

Scrum

How does it work?

Artifacts in Scrum

- #1 Product BACKLOG
- #2 Sprint BACKLOG
- #3 Sprint GOAL
- #4 Sprint BURNDOWN CHART

Scrum ROLES

- #1 Product OWNER
- #2 Scrum MASTER
- #3 Scrum TEAM

Scrum RHYTHMS

- #1 Daily stand-ups
- #2 Iteration planning
- #3 Iteration review
- #4 Iteration retrospective



Key Scrum ARTIFACTS

- #1 Product BACKLOG
- #2 Sprint BACKLOG
- #3 Sprint GOAL
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Scrum

Why did Agile appear?

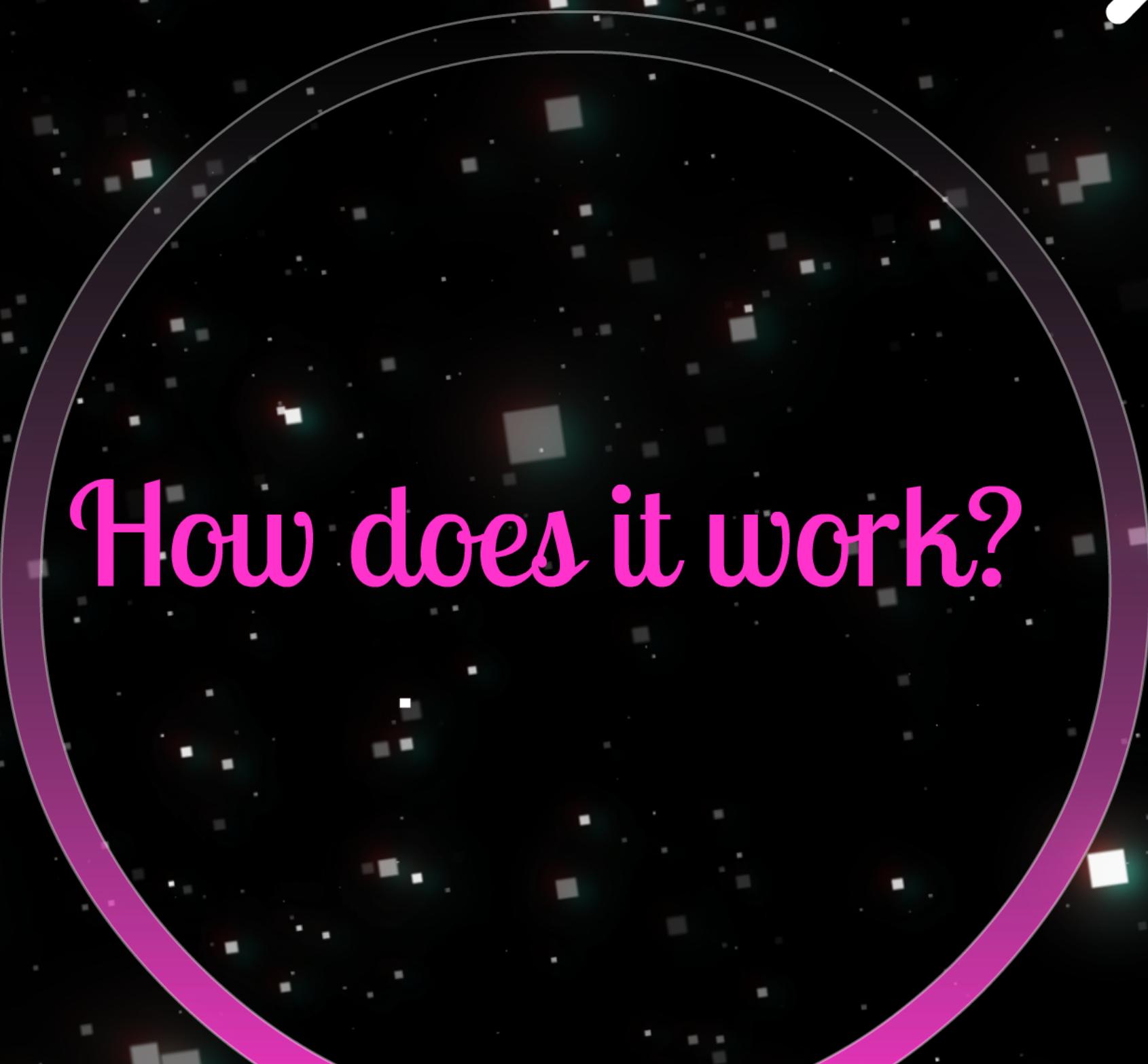
Customer can not formulate clear **SOFTWARE REQUIREMENTS**

Why did Agile appear?

