



Current Trends in Web Engineering

Prof. Dr.-Ing. Martin Gaedke

Technische Universität Chemnitz

Fakultät für Informatik

Verteilte und selbstorganisierende Rechnersysteme



SECTION://1

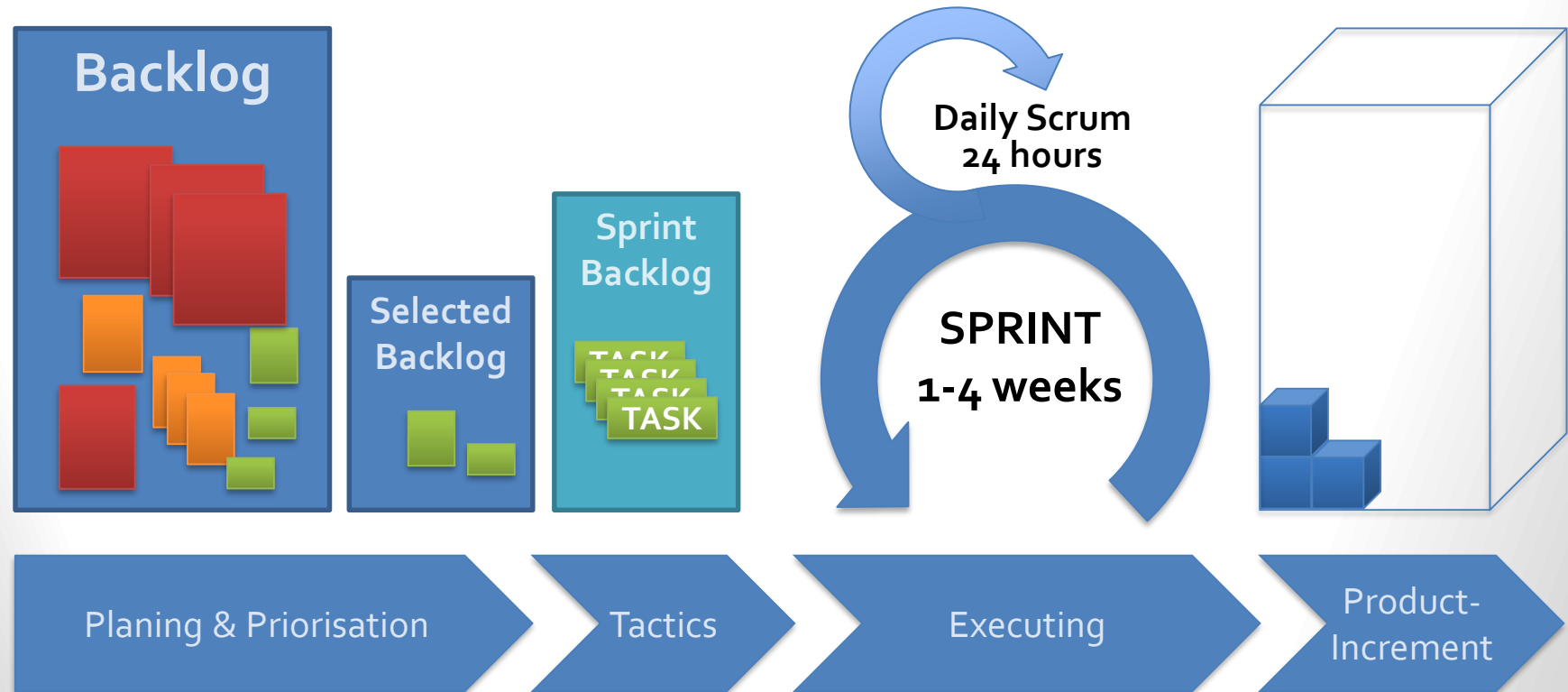
■ Framework Overview



Scrum Practice: Inspect & Adapt

From Vision

....to Tangible Result



Not x%, but done
What does done mean?

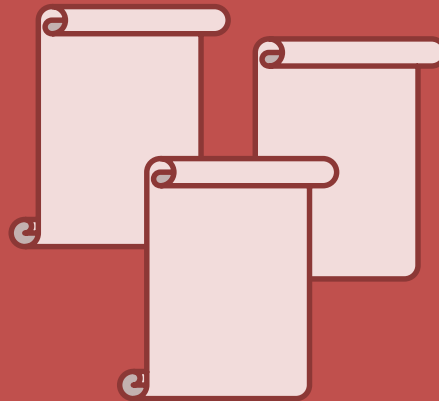
Roles

- ▶ Product owner
- ▶ ScrumMaster
- ▶ Team



Artifacts

- ▶ Product backlog
- ▶ Sprint backlog
- ▶ Burndown charts



Meetings

- ▶ Sprint planning
- ▶ Sprint review
- ▶ Sprint retrospective
- ▶ Daily scrum meeting



