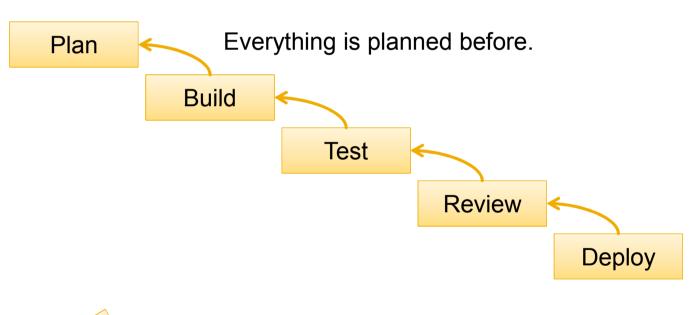
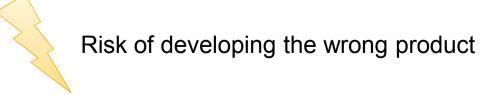
Agile Project Management Scrum

## Agenda

- Scrum Framework
  - Key Roles
  - Artifacts
  - Ceremonies
  - Sprint
  - Work cycle
- Exercise

#### Waterfall



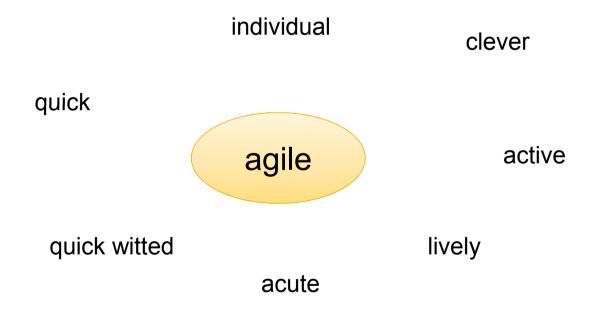




- Scrum
  - Rugby (crowd, jam), "Gedränge"
  - Agile software development framework



Scrum



Planning is based on Knowledge

- Scrum
  - Deliver quick solutions
  - Flexible and holistic
  - Self organizing
  - Based on what is known (Empiricism)
  - Teamsize: 3 to 9

Transparency

Inspection

Adaption

- Problems to manage
  - Unpredictable changes
    - Customer changes its mind
    - Team member drops out
  - Problem not well enough defined
  - Team is not efficient
  - New technology
  - Market conditions

- Scrum
  - Key Roles
  - Artifacts
  - Ceremonies

- Key Roles
  - Product Owner
    - Vision, ideas
    - Defines Backlog
  - Team Member
    - Multiple roles (Developer, Tester, etc.)
  - Scrum Master
    - Work conditions

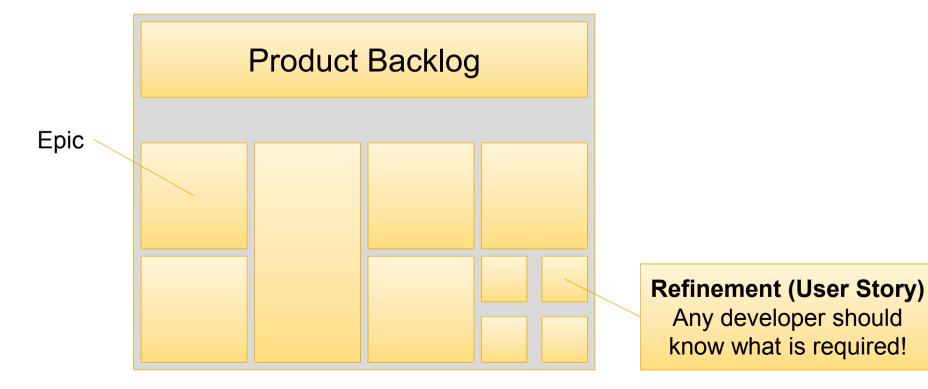
- Artifacts
  - Product Backlog
    - Epics
    - User Stories
    - Prioritized by Owner
    - > Features
    - ➤ Requirements