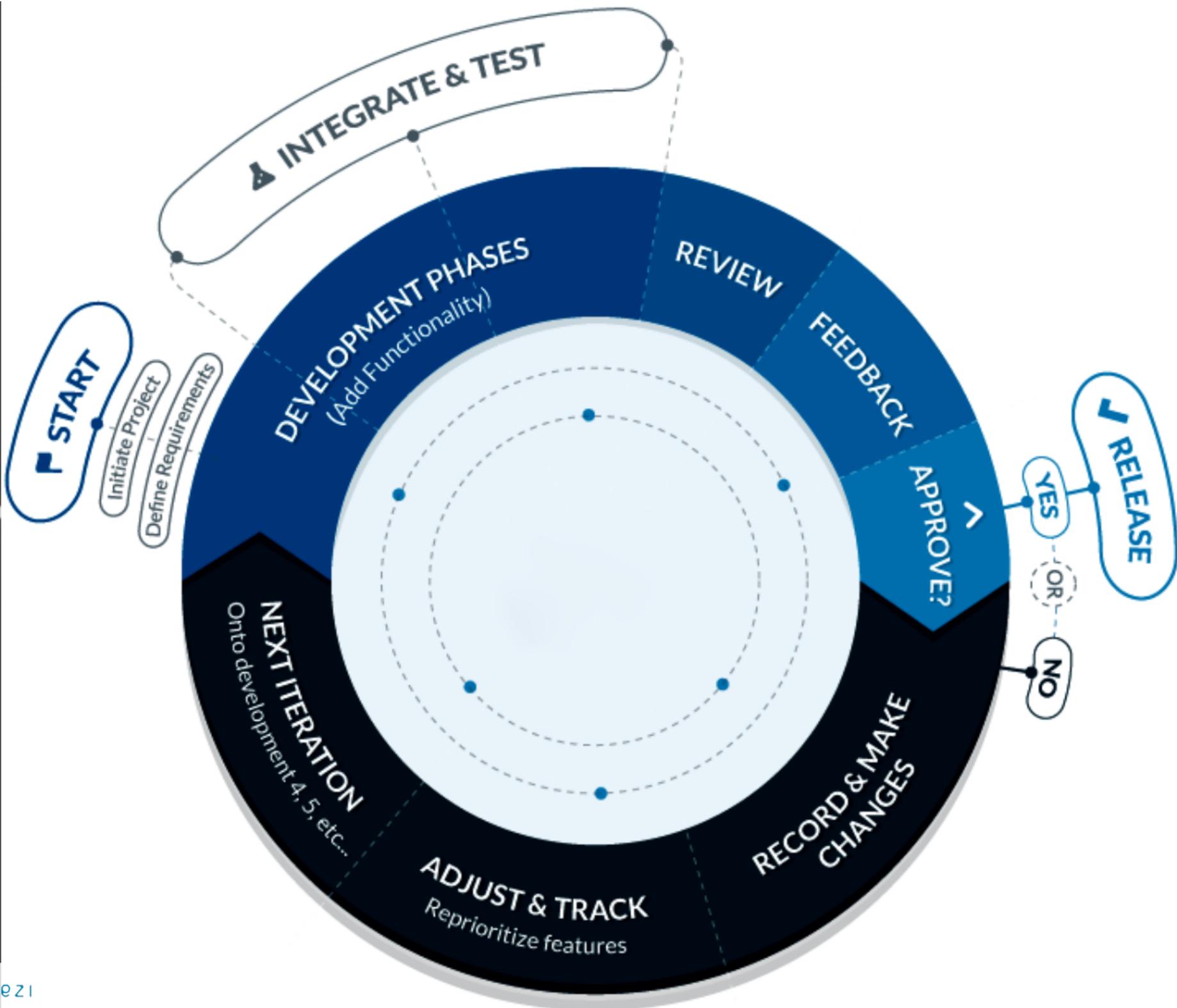
#1 Customer can not formulate clear SOFTWARE REQUIREMENTS

#2 New technologies require RAPID ADAPTATION of any business

**#3 Customers and software developers are NOT satisfied with the
INTERACTION PROCESS**



How does it work?



