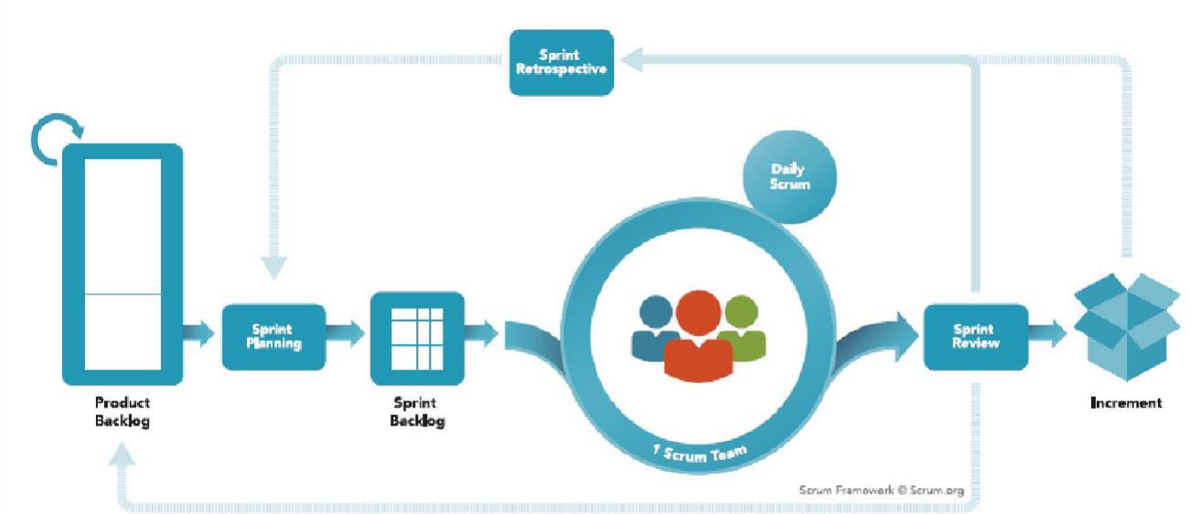
Explain Scrum?

Recently we moved to scrum and i was trained on the same also,

In Scrum we have a specific terminology to follow and a defined set of roles, rules and responsibilities. A development cycle in scrum is called as a sprint, each sprint can last for a period of 2 to 4 weeks. The requirements are defined from the user perspective unlike the traditional methodologies and are called as user stories. The set of user stories that are estimated to be developed, tested and deployed in a sprint is called as a sprint backlog and the set of user stories at a project level is called as a Product back log. A product owner who acts a bridge between the scrum team and the client owns the Product backlog and is responsible for prioritizing the user stories to be considered for a specific sprint. The Scrum team typically will be not greater than 9 member team and would have developers, test engineer, deployment, ideally all the resources required for delivery of the desired product to the client. In Scrum model we have definite meetings called as Ceremonies. A scrum master facilitates all the ceremonies and also makes sure that the scrum team doesn't have any hiccups during the development process. He is called a servant leader. Initially before starting a sprint a **Sprint Planning meeting** is held by the scrum master to plan the upcoming sprint and also to share an estimate at the sprint level to the product owner. This meeting even helps to re- prioritize the sprint based user stories. During the sprint every day the scrum team meets at their corresponding work locations for 10 to 15 minutes to discuss each team member status in the terms of 'what did i work on yesterday', what am i going to work on today' and any impediments (Issues). This meeting is called as **Daily Scrum meeting**. Once the sprint is over, the team along with the Scrum master would be giving a demo or walkthrough of the potentially shippable product to the product owner and or Client, This meeting is called as **Sprint Review Meeting** this helps the customer to see the progress of the application and also to share the feedback immediately with the team without any last minute surprises at the end of the delivery of the complete product. Once the sprint is completed the team would move on to the next sprint while the team would discuss 'what went well' and 'what went wrong' in the previous sprint and this meeting is called as **Sprint Retrospective meeting.** This way the scrum team works till the last user story is delivered.

