

Scrum Introduction

IMPRO-3

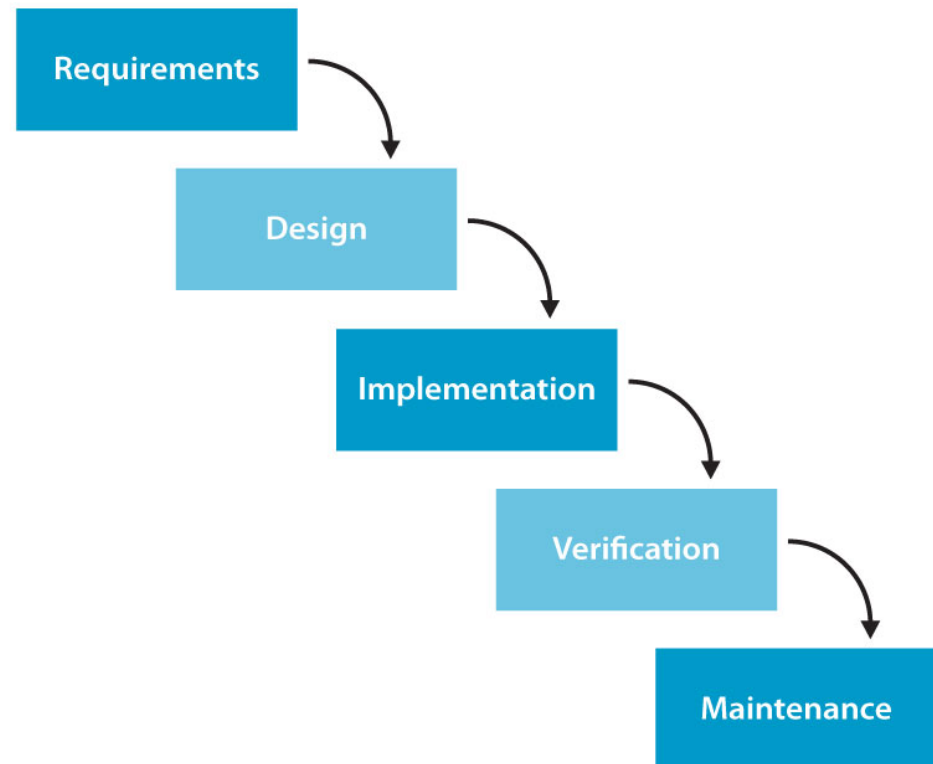
Software development models

Waterfall model

one phase after the other

no coming back

inflexible



Software development models

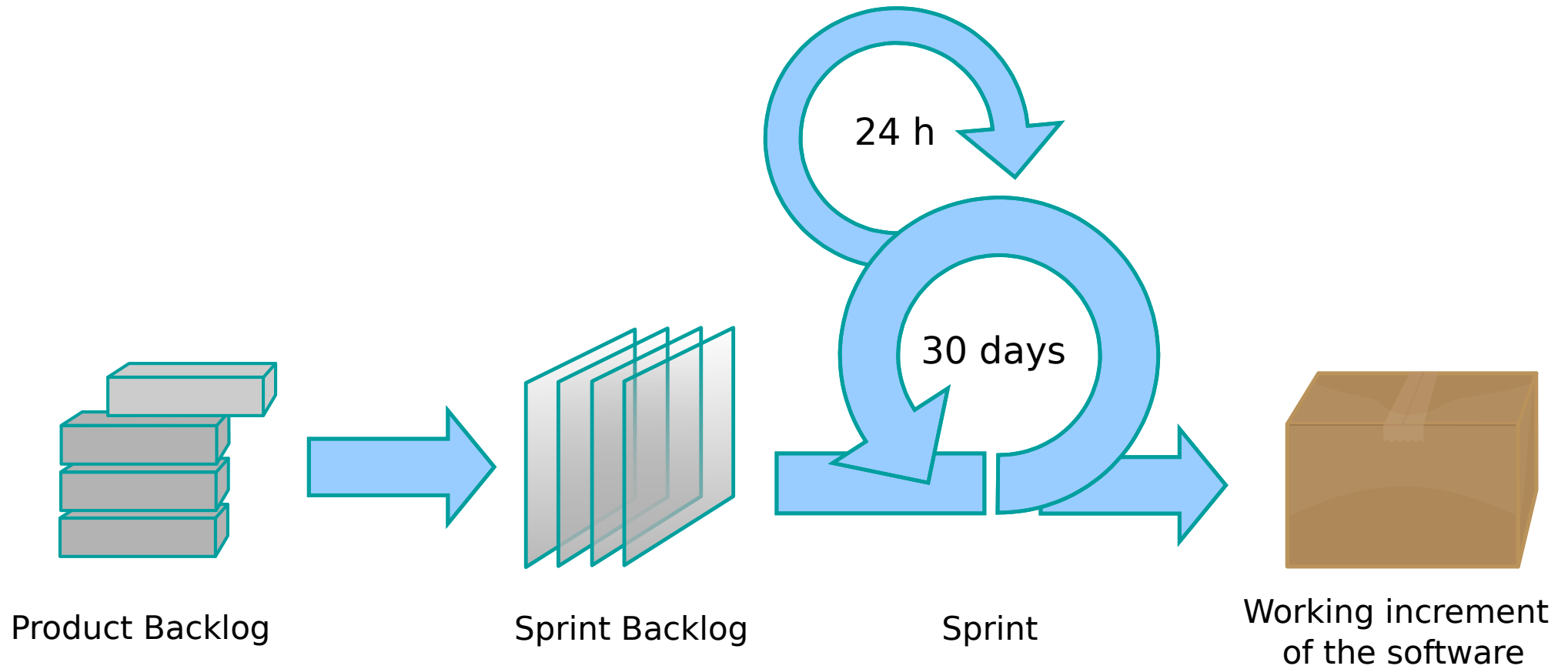
Scrum

react to changes/requests during project life cycle

Iterative, incremental

agile software development

Scrum



Scrum: Terms

Sprint

Daily Scrum

Sprint Review

Roles & Artifacts

Scrum: Roles / Artifacts

Product Owner

responsible for the product

defines / ranks *User Stories* (with development team)
for product backlog

Product Backlog

high-level view over tasks for the project

what will be delivered, ordered by its importance

Scrum: Roles / Artifacts

Development Team

responsible for the development

defines tasks for sprint backlog

no individuals – team is responsible to achieve sprint goals

Sprint Backlog

fine grained tasks from product backlog for sprint

Scrum: Roles / Artifacts

Intern (Scrum Team)

product owner, development team, scrum master

Extern

customer, user, management

In our project

Product Owner, Customer → We

Development Team → each student group

Scrum Master → one student out of each group

Product Backlog → goals for the master project

Sprint Backlog → fine grained goals

Sprint → 1 – 3 weeks

Sprint Review → short overview of achievements, problems, ...

Trello

Manage tasks in groups

- (product backlog)
- to do
- in progress
- done