Artifacts in Scrum

#3 Sprint GOAL

#1 Product BACKLOG

#2 Sprint BACKLOG

#4 Sprint BURNDOWN CHART

#1 Product BACKLOG

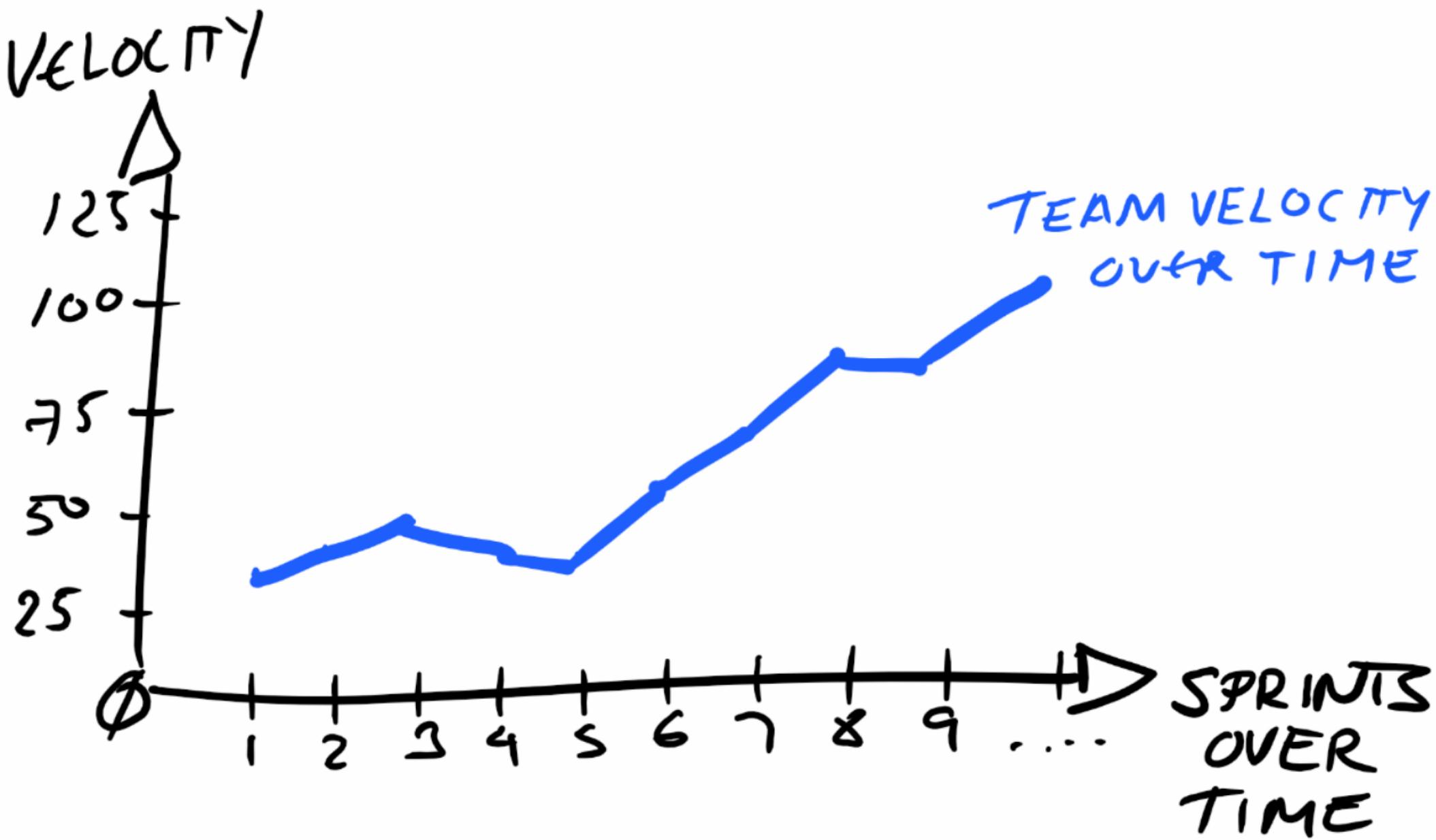


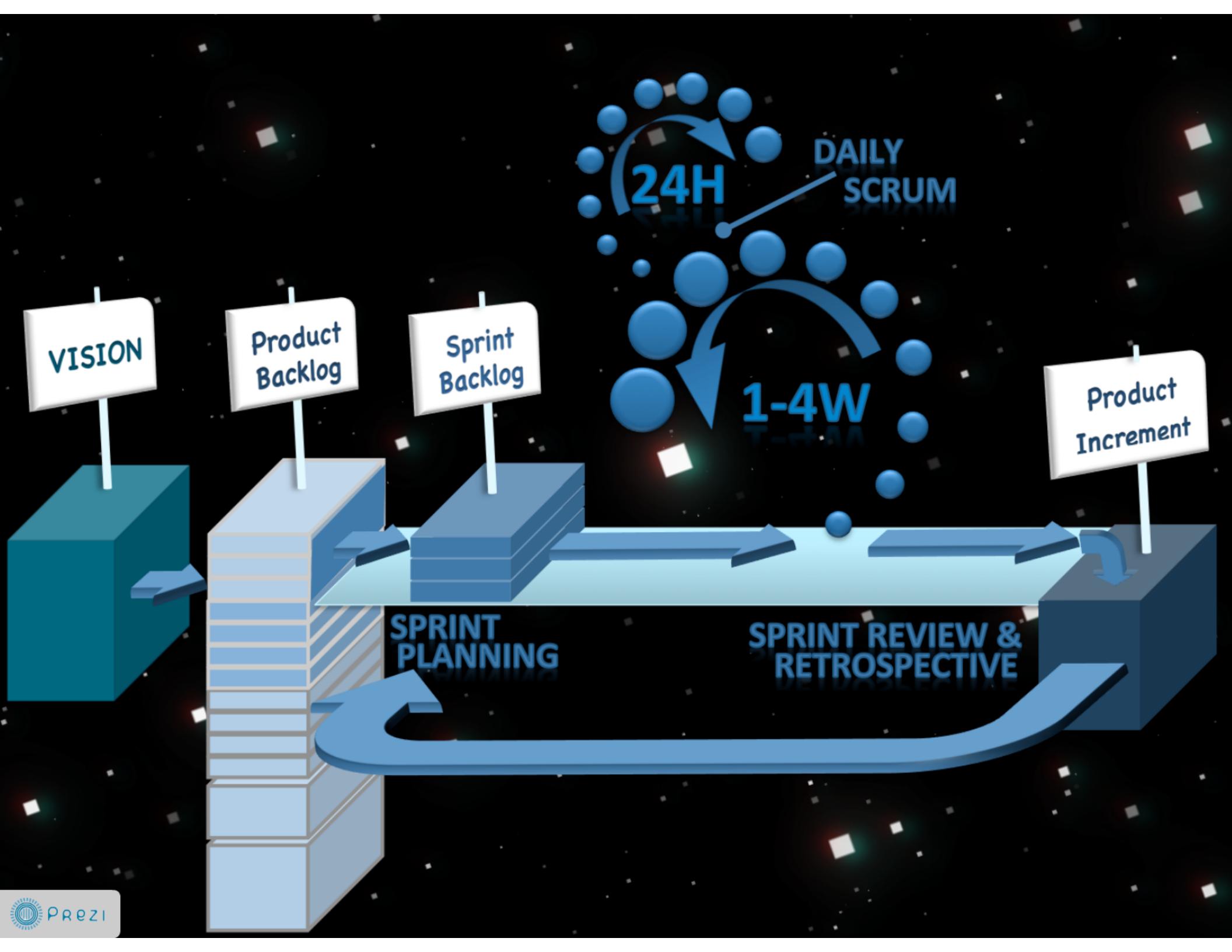