SECTION://2

■ Roles

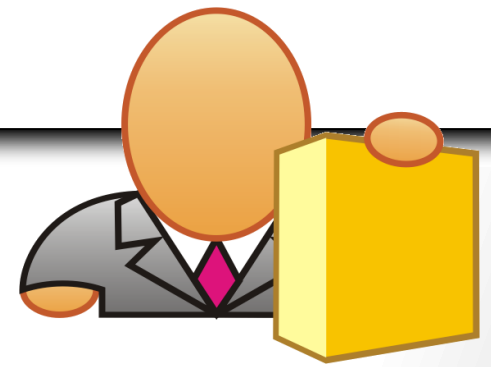


The SCRUM Team

- In Scrum we talk about pigs and chicken
 - ▶ Scrum Team (pigs - committed)
 - ▶ Other stakeholders (chicken - involved)
- The Scrum Team member are in one of the following roles:
 - ▶ Product owner
 - ▶ ScrumMaster
 - ▶ The Team



Product owner



- Define the features of the product
- Decide on release date and content
- Be responsible for the profitability of the product (ROI)
- Prioritize features according to market value
- Adjust features and priority every iteration, as needed
- Accept or reject work results
- Responsible for WHAT will be delivered



The ScrumMaster



- Represents management to the project
- Responsible for enacting Scrum values and practices
- Removes impediments
- Ensure that the team is fully functional and productive
- Enable close cooperation across all roles and functions
- Shield the team from external interferences
- Responsible for the Scrum Process



The team



- Typically 5-9 people
- Cross-functional:
 - ▶ Programmers, testers, user experience designers, etc.
- Members should be full-time
 - ▶ May be exceptions (e.g., database administrator)
- Teams are self-organizing
 - ▶ Ideally, no titles but rarely a possibility
- Membership should change only between sprints
- Responsible for How Much will be delivered



SECTION://3

■ Sprint & Meetings



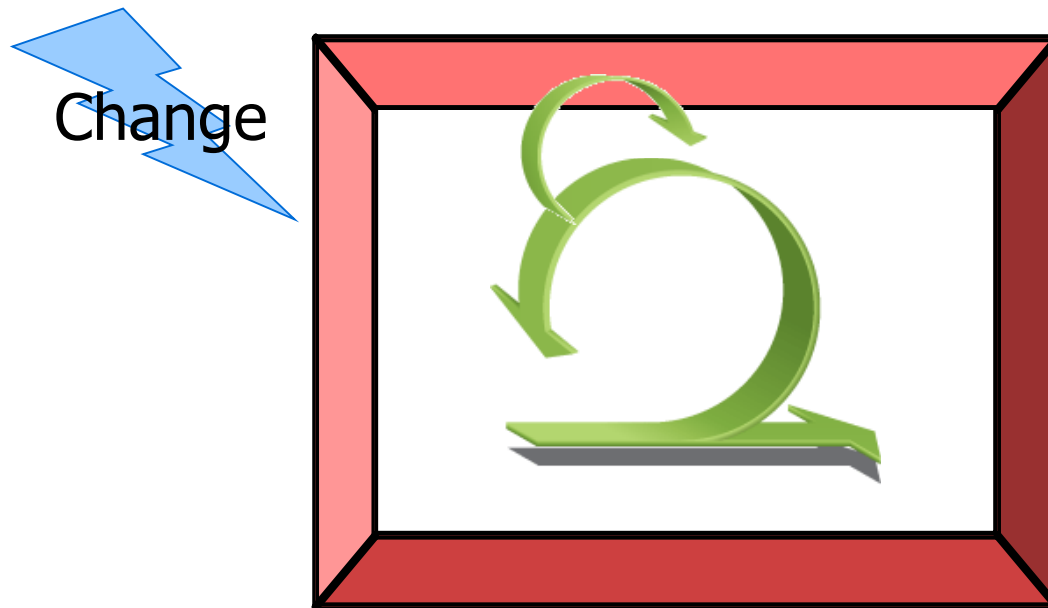
Sprints

- Scrum projects make progress in a series of “sprints”
- Typical duration is 2–4 weeks or a calendar month at most
- A constant duration leads to a better rhythm
- Product is designed, coded, and tested during the sprint
- Every sprint a sprint goal should be reached – which describes the product increment
- The product gets developed sprint by sprint



No changes during a sprint

- Plan sprint durations around how long you can commit to keeping change out of the sprint



Scrum 'applied' in more detail...