#### **Product Backlog**

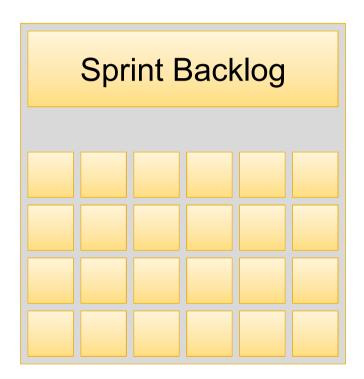
As a student I need to have access to my professors slides so that I can understand what she told us

As a professor I need to have access to my rooms so that I can upload my slides

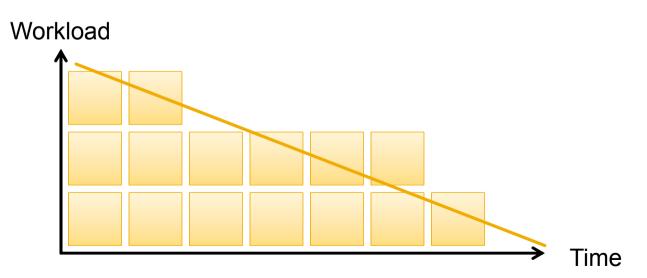
- Artifacts
  - Product Backlog



- Artifacts
  - Sprint Backlog
    - List of User Stories
    - Enough User Stories for next work cycle
    - Defined by developers



- Artifacts
  - Burndown Chart
    - Visualizes workload and progress
    - Available for one sprint and whole project



- Ceremonies
  - Sprint Planning
    - Planning Poker
    - Estimation: what can be done
    - Team chooses User Stories

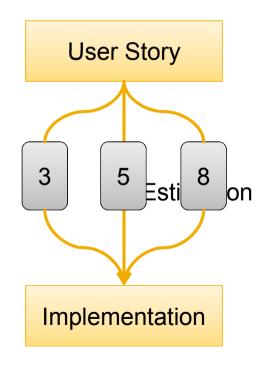
Product Backlog

?

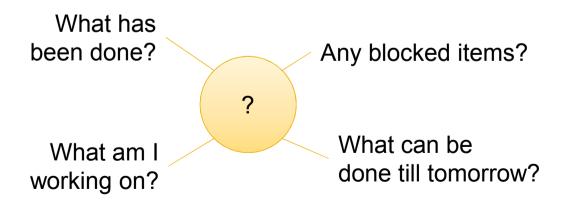
**Sprint Backlog** 

- Ceremonies
  - Planning Poker
    - Team members receive a set of cards
    - Estimation for every User Story
    - Lowest and highest
       Estimation will be discussed
    - Played until nearly equal





- Ceremonies
  - Daily Scrum
    - 15 min standup meeting
    - No discussions!

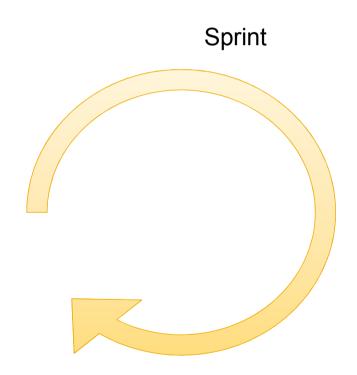


- Ceremonies
  - Sprint Review
    - At end of Sprint
    - Ensure that
      - Everything is done (implemented)
      - AND tested
      - **≻**DoD
    - Showcase work to Product Owner

- Ceremonies
  - Sprint Retrospective
    - Team efficiency
    - What can be improved?