#2 Sprint BACKLOG



#3 Sprint GOAL

#4 Sprint BURNDOWN CHART





Scrum ROLES

#1 Product OWNER



#2 Scrum MASTER



#3 Scrum TEAM



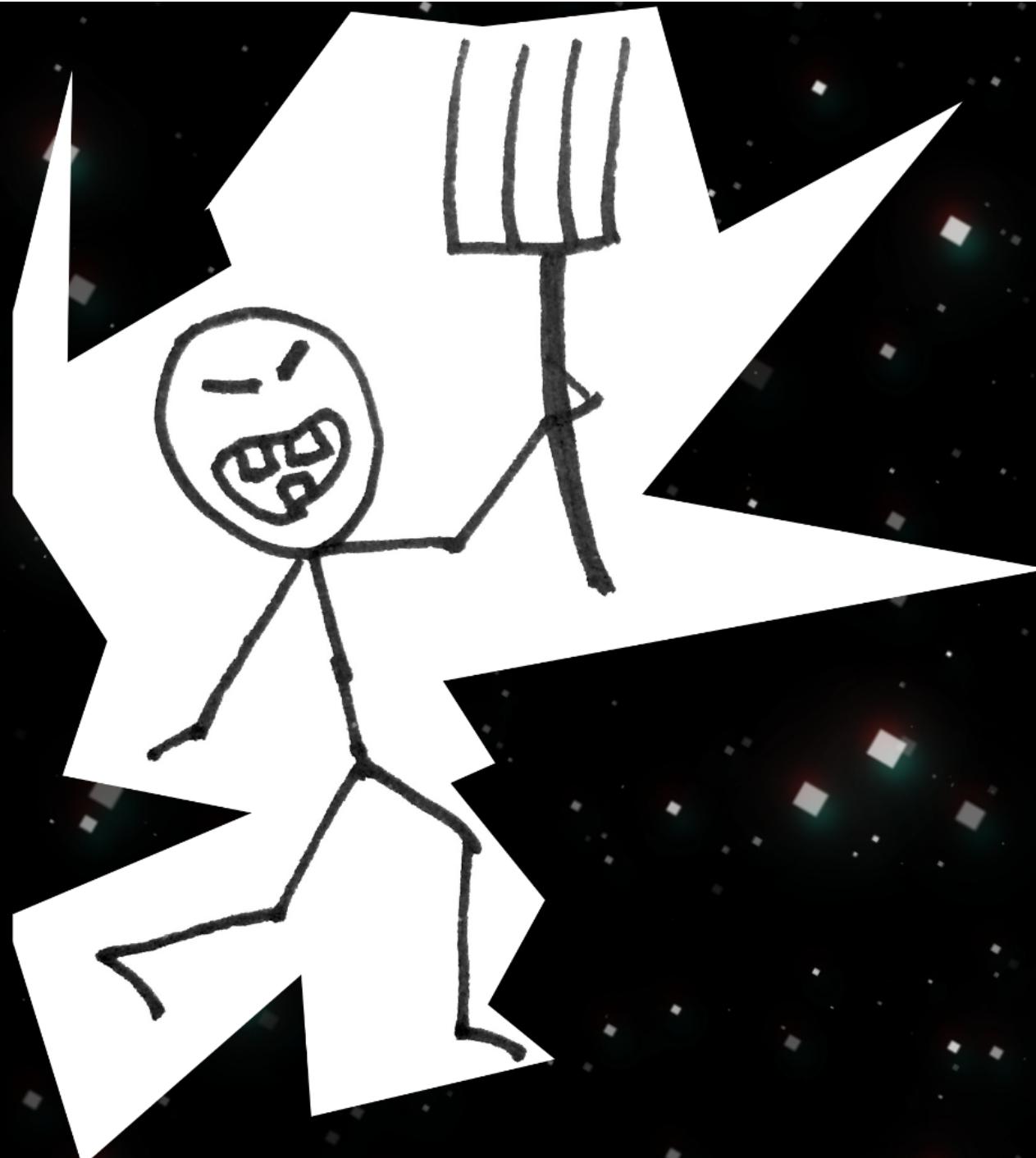
AND... CUSTOMER :)

