.
 - Daily Scrum Each team meets daily; members can join other teams' meetings.
 - Sprint Review All teams present their work together in a joint session.
 - **Overall Retrospective** Scrum Masters, PO, and team reps discuss **improvements**.

Final Takeaways

- Scrum is best for projects with changing requirements.
- 🔽 Encourages teamwork, transparency, and frequent feedback.
- Minimal documentation, fast-paced delivery.
- LeSS helps scale Scrum for large teams.

Keywords

- Scrum
- Scrum Master
- Product Owner
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective
- Product Backlog
- Sprint Backlog
- Burndown Chart

- Product Increment
- Product Backlog Refinement (PBR)
- LeSS (Large-Scale Scrum)