The status will be tracked on white boards or scrum boards at the work place and also can be tracked on the Burn down Charts



Product Backlog: an ordered list of the work to be done in order to create, maintain and sustain a product. Managed by the Product Owner.
Product Backlog refinement: the activity in a Sprint through which the Product Owner and the Development Teams add granularity to the Product Backlog.
Product Owner: the role in Scrum accountable for maximizing the value of a product, primarily by incrementally managing and expressing business and functional expectations for a product to the Development Team(s).
Burn-down Chart: a chart which shows the amount of work which is thought to remain in a backlog. Time is shown on the horizontal axis and work remaining on the vertical axis. As time progresses and items are drawn from the backlog and completed, a plot line showing work remaining may be expected to fall. The amount of work may be assessed in any of several ways such as user story points or task hours. Work remaining in Sprint Backlogs and Product Backlogs may be communicated by means of a burn-down chart. See also: Burn-up Chart
Burn-up Chart: a chart which shows the amount of work which has been completed. Time is shown on the horizontal axis and work completed on the vertical axis. As time progresses and items are drawn from the backlog and completed, a plot line showing the work done may be expected to rise. The amount of work may be assessed in any of several ways such as user story points or task hours. The amount of work considered to be in-scope may also be plotted as a line; the burn-up can be expected to approach this line as work is completed.
Scrum Master: the role within a Scrum Team accountable for guiding, coaching, teaching and assisting a Scrum Team and its environments in a proper understanding and use of Scrum.
Scrum Team: a self-organizing team consisting of a Product Owner, Development Team and Scrum Master. **Scrum Values:** a set of fundamental values and qualities underpinning the Scrum framework; commitment, focus, openness, respect and courage.
Sprint: time-boxed event of 30 days, or less, that serves as a container for the other Scrum events and activities. Sprints are done consecutively, without intermediate gaps.
Sprint Backlog: an overview of the development work to realize a Sprint's goal, typically a forecast of functionality and the work needed to deliver that functionality. Managed by the Development Team. **Sprint Planning:** time-boxed event of 8 hours, or less, to start a Sprint. It serves for the Scrum Team to inspect the work from the Product Backlog that's most valuable to be done next and design that work into Sprint backlog.

Sprint Retrospective: time-boxed event of 3 hours, or less, to end a Sprint. It serves for the Scrum Team to inspect the past Sprint and plan for improvements to be enacted during the next Sprint.
Sprint Review: time-boxed event of 4 hours, or less, to conclude the development work of a Sprint. It serves for the Scrum Team and the stakeholders to inspect the Increment of product resulting from the Sprint, assess the impact of the work performed on overall progress and update the Product backlog in order to maximize the value of the next period.
Stakeholder: a person external to the Scrum Team with a specific interest in and

knowledge of a product that is required for incremental discovery. Represented by the Product Owner and actively engaged with the Scrum Team at Sprint Review.
Velocity: an optional, but often used, indication of the average amount of Product Backlog turned into an Increment of product during a Sprint by a Scrum Team, tracked by the Development Team for use within the Scrum Team.
Persona - User

The product owner	Product owners are the champions for their product. They are focused on understanding business and market requirements, then prioritizing the work to be done by the engineering team accordingly. Effective product owners: Build and manage the product backlog Closely partner with the business and the team to ensure everyone understands the work items in the product backlog Give the team clear guidance on which features to deliver next Decide when to ship the product with the predisposition towards more frequent delivery
The scrum master	As a facilitator, they schedule the needed resources (both human and logistical) for sprint planning, stand-up, sprint review, and the sprint retrospective. Scrum masters also look to resolve impediments and distractions for the development team, insulating them From external disruptions whenever possible.
Scum Team	The most effective scrum teams are usually, co-located, 5 to 7 members. Team members have differing skill sets, and cross-train each other so no one person becomes a bottleneck in the delivery of work. All members of the team help one another to ensure a successful sprint completion. As mentioned above, the scrum team drives the plan for each sprint. They forecast how much work they believe they can complete over the iteration using their historical velocity as a guide. Keeping the iteration length fixed gives the development team important feedback on their estimation and delivery process, which In turn makes their forecasts increasingly accurate over time.