Scrum ROLES

#1 Product OWNER

#1 Product OWNER

#2 Scrum MASTER



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#1 Product OWNER

#2 Scrum MASTER

#3 Scrum TEAM





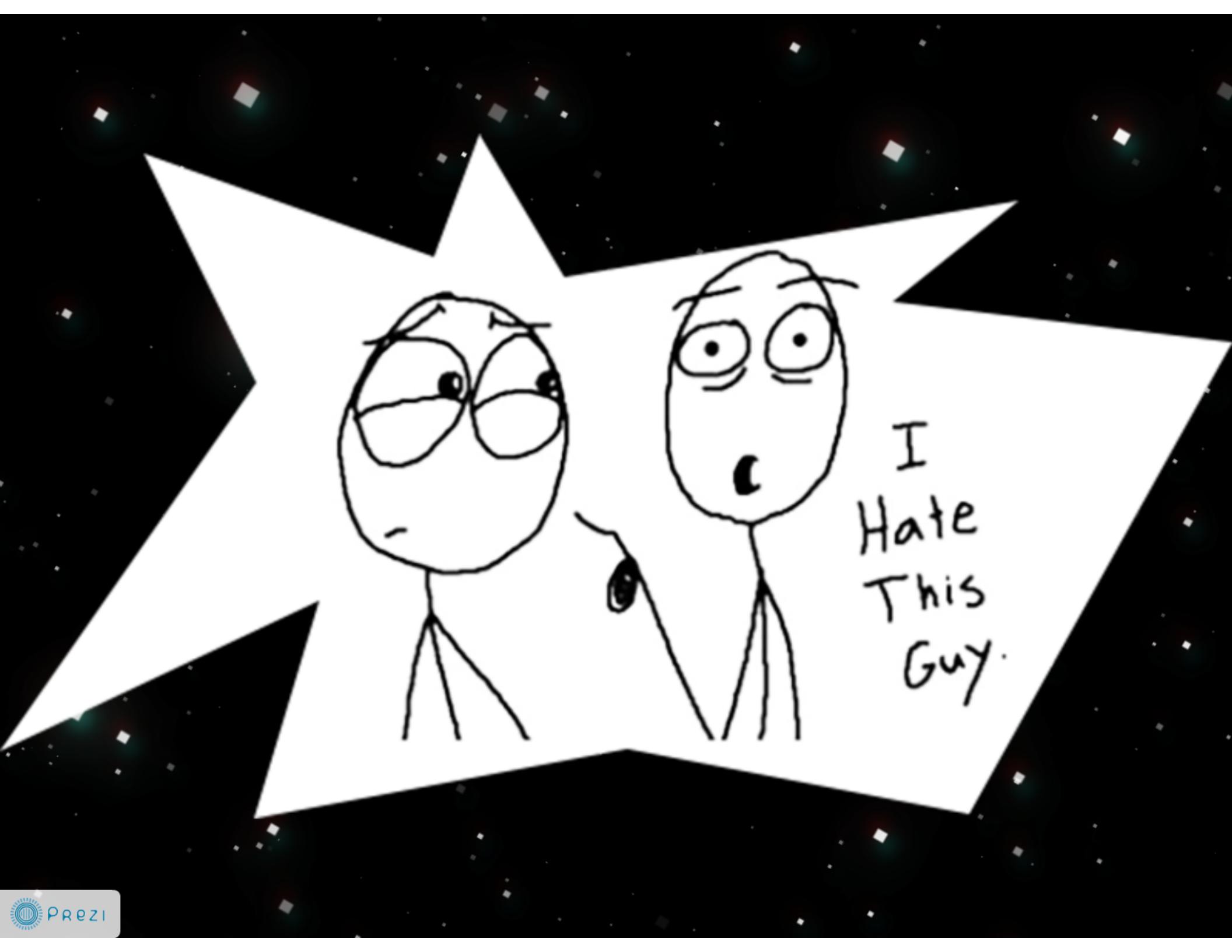
WHO IS THAT
GUY?

#2 Scrum MASTER

#3 Scrum TEAM

D... CUSTOMER :)



