

SCRUM

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AGILE METHODOLOGIES

CORE VALUES:

- Human relation
- Result
- Willingness to change
- Customer cooperation

There are many different systems.

The most popular are Scrum and Kanban.

SCRUM

Described in 1986.

Began to be used in the early 2000s.

Guide <https://scrumguides.org>

MAIN IDEA

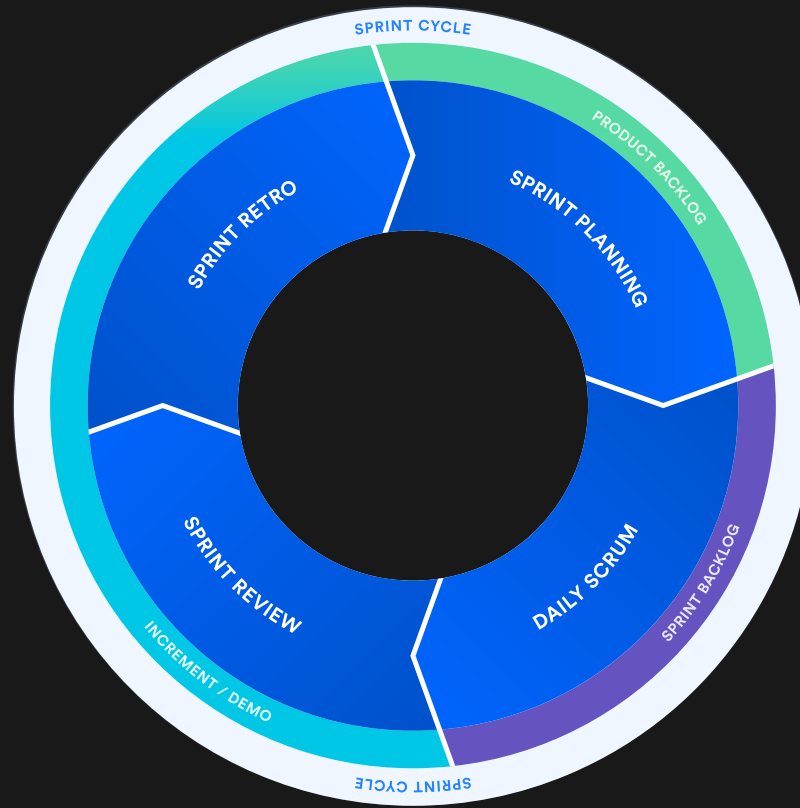
- learn from experience
- self-organize
- prioritize
- analyze victories and defeats

The basis of scrum are **sprints**, which is a clear rhythm of team work.

The duration of the sprint 1-4 weeks.

Any scrum events are associated with a sprint.

SPRINT



"3-5-3 PRINCIPLE"

- 3 roles
- 5 events
- 3 artifacts

ROLES

- Product owner
- Development team
- Scrum master

PRODUCT OWNER

There is only 1 person in a team.



DEVELOPMENT TEAM

Execute work from the sprint backlog.



SCRUM MASTER



EVENTS

All events take place within 1 sprint

- Backlog organization
- Sprint planning
- Daily meeting (standup)
- Sprint review
- Sprint retrospective

