

SDLC - Agile

-

Agile & Scrum Details

SCRUM ROLES



PRODUCT OWNER

Represents the client and the business in general for the product on which they're working.



SCRUM MASTER

Responsible for ensuring the team has everything they need to deliver value.



DEVELOPMENT TEAM

A group of cross-functional team members all focused on the delivery of working software.

Agile Scrum Framework

The Agile Scrum Framework at a Glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Product Owner



The Team



Product Backlog

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint Planning Meeting



Sprint end date and team deliverable do not change



Burndown/up Charts

Scrum Master

Every 24 Hours



Sprint Review

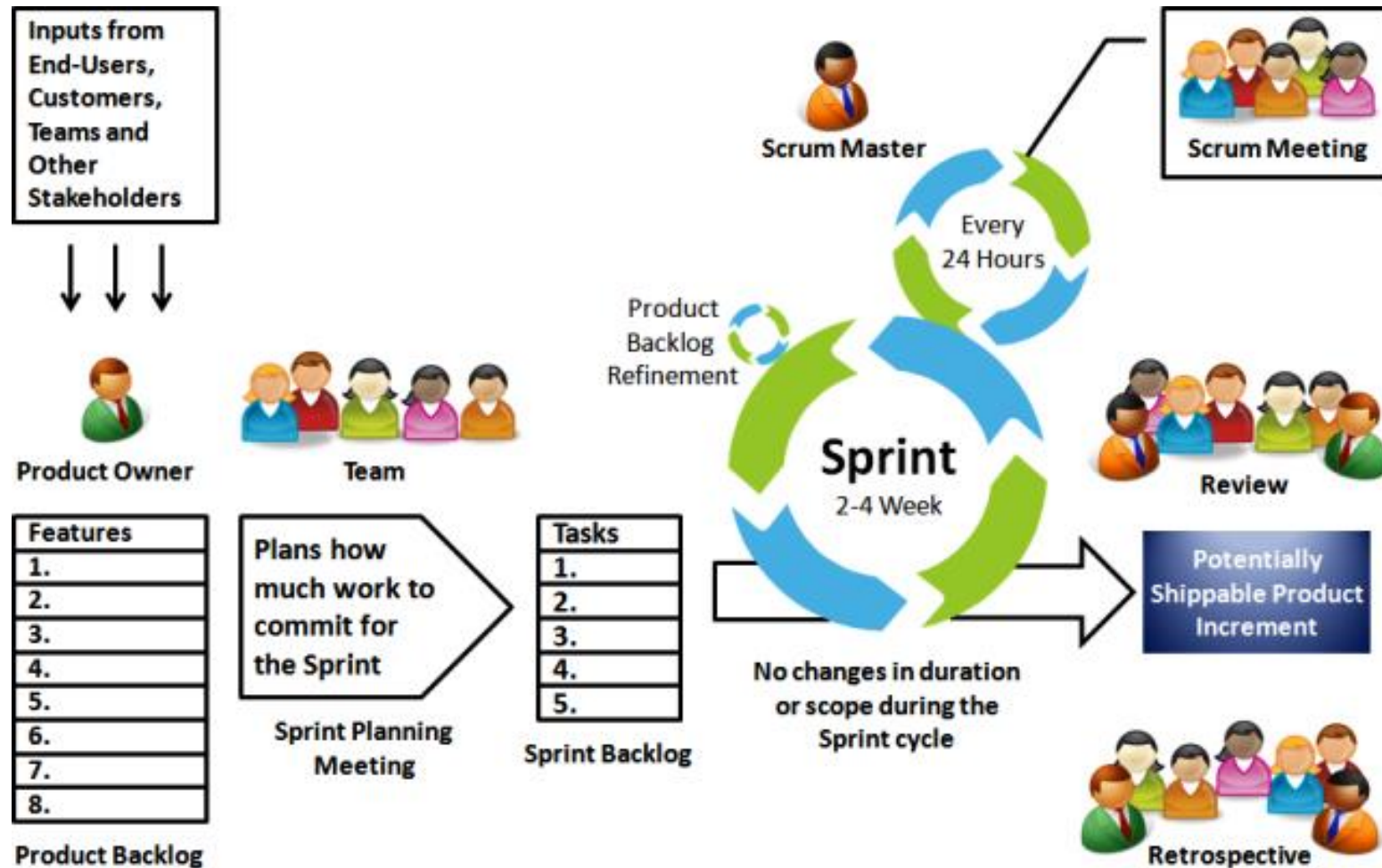


Finished Work



Sprint Retrospective

Agile Scrum Framework



Agile & Scrum Rituals

1. Sprint Planning
2. Daily Scrum / Standup
3. Sprint Retrospective &
4. Sprint Review/Demo & Sprint End

Sprint Planning

Attendees : Required :

1. Product Owner
2. Scrum Master
3. Development Team :
 1. Java Developer, 2. QA Engineers, 3. System Admins i.e. Unix/Linux/Windows
 4. DB Admins i.e. DB Developers & DB Admins and 5. Operations

Optional : 1. Project Stakeholders

When : At the beginning of a sprint.

