HARAMAYA UNIVERSITY

COLLEGE OF COMPUTING AND INFORMATICS

DEPARTMENT OF SOFTWARE ENGINEERING

SELECTED TOPICS IN SOFTWARE ENGINEERRING (Seng 5112)

SCRUM METHODOLOGY

CHAPTER TWO- SCRUM TEAM

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CONTENTS

❑ **Scrum Team is a team working according to Scrum principles.**

❑ Its most important feature is the lack of internal hierarchy.

❑ Once the goal and scope of tasks to be done in a Sprint are agreed upon, team members take the initiative.

❑ From that moment on they make their own decisions about who, how, and when will do what.

❑ How does such a self-managing team work?

❑ **The Scrum Team as a whole is accountable for its actions.**

❑ Therefore, it must have the authority to manage its work.

❑ This is especially significant in larger organizations.

❑ If the team is to operate following Scrum principles, the rhythm and manner of its activities cannot be

disturbed from the outside.

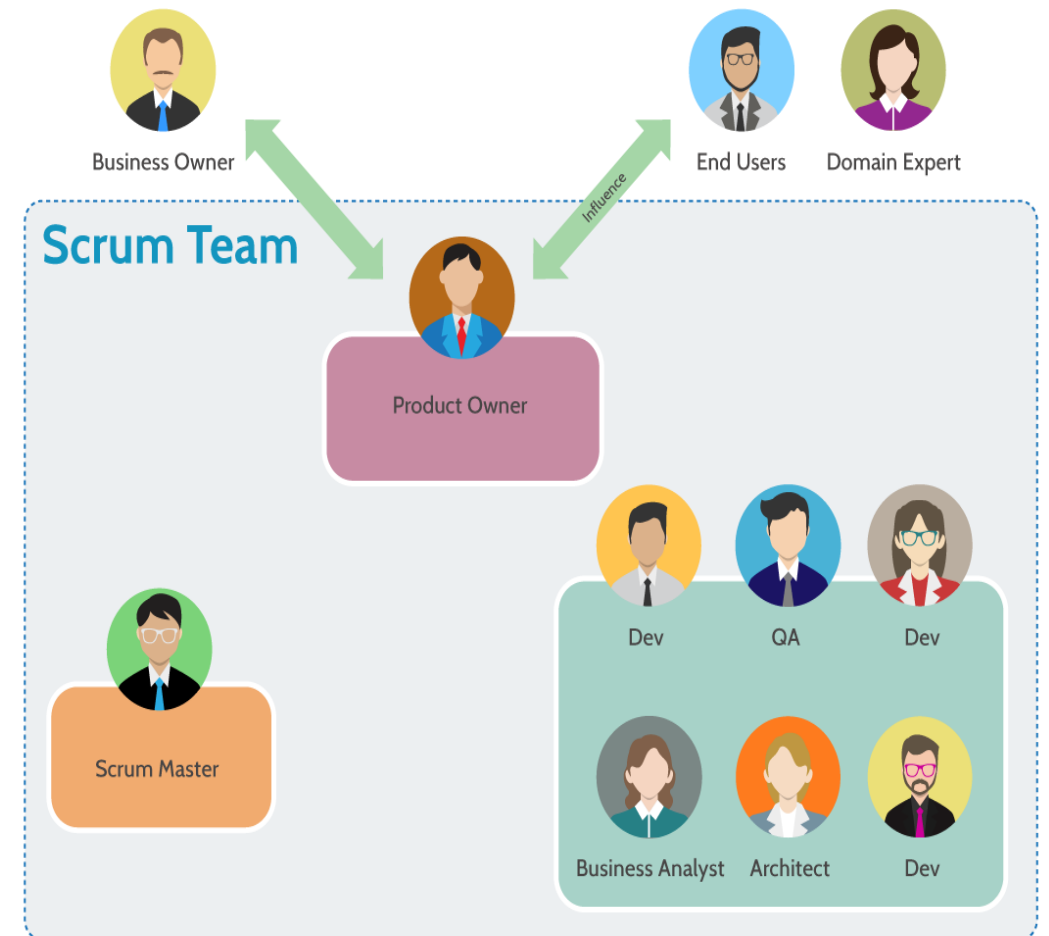❑ But of course, within a Scrum team, each person has their specific responsibilities

❑ **The main task of the whole team is to work towards achieving Product Goal.**

❑ The realization of this Goal is spread into short Sprints.

❑ In each Sprint, the Scrum Team builds a new working part of the project, the Increment.

❑ Small tasks performed by the team are well defined within a Sprint and distributed among the team members.

❑ A project and team management tool is useful in this task.

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❑ Typically, Scrum Team consists of no more than ten people.

❑ It should include open-minded professionals whose competencies complement each other.

