SCRUM

LECTURE 04

LEARNING OBJECTIVES

- I can explain what scrum is at a high level
- Regarding user stories, I can:
    o generate an appropriate/helpful user story
    o recognize good and bad user stories
    o identify components that are unhelpful, incomplete, or that need to be rewritten
    o recall who is responsible for writing user stories
- Regarding release schedules, I can:
    o divide the time into gates and sprints, with retrospectives and planning days (given a timeframe and alpha period)
    o explain when it is appropriate to have shorter vs. longer sprints
- Regarding sprints, I can:
    o define and describe them
    o determine the number of days spent working directly on new features (given x weeks)
- Regarding retrospectives, I can explain:
    o their purpose
    o who attends them
    o who leads them
    o why it's important to demo new features live
    o who gives the feedback
- Regarding sprint planning, I can:
    o recall what I am responsible for producing **before** and **during** sprint planning
    o recall what I am responsible for producing during sprint planning
    o play planning poker
- I know the three parts of standup, and can recognize common pitfalls