- Sprint
  - Work cycle
    - Always same length
    - 1 to 4 weeks
    - No changes on Sprint Backlog!
    - Team is not disturbed

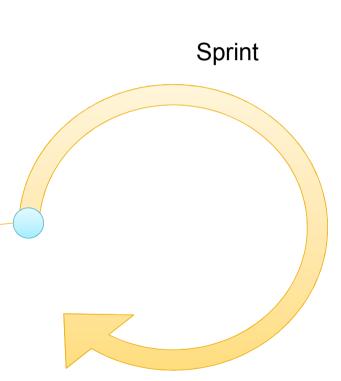
Product Owner is able to cancel a Sprint (can be planed and restarted)



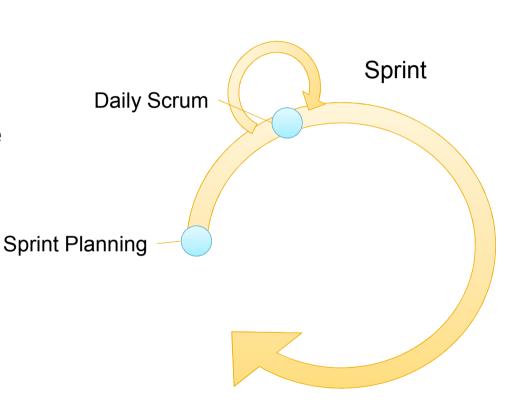
- Sprint
  - Work cycle
    - Starts with Sprint Planning

**Sprint Planning** 

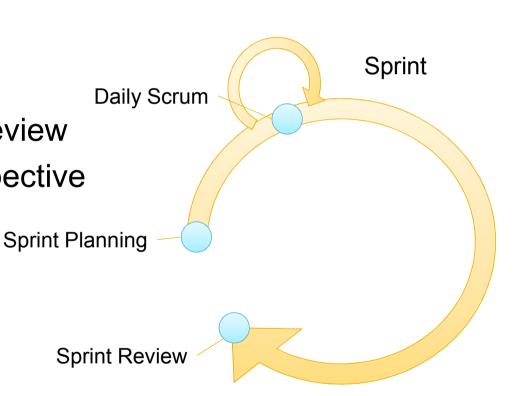
- Planning Poker
- Sprint Backlog
- Time limit:45min per Sprint week



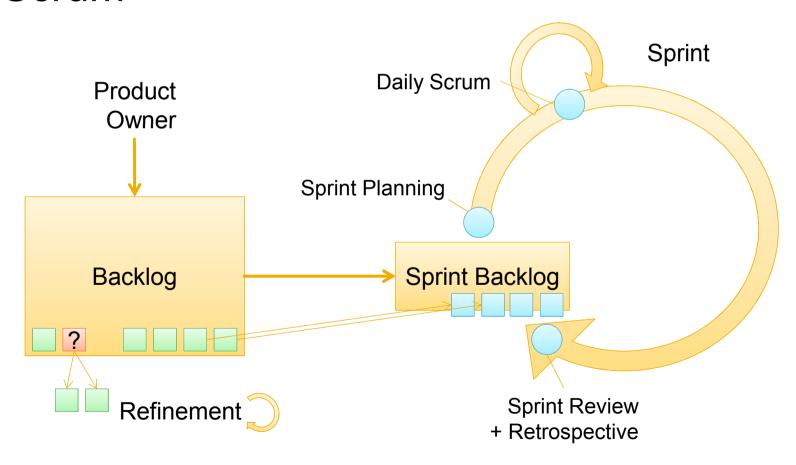
- Sprint
  - Work cycle
    - Daily Scrum routine
    - 15min each day
    - ➤ Overview



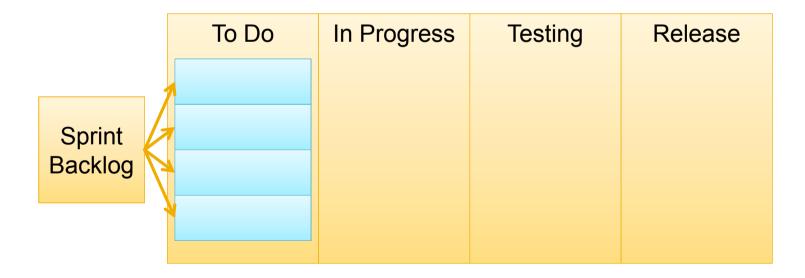
- Sprint
  - Work cycle
    - Ends with Sprint Review
    - (additional) Retrospective



