----------1ST SLIDE---------- ----------
The software development process is constantly changing.
It is important for companies to quickly test hypotheses - discard the wrong ones, promote the valid ones.
Agile methodologies are now very popular for doing this.

Main values:
1. Human attitude
2. Result
3. willingness to change;
4.Customer cooperation.

Based on this, there are many different frameworks and systems.
The most popular are Scrum and Kanban.

----------2ND SLIDE---------- ----------
Scrum
was described in 1986, but only came into use in the early 2000s.

guide https://scrumguides.org

Scrum is mainly used in areas that are associated with complex products, inconsistency, and stable variability.
Practicing in software development.
----------3RD SLIDE---------- ----------

The main idea is to learn from experience,
  self-organize
prioritize,
analyze wins and losses.
----------4TH SLIDE---------- ----------
The basis of scrum are sprints - a clear rhythm of team work.
The duration of the sprint varies from one to four weeks.
Any scrum events are covered with a sprint.

----------5TH SLIDE---------- ----------
THIS IMAGE SHOWS THE LIFE CYCLE OF A SPRINT

----------6TH SLIDE---------- ----------
The main rule of scrum is based on the 3-5-3 principle:
3 roles
5 events
3 artifacts

----------7TH SLIDE---------- ----------
roles:
product owner
development team
scrum master

----------8TH SLIDE---------- ----------
product owner
  (
RESPONSIBLE FOR the overall list of tasks (backlog),

determines the priority, ensures the consistency of the team.
In touch with developers, monitors the development process.
Also in touch with customers. There is only 1 person in a team.
),
  picture(release management
scrum backlog management
stakeholder management)

------------------9TH SLIDE---------------------- ------ -- -------

Development Team
(
Responsible for completing work from the sprint backlog.
Each participant has their own skills
and everyone teaches each other and shares experiences.
Communication with the product owner.
The team develops a plan for each iteration and forecasts the scope of work, based on past sprints.
),

------------------10TH SLIDE---------------------- ---------------
scrum master(
Responsible for the team's adherence to the rules and structure of work.
Teaches participants the nuances of the Scrum process.
Looking for ways to optimize performance.
All communication between developers and other people takes place with the help of the Scrum Master.
Eliminates obstacles.
Ensures maximum team productivity.
).

------------------11TH SLIDE---------------------- ---------------
5 events
Any scrum events are associated with a sprint. All events take place within 1 sprint.
After determining the iteration duration, the development time cannot be changed.
Backlog organization
Sprint planning
Daily meeting (standup)
sprint review
sprint retrospective

------------------12TH SLIDE---------------------- ---------------
Backlog organization (
The OWNER of the product is responsible for this event in Scrum.
He makes sure that the product meets the requirements.
Based on the analysis of the collected information, a technical task is drawn up.
It consists of a list of tasks arranged by priority level.
Together with the team and the scrum master, the backlog is groomed once a sprint.
This is a meeting at which the backlog is updated, supplemented with new questions and tasks.

),

------------------13th SLIDE---------------------------- -- -------
Sprint planning (sprint planning) no more than 2 hours. (
-input data - product backlog,
-what - the main task is set by the product owner
-how - the team makes a work plan
-who - the development team understands whether it can achieve its goal.
-outcome - with what the team leaves the sprint planning meeting

The team decides what tasks can be completed within the sprint.
At the end of the meeting, participants understand what can be done in one iteration
and how to implement it.

),

------------------14TH SLIDE----------------------

Daily meeting (standup) (
short meeting (maximum 15 minutes),
carried out daily at the beginning of the working day.
Participants usually say:
1. what was done yesterday (sum up the results of the work performed)
2. What is planned to be done today
(each participant receives a plan for the period until the next stand-up)
3. What operations can be carried out.
(which will be exactly the successfully set goal)

------------------15TH SLIDE---------------------- ---------------
Sprint review sprint review - about 60 minutes for 1 week(
At the end of the sprint, the entire team reviews together
and studies the result (increment).
Developers demonstrate the product to interested parties.
The product owner determines whether the created product can run.
The owner finalizes the product backlog, this is the beginning of planning for the next sprint.
the team directly receives feedback from the customer and quickly changes the order or composition of tasks.
),

------------------16TH SLIDE---------------------- ---------------
Sprint retrospective 45 minutes for 1 week(
A Scrum event is designed to review completed milestones.
The team writes down the results, discusses the nuances of the sprint and related processes.
The main OBJECTIVE is to draw the attention of the team to what has worked and what can be improved next time.
But this is not the purpose of emphasizing the errors.
).
------------------17TH SLIDE---------------------- ---------------
the whole team moves to a new sprint and all events are repeated.