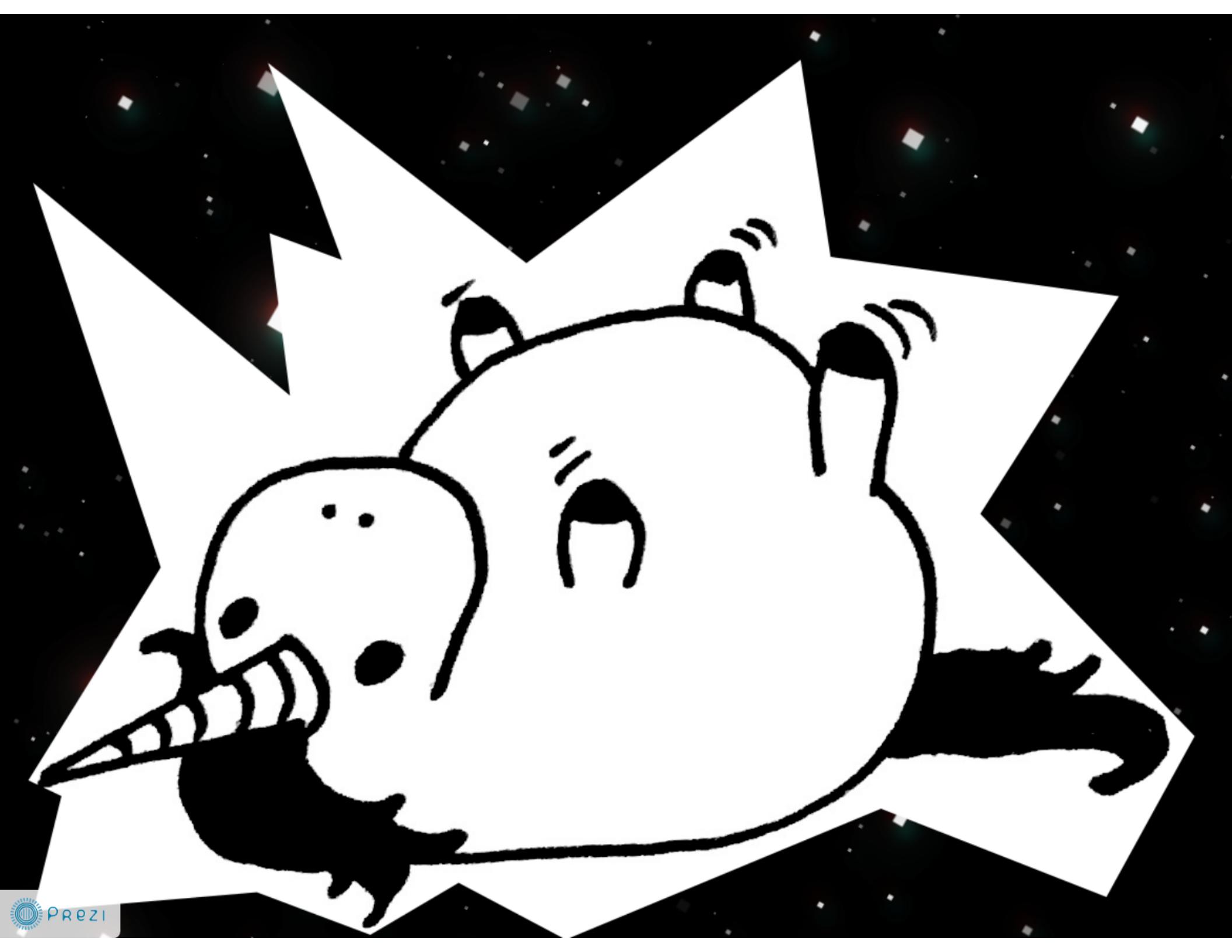


I
Hate
This
Guy.

#3 Scrum

AND... CUSTOMER :)





DREAM #SCRUM# TEAM

You guys start coding, I'll go see what they want.



ScrumMaster

Project
Manager

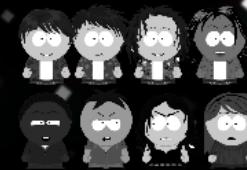


Scrum team

Coach the team as a single entity driving towards success!