BACKLOG ORGANIZATION

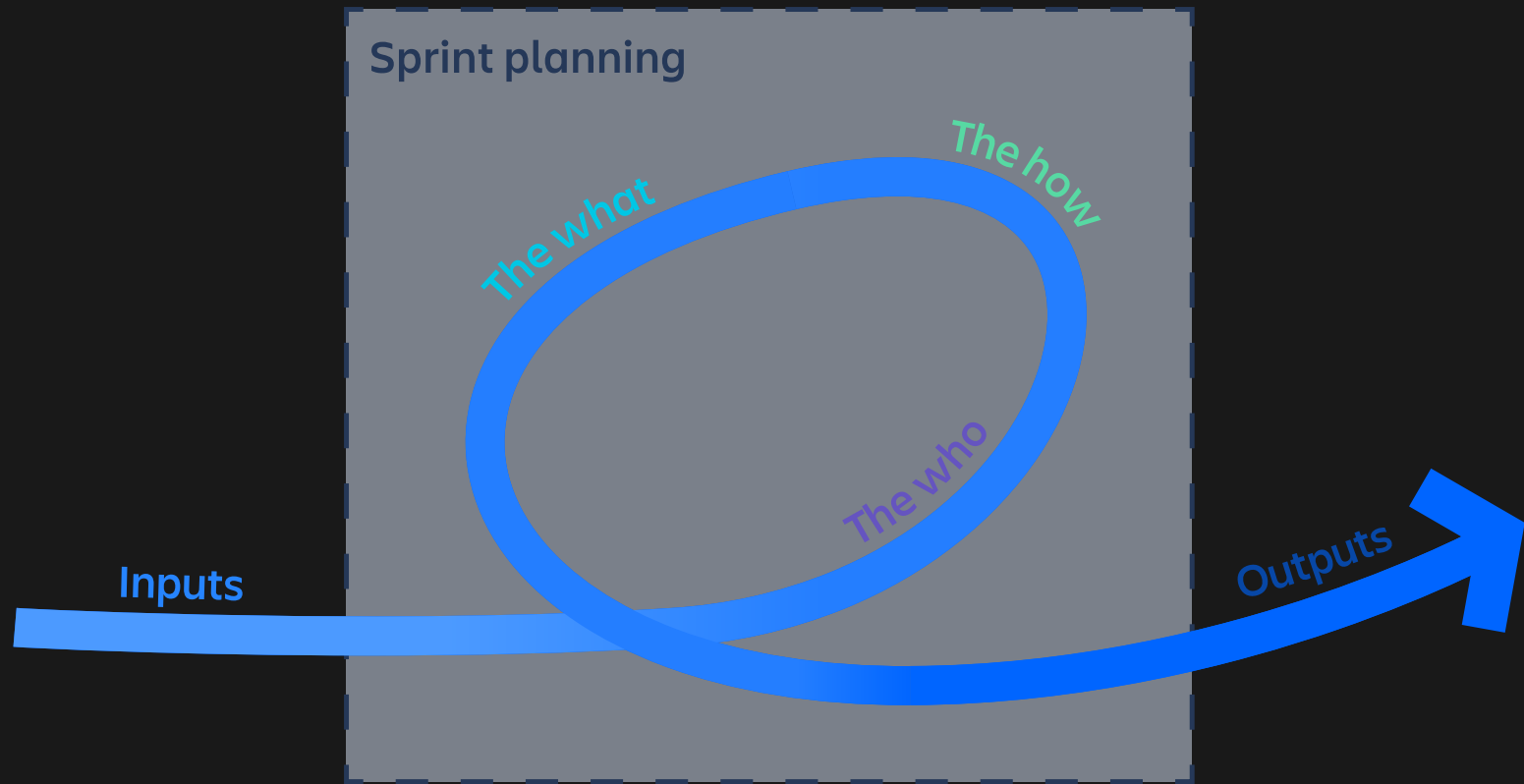
Responsible: Product Owner

Product Owner composes the technical task.

Together with the team and the scrum master, the backlog is "groomed" once a sprint.

SPRINT PLANNING

Duration: 2 hours



DAILY MEETING (STANDUP)

Duration: 15 minutes

Daily at the beginning of the working day

TOPICS:

- what was done yesterday
- What is planned to be done today
- What obstacles may arise.

SPRINT REVIEW

Duration: about 60 minutes for 1 week

At the end of the sprint, the whole team jointly reviews and studies the result (increment).

The owner finalizes the product backlog, this is the beginning of a new sprint.

Getting feedback from the customer.

SPRINT RETROSPECTIVE

Duration: about 45 minutes for 1 week

Overview of completed stages

PURPOSE is to draw the team's attention to what worked and what can be improved next time.

**THE WHOLE TEAM MOVES TO A NEW SPRINT AND ALL
EVENTS ARE REPEATED.**

ARTIFACTS

Ensure transparency of the project for all participants.

- Product backlog
- Sprint backlog
- Increment

PRODUCT BACKLOG

Master list of all planned activities.

Lead by Product Owner

Constantly updated

SPRINT BACKLOG

Work tasks implemented within the sprint.

Not required to fix.

INCREMENT

Sprint goal or full product release

PLANNING POKER

Planning poker (Scrum poker) is used to assess the complexity and volume of tasks.

The **goal** is to make sure that all participants in the process understand the task and the algorithm for its implementation equally correctly.

The advantage is interactivity, the ability to rally the team.

RULES:

Everyone gets a set of cards (point numbers, a question mark "?", a cup icon and an infinity sign)

- 0 - easy task
- 1-3 - small tasks
- 5-13 - average task difficulty
- 20-40 is a big task
- 100- global challenge
- infinity - is a task of epochal scale and importance

THE GAME:

- The project manager voices the introductory
- All participants choose a card
- Cards open
- If there are strong discrepancies, then they are discussed and argued.
- Another round of evaluation is carried out, and a decision is made.

WHEN POKER CAN BE USED:

- For small projects (up to 10 people)
- For teams with a high level of communication, or teams that want to achieve this.
- For teams and tasks where it is possible to spend time reaching consensus.

COMPANIES ALREADY USING THIS METHOD:

- General Electric
- Cisco
- Adobe
- Amazon
- The NCR Orderman
- Wells Fargo Bank, N.A.
- The Home Depot
- IBM
- Coca Cola
- Tesla

**WHAT DO YOU NEED TO USE
SCRUM?**

FOR OFFLINE COMMANDS:

- board
- stickers
- markers

FOR ONLINE (REMOTE) TEAMS

There are many special services.

Services designed specifically for employees in a particular company (EPAM example)

OPEN 0 OF 8

IN PROGRESS 0 OF 17

MAX 9

READY FOR TESTING 0 OF 1

MAX 9

IN TESTING 0

MAX 3

DONE 0 OF 6

CLOSED 0 OF 3

Also universal (Scrum board in Jira from Atlassian)

Jira Software Your work **Projects** Filters Dashboards People Apps **Create**

Nucleus
Software project

Roadmap
Backlog
Board
Code
On-call
Project pages
Add item
Project settings

Projects / Nucleus
Backlog

+3 Epic Label Version

Epics ×

- > Forms
- > Feedback
- > Accounts
- > Billing
- > AWS spike

+ Create epic

Sprint 3 5 issues
3/Jan/19 02:59 PM • 7/Feb/19 02:59 PM

3 2 0 Complete sprint ⋮

NUC-335	Affelite links integration - frontend	BILLING	
NUC-342	Fast trip search	ACCOUNTS	
NUC-341	Quick payment	FEEDBACK	
NUC-340	Account settings defaults	ACCOUNTS	
NUC-339	Billing system integration - frontend		
NUC-337	Multi-dest search UI mobileweb	ACCOUNTS	
NUC-360	Onboard workout options (OWO)	ACCOUNTS	
NUC-344	Optimize experience for mobile web	BILLING	
NUC-338	Multi-dest search UI web	ACCOUNTS	
NUC-354	Shopping cart purchasing error - quick fix required.		
NUC-343	Fluid booking on tablets	FEEDBACK	
NUC-346	Adapt web app no new payments provider		
NUC-336	Quick booking for accomodations - web		

+ Create issue

**THANK YOU FOR YOUR
ATTENTION!**