Scrum (Cont.)

5CS024

Previous lecture

- Agile

- Agile Manifesto

- 12 Agile Principles

- Agile over Traditional

- Scrum

- Scrum Theory

- Scrum Values

- Scrum roles

1.Objectives

- Scrum Ceremonies (events)

- Scrum Artifacts

- Artifact Transparency

- User Stories

2.Scrum Artifacts: Product Backlog

The Product Backlog is an ordered list of everything that is known to be needed in the product.

It is the single source of requirements for any changes to be made to the product.

The Product Owner is responsible for the Product Backlog, including its content, availability, and ordering.

2.Scrum Artifacts: Product Backlog

A Product Backlog is never complete.

The Product Backlog lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases.

Product Backlog items have the attributes of a description, order, estimate, and value.

3.Scrum Artifacts: Sprint Backlog

The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal.

The Sprint Backlog is a forecast by the Development Team about what functionality will be in the next Increment and the work needed to deliver that functionality into a "Done" Increment.

Only the Development Team can change its Sprint Backlog during a Sprint.

4.Scrum Events

Prescribed events are used in Scrum to create regularity and to minimize the need for meetings not defined in Scrum.

All events are time-boxed, such that every event has a maximum duration.

Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened

5.The Sprint

The heart of Scrum is a Sprint, a time-box of one month or less during which a "Done", useable, and potentially releasable product Increment is created.

A new Sprint starts immediately after the conclusion of the previous Sprint.

Sprints consist of the Sprint Planning, Daily Scrums, the development work, the Sprint Review, and the Sprint Retrospective.

Sprints are limited to one calendar month

6.Cancelling a Sprint

A Sprint can be cancelled before the Sprint time-box is over.

Only the Product Owner has the authority to cancel the Sprint.

A Sprint would be cancelled if the Sprint Goal becomes obsolete

7.Sprint Planning

The work to be performed in the Sprint is planned at the Sprint Planning.

This plan is created by the collaborative work of the entire Scrum Team.

Sprint Planning is time-boxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

7.Sprint Planning

The Scrum Master ensures that the event takes place and that attendants understand its purpose.

Sprint Planning answers the following:

What can be delivered in the Increment resulting from the upcoming Sprint?

How will the work needed to deliver the Increment be achieved?

8.Sprint Goal

The Sprint Goal is an objective set for the Sprint that can be met through the implementation of Product Backlog.

It provides guidance to the Development Team on why it is building the Increment.

It is created during the Sprint Planning meeting.

The selected Product Backlog items deliver one coherent function, which can be the Sprint Goal.

8.1 Sprint Goal Example

Example Sprint goals for an e-commerce application.

Implement basic shopping cart functionality including add, remove and update quantities.

Develop the checkout process: pay for an order, pick shipping, order gift wrapping, etc.

9.Daily Scrum

The Daily Scrum is a 15-minute time-boxed event for the Development Team.

The Daily Scrum is held every day of the Sprint.

At it, the Development Team plans work for the next 24 hours.

The Development Team uses the Daily Scrum to inspect progress toward the Sprint Goal.

9.Daily Scrum

Some Development Teams will use questions, some will be more discussion based. Here is an example of what might be used:

What did I do yesterday that helped the Development Team meet the Sprint Goal?

What will I do today to help the Development Team meet the Sprint Goal?

Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?

10.Sprint Review

A Sprint Review is held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed.

This is an informal meeting, not a status meeting, and the presentation of the Increment is intended to elicit feedback and foster collaboration.

This is at most a four-hour meeting for one-month Sprints. For shorter Sprints, the event is usually shorter.

11.Sprint Retrospective

The Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint.

The Sprint Retrospective occurs after the Sprint Review and prior to the next Sprint Planning.

This is at most a three-hour meeting for one-month Sprints. For shorter Sprints, the event is usually shorter.

11.Sprint Retrospective

The Scrum Master ensures that the meeting is positive and productive.

The purpose of the Sprint Retrospective is to:

◦ Inspect how the last Sprint went with regards to people, relationships, process, and tools.

◦ Identify and order the major items that went well and potential improvements.

◦ Create a plan for implementing improvements to the way the Scrum Team does its work.

12.The Definition of "Done"

When a Product Backlog item or an Increment is described as "Done"

everyone must understand what "Done" means

may vary significantly per Scrum Team, members must have a shared understanding of what it means for work to be complete

This is the definition of "Done" for the Scrum Team and is used to assess when work is complete on the product Increment.

13.What is Requirement?

A requirement is most easily understood as a specific description of your client's needs, which can be used to help create a real-world product.

Expressing requirements involves framing the requirements identified through discussion in a way that allows a product to be built.

Typical representations include use cases, user stories, or storyboards, among others

14.User Stories

User stories are a major technique used to express requirements, like use cases, wireframes, and storyboards.

User stories are special because they use a consistent format to express requirements that is easy to write, read, and evaluate.

14.1 User Stories Format

User stories take the following format:

"As a 'who,' I want to 'what,' so that 'why.'"

The "who" of the requirement is the stakeholder role for whom the requirement is being formed. The requirement should be written as if it is from this person's point of view.

The "what" of the requirement is the specific task or functionality the stakeholder wants to achieve by using the product.

14.1 User Stories Format

The "why" of the requirement highlights the goals or visions of the product, and it provides insight into the value or benefit of the requirement.

An example of a user story based on the restaurant example:

"As a customer, I want to be able to identify dietary restrictions, so that I know I can eat the food I order."

15.Summary

- Scrum Ceremonies (events)

- Scrum Artifacts

- Artifact Transparency

- User Stories

Any Questions