Scrum RITUALS

#1 SPRINT PLANNING Meeting



#2 DAILY Meeting

#3 Sprint REVIEW



RITUALS

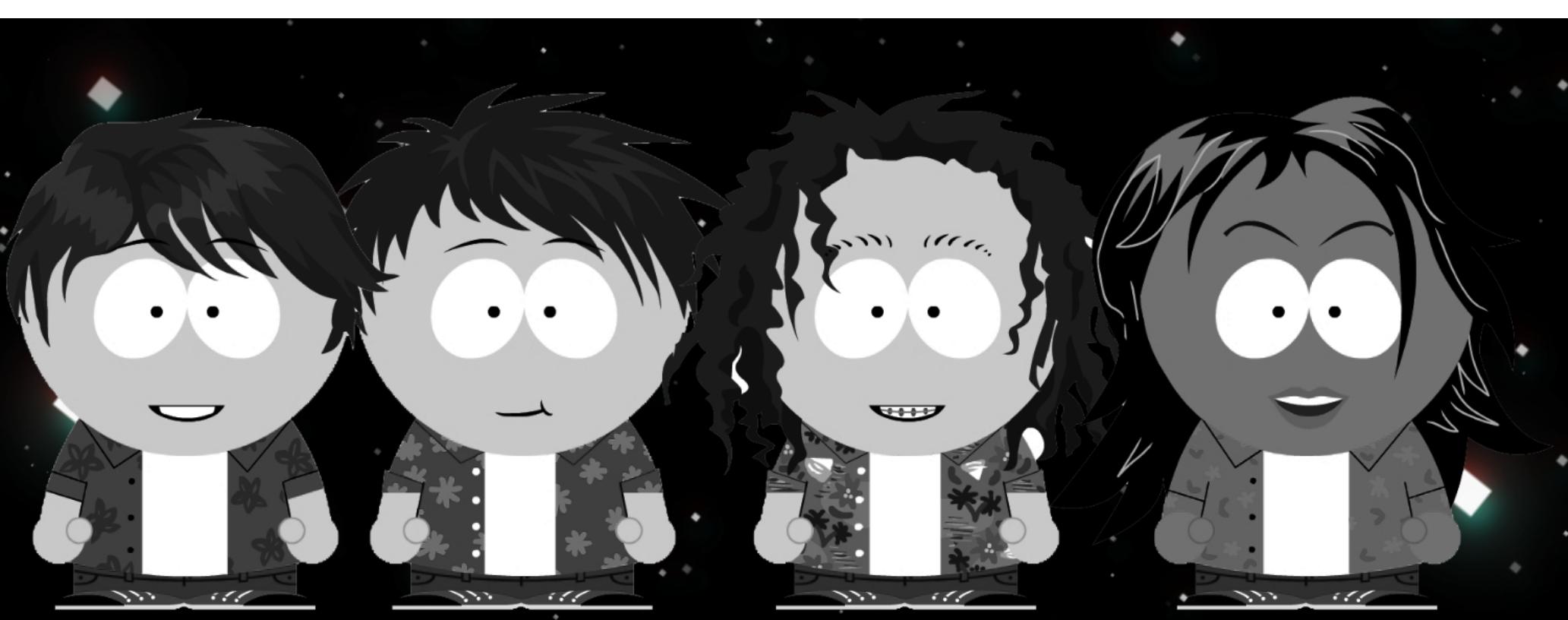
#1 SPRINT PLANNING Meeting

#2 DAILY Meeting

#3 Sprint REVIEW

WTF is
SCRUM TEAM DOING

?



ENT PLANNING Meeting

#2 DAILY Meeting

DOING

?

#3 Sprint REV

WHAT IS SCRUM TEAM DOING

?



AILY Meeting

#3 Sprint REWIEV



WHY EACH TIME
WE END UP IN
HELL



SCRUM Pluses

- #4 Fast AND Cheap CHANGINS
during Project**
- #2 Daily CONTROL**
- #5 Flexible BUDGET**
- #1 Fast LAUNCHING**
- #3 Frequent PROJECT Demonstrations**

SCRUM Minuses

- #1 Difficulties in concluding contracts**
- #2 A LARGE number of exceptions**
- #3 Focus on DREAM Team**

SCRUM Pluses

#4 Fast AND Cheap CHANGINS
during Project

Daily CONTROL

#1 Fast LAUNCHING

#5 Flexible BUDGET

Fast AND cheap CHANGING
Project

#5 Flexible BU

#1 Fast LAUNCHING

PROJECT Demonstrati

#4 Fa
during

#2 Daily CONTROL

#3 Frequen

SCRUM Minutes

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#4 Fast AND Cheap CHANGINS
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SCRUM Minutes

Difficulties in concluding contracts

#2 A LARGE number of

SCRUM Pluses

#4 Fast AND Cheap CHANGINS
during Project

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#5 Flexible BUDGET

#1 Fast LAUNCHING

Frequent PROJECT Demonstrations

Cheap CHANGINS

#5 Flexible BUDGET

LAUNCHING

Demonstrations

during Project

#2 Daily CONTROL

#5 Flexible BU

#1 Fast LAUNCHING

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SCRUM Minutes

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#2 A LARGE number
exceptions

#3 Focus on DREAM Team

Minuses

concluding contracts

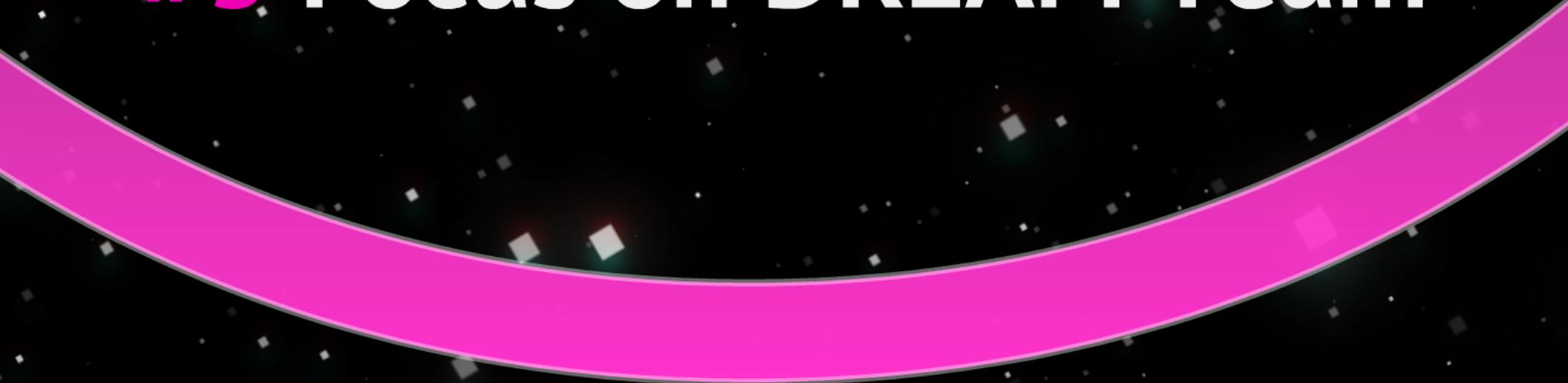
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Focus on DREAM Team