Ceremony / Meeting	Attendees	Time Box	Objective
Sprint planning meeting	Scrum Team Scrum Maste r PO	1 Hours * Sprint Size for a 9 member Team Four a 2 week sprint it would be 4 Hours	Team capacity and DoD (Definition of Done) Sprint planning sets up the entire team for success throughout the sprint. Coming into the meeting, the product owner will have a prioritized product backlog. They discuss each item with the development team, and the group collectively estimates the effort involved. The development team will then make a sprint forecast outlining how much work the team can complete from the product backlog. That body of work then becomes the sprint backlog.
Daily Scrum	Scrum Team Scrum Master PO [If Neede d]	Fifteen minutes is standard, irrespective of the duration of the sprint length Don't book a conference room	It's not a detailed status meeting. The tone should be light and fun, but informative. Have each team member answer the following questions: What did I complete yesterday? What

			will I work on today? Am I blocked by anything? [Issues or impediments]
Sprint/Iteration review meeting	All Stakeholders [Usually PO, Client Partner, Scrum Team and Scrum	1 Hours * Sprint Size Four a 2 week sprint it would be 2 Hours	Demo of working software and assessing the feedback
Sprint retrospective meeting	Scrum Team Scrum Maste r PO [optio nal]	1.5 Hours * Sprint Size Four a 2 week sprint it would be 3 Hours	To brainstorm and agree on what is working and what is not

Sample User Story

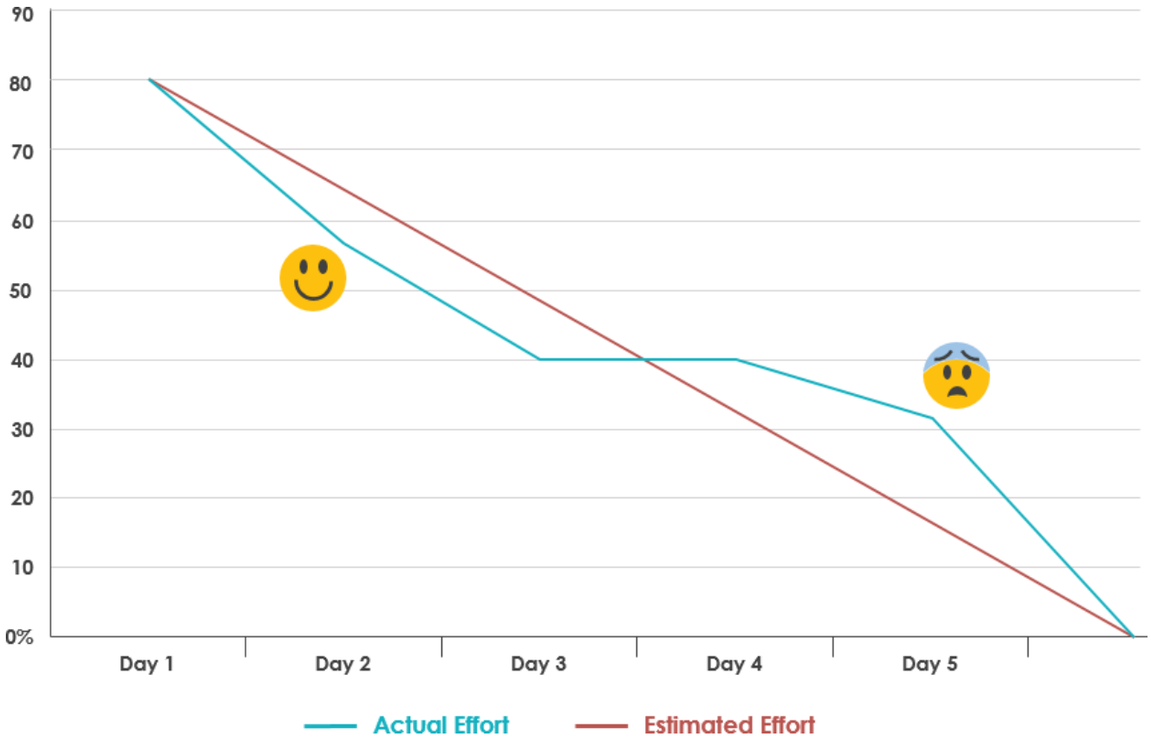
User Story	As a team member I want to Post a query so that I can get the clarification
Description	* Details need to be given here if the story is complex
Attachments	Wireframes. Screen layouts etc., Architectural Diagrams [If needed]