#### Scrum



- Scrum
  - Agile Board



- Scrum
  - Agile Board

Sprint Backlog

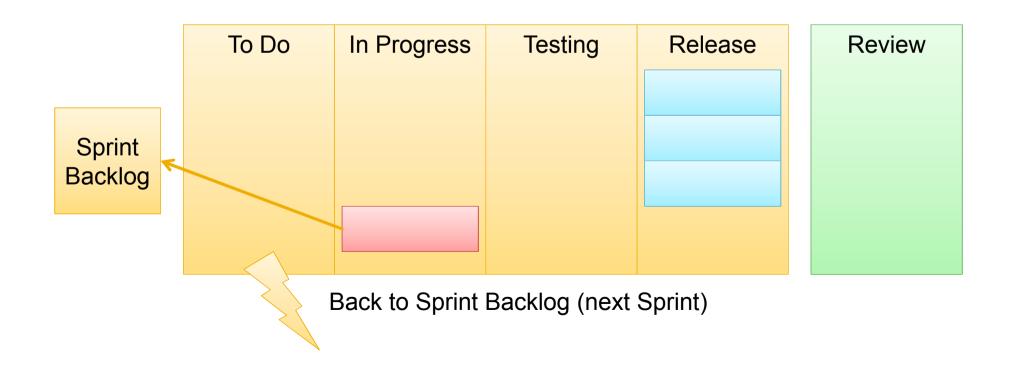
To Do	In Progress	Testing	Release

- Scrum
  - Agile Board

Sprint Backlog

To Do	In Progress	Testing	Release

- Scrum
  - Agile Board



- Scrum
  - Agile Board

To Do In Progress Testing Release

Anny Questions

Review

Sprint Backlog

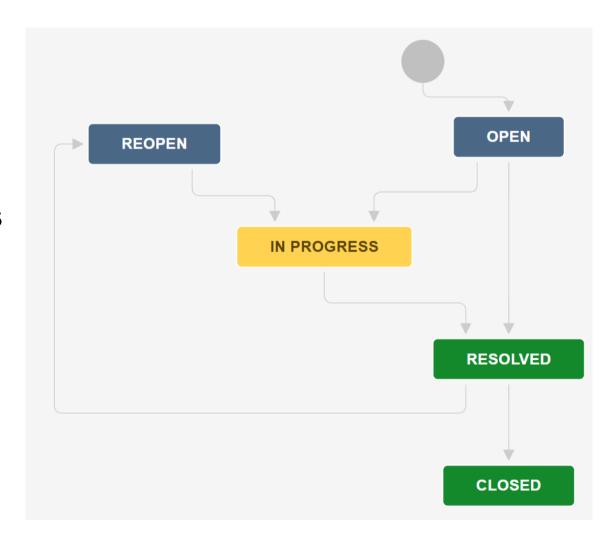
Back to Sprint Backlog (next Sprint)

## **Exercise**

Scrum on Jira

## **Scrum with Jira**

- Workflow
  - Project Settings
    - Issue Types



#### Sources

#### Content

- http://www.scrumguides.org/docs/scrumguide/v1/Scrum-Guide-US.pdf
- https://www.youtube.com/watch?v=0Nuj-GgEW6o
- https://en.wikipedia.org/wiki/Scrum\_(software\_development)

#### Images

- http://www.implementingscrum.com/images/070806-scrumtoon.jpg
- http://sportycious.com/wp-content/uploads/2015/01/A-Beginnerss-Guide-to-the-Basics-of-Rugby-Union-Positions.jpg
- http://2.bp.blogspot.com/-SfS0bN-1RM/UP03wLmx\_pl/AAAAAAAAAAAX8/\_FsLLTANiYM/s1600/PlanningPo ker.jpg