Duration : 60-120 Minutes

Purpose: Sprint planning sets up the entire team for success throughout the sprint.

Coming into the meeting, the product owner will have a prioritized product backlog.

They discuss each item with the development team, and the group collectively estimates the effort involved.

The development team will then make a sprint forecast

outlining how much work the team can complete from the product backlog.

That body of work then becomes the sprint backlog.

Use the sprint planning meeting to flesh out intimate details of the work that needs to get done.

Encourage team members to sketch out tasks for all stories, bugs, and tasks that come into the sprint.

Foster discussions and gather consensus on the plan of action.

Effective planning significantly increases the team's chances of success meeting the commitments of the sprint.

Daily Stand-up

Attendees : Required :

1. Product Owner
2. Scrum Master
3. Development Team :
 1. Java Developer, 2. QA Engineers, 3. System Admins i.e. Unix/Linux/Windows
 4. DB Admins i.e. DB Developers & DB Admins and 5. Operations

Optional : 1. Project Stakeholders

When : Once per day, typically in the morning.

Duration : 15 Minutes

Purpose: Stand-up is designed to quickly inform everyone of what's going on across the team.

It's not a detailed status meeting. The tone should be light and fun, but informative.

Have each team member answer the following questions:

What did I complete yesterday?

What will I work on today?

Am I blocked by anything?

Iteration Review/ Demo & Sprint End

Attendees : Required :

1. Product Owner

2. Scrum Master

3. Development Team :

1. Java Developer, 2. QA Engineers, 3. System Admins i.e. Unix/Linux/Windows

4. DB Admins i.e. DB Developers & DB Admins and 5. Operations

Optional : 1. Project Stakeholders

When : At the end of the sprint.

Duration : 30-60 Minutes

Purpose: Iteration review is a time to showcase the work of the team.

This is the time for the team to celebrate their accomplishments, demonstrate work finished within the iteration, and get immediate feedback from project stakeholders.

Remember, work should be fully demonstrable and meet the team's quality bar to be considered complete and ready to showcase in the review.

Retrospective

Attendees : Required :

1. Product Owner
2. Scrum Master
3. Development Team :

1. Java Developer, 2. QA Engineers, 3. System Admins i.e. Unix/Linux/Windows
4. DB Admins i.e. DB Developers & DB Admins and 5. Operations

Optional : 1. Project Stakeholders

When : At the end of an iteration.

Duration : 60 Minutes

Purpose: Agile is about getting rapid feedback to make the product and development culture better.

Retrospectives help the team understand what worked well—and what didn't.

Retrospectives aren't just a time for complaints without action.

Use retrospectives to find out what's working so the team can continue to focus on those areas.

Also, find out what's not working and use the time to find creative solutions and develop an action plan.

Continuous improvement is what sustains and drives development within an agile team, and retrospectives are a key part of that.

Backlog refinement or Sprint Refinement

Attendees : Required :

1. Product Owner
2. Scrum Master
3. Development Team :
 1. Java Developer, 2. QA Engineers, 3. System Admins i.e. Unix/Linux/Windows
 4. DB Admins i.e. DB Developers & DB Admins and 5. Operations

Optional : 1. Project Stakeholders

When : At the end of an iteration.

Duration : 60 Minutes

Purpose: Backlog Refinement is the POs responsibility.

During the sprint, the PO keeps the backlog up to date by re-prioritising as appropriate, adding new stories and removing anything that is never going to be done.

Most of the work is generally done by the PO outside of the refinement meeting.

Only the work that cannot be done by the PO alone is brought into the refinement session.

For items that cannot be added by the PO such as technical stories, and tasks that cannot be completed by the PO, such as estimating, the PO invites the appropriate members of the development team to the refinement session.

The development team is therefore a stakeholder too.

The refinement sessions usually happen once or twice a sprint usually just before the end of the last week.

The purpose of the meeting is to provide the development team with an overview and clarification of the backlog.

The teams can focus on the items with higher priority for longer duration.