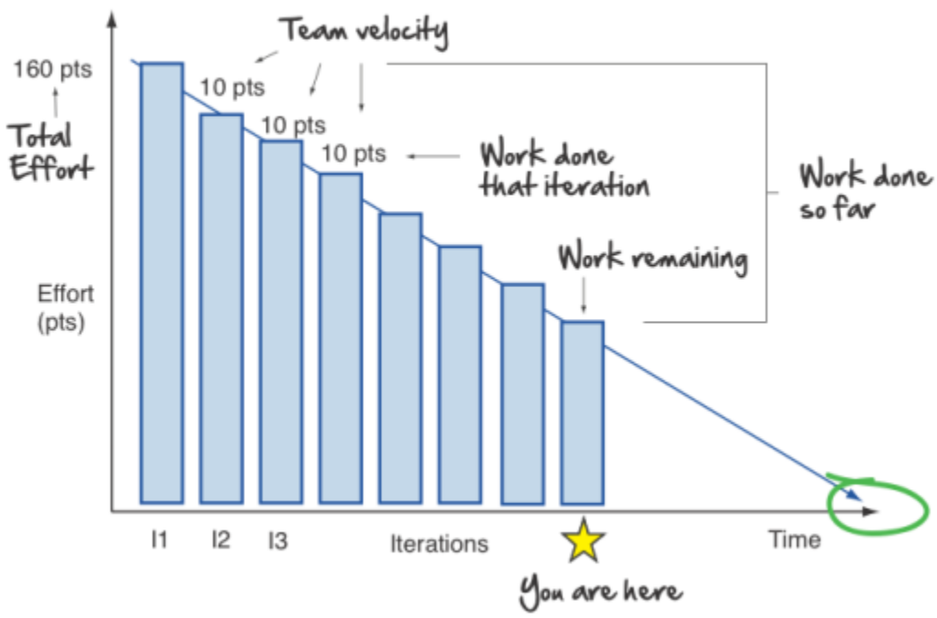
Acceptance Criteria		
Given [Pre-Condition]	When [Action you Perform]	Then [Expected]
CPMO - Login	I will post a Query	I should be able to Enter all details of Query I should be able to change the status

Technical Grooming	Packages, Classes ,Methods, Database Tables etc.
Dependencies	Upstream and Downstream [Transactions, Modules, Systems] if any

Task s	
Task Item	Assignment
UI Coding	Ram, Shyam
API Coding if Needed	Ram, Shyam
Deployment	Ram, Shyam
Functional Test Automation [Development, Execution	Ram, Shyam
Code Review	Ram, Shyam
Unit Testing	Ram, Shyam

Sample Burndown chart


90
80
70
60
50
40
30
20
10
0%
Day 1
Day 2
Day 3
Day 4
Day 5
Actual Effort
Estimated Effort


Team velocity
160 pts
Total Effort
10 pts
10 pts
10 pts
Work done that iteration
Work done so far
Work remaining
Effort (pts)
I1
I2
I3
Iterations
Time
You are here