------------------18TH SLIDE---------------------- ---------------

3 artifacts(
- ensure the transparency of the project for all participants.
- contain the work that needs to be done to complete the sprint.
  product backlog
sprint backlog
Increment

------------------19TH SLIDE---------------------- - ---------------

Product backlog - (
Master list of all planned activities.
The owner is in charge (reviews priorities, checks relevance).
List of permanent changes (changes requirements, adds with improvement).

),

------------------20TH SLIDE---------------------- ---------------

Sprint backlog - (
Included work tasks implemented within the sprint.
The sprint backlog it can change along the way.
But this should not interfere with the fulfillment of the goal.
),

------------------21ST SLIDE---------------------- - ---------------

Increment -(
Sprint Goal.
Sometimes they talk about the conditions of readiness.
May be the outcome of a targeted milestone (single sprint goal)
Or a full version of the product.
)

------------------22ND SLIDE---------------------- ---------------

Planning poker (planning poker, Scrum poker) is used to assess the complexity and volume of tasks to be solved during the creation of the project.
Everyone is involved in the evaluation: programmers, a team of testers, database engineers, analysts, designers and other employees from the project.

The goal of Scrum poker is not to perfectly set the deadline for completing the task, but to make sure that all participants in the process understand the task and the algorithm for its implementation equally correctly.

Advantage - interactivity, the ability to rally the team.
Everyone who participated in the planning will feel responsible for the result and the timing of what to receive.

Clients receive the most accurate estimates of terms and budget.

------------------23rd SLIDE---------------------- ---------------

Rules:

Everyone receives a set of cards (numbers-points, Fibonacci numbers (maybe days, hours, story points, etc.), a question mark "?" (participant uncertainty), an icon of a cup, glass (request for a pause), and a sign infinity.
The pattern of numbers on the cards - 0 - is a very simple task, and it makes no sense to allocate space for it in the plan.
1-3 - small tasks,
5-13 - medium difficulty
20-40 - large
100- global challenge
infinity - a task of epochal scale and importance.

----------24TH SLIDE---------- ----------

Further:
The project manager voices introductory questions, if necessary, answers additional clarifying questions from the participants.
After deliberation, all participants choose a card corresponding to the score and place it face down on the table.
Cards open
If there are strong discrepancies, then they are discussed and argued (That is: the participant who gave the record
a low time estimate for the task, explains how he plans to achieve such a tight deadline.
The one who estimated the execution time as much as possible also reports what, in his opinion, the complexity)
Another round of evaluation is carried out, and a decision is made.

----------25TH SLIDE---------- ----------

When can it be used:
1. For small projects (up to 10 people)
2. For teams with a high level of communication, or teams that want to achieve this.
3. For teams and tasks where it is possible to spend time reaching consensus.

----------26TH SLIDE---------- ----------

Companies already using this method:
method has already been adopted:
General Electric
Cisco
Adobe
Amazon
The N.C.R. Orderman
Wells Fargo Bank, N.A.
The Home Depot
IBM
Coca Cola
Tesla

Such a systematic approach solves several problems at once:
the team begins to think in a unified way
deadlines for tasks are set realistic

in the process, the optimal solution of the problem is found, ready for implementation.

------------------27TH SLIDE---------------------- ---------------

What do you need to use Scrum.

------------------28TH SLIDE---------------------- ---------------

For offline commands:
board
stickers
markers
------------------29TH SLIDE---------------------- ---------------

For online (remote) teams
There are many special services.
Services designed specifically for employees in a particular company (EPAM example)
------------------30TH SLIDE---------------------- ---------------
Also universal (Scrum board in Jira from Atlassian)
They have one goal - to combine all the data on the project.

------------------31ST SLIDE---------------------- ---------------

THANK YOU FOR YOUR ATTENTION!