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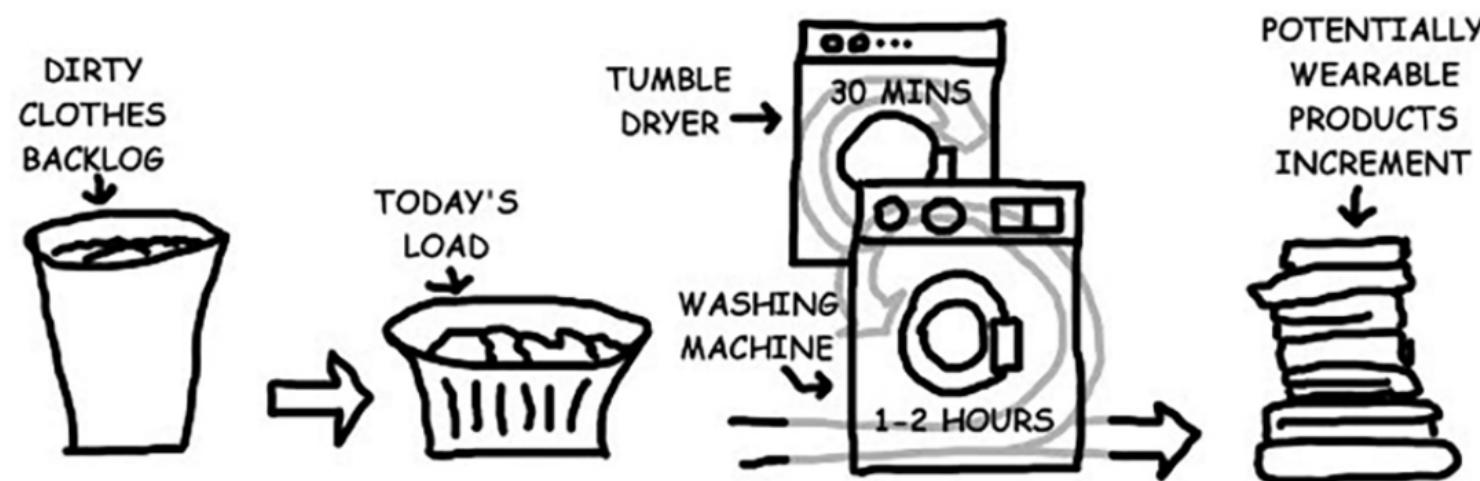
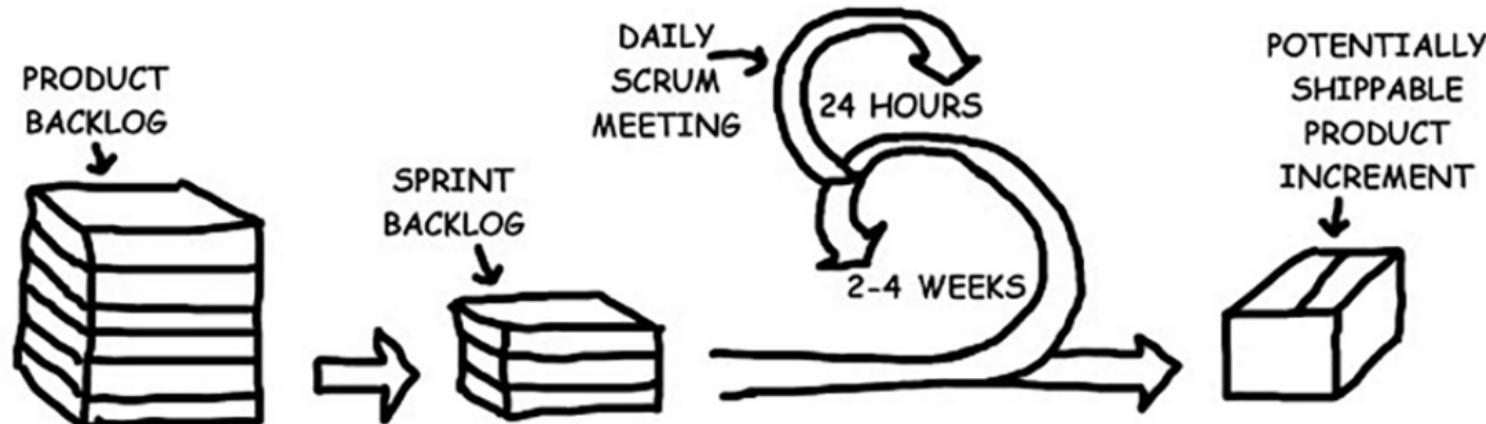
#3 Focus on DREAM Team



Rubric

A piece of advice to housewives

AGILE METHODOLOGY v HOUSEKEEPING METHODOLOGY



CONCLUSION: AGILE DEVELOPMENT
HAS MORE TO LEARN FROM DOMESTIC
SCIENCE AND HOUSEKEEPING.

THANKS FOR ATTENTION!

TO FUN
OR NOT TOO FUN ?

