

CSE 333 – Software Engineering

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Lecture 09

Outline

- Scrum
- Sprint
- Development actions
- Roles
- Flow of scrum process

Scrum

- Conceived by Jeff Sutherland in early 1990s.
- The name is derived from an activity that occurs during a rugby match.
- The meaning of Scrum means actually whenever a **group of people** that exacting their force and initiatives **towards a common goal** is known as Scrum.

Sprint

- Scrum activity involves *requirements, analysis, design, evolution, and delivery*.
- Within each framework activity, work tasks occur within a process pattern called **Sprint**.
- Any work conducts within a number of sprints.
- The team is called scrum team.

Development Actions

- Scrum emphasizes a set of **process pattern** the effective for tight timelines, changing requirements, and business criticality.
- The software process pattern defines a set of development actions:
 - Backlog
 - Sprints
 - Scrum meetings
 - Demos

Development Actions

- Backlog
 - A **prioritized list** of project requirements or features that provide business value for customer.
 - The *product manager* assesses the backlog and updates priorities as required.
- Sprints
 - Consists of work units.
 - Required to achieve a requirement defined in the backlog that must fit into a predefined time-box (1 month).
 - Changes (e.g., sprint backlog items) are not introduced. Thus, sprint allows team members to work in a short time.

Development Actions

- Scrum meetings
 - Are short (typically 15 minutes).
 - Held daily by the scrum team.
 - Three key questions are asked and answered by all team members –
 - What did we do since the last meeting?
 - What obstacles are you encountering?
 - What do you plan to accomplish by the next team meeting?

Development Actions

- Demos
 - Deliver the software increment to the customer.
 - So that functionality that has been implemented can be demonstrated and evaluated by the customer.
 - Demo may not contain all planned functionality, but rather those functions that can be delivered within the time-box that was established.

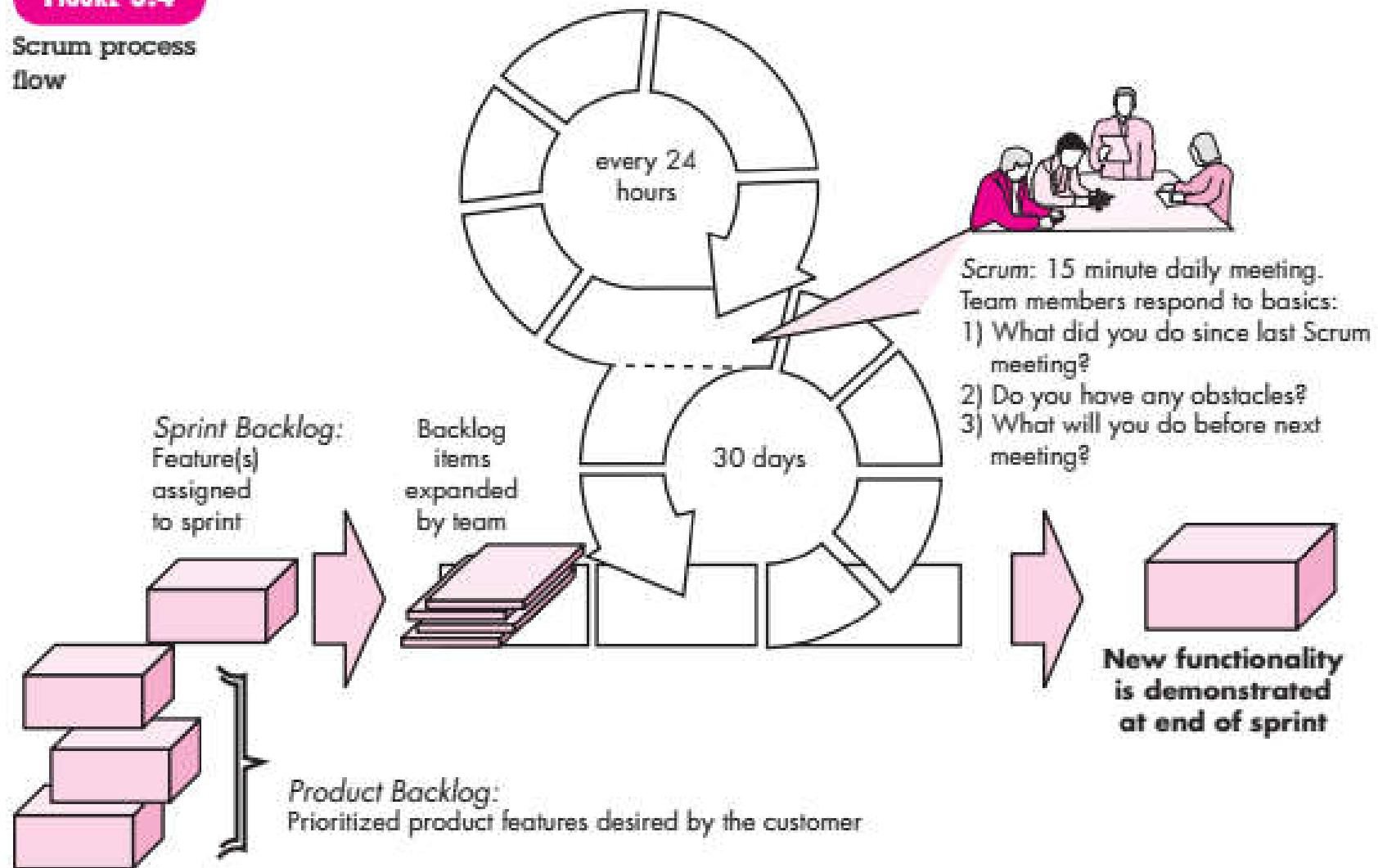
Key roles for Scrum

- Product manager/owner
 - Deal with backlogs.
 - Defining the features that are needed for the product.
 - Must have a bright idea about the all type of products.
- Scrum master
 - Leader of the scrum team leads the meeting and assesses the responses from each person.
- Scrum teams
 - Made up of the developers, and stakeholders.

Flow of the Scrum Process

FIGURE 3.4

Scrum process
flow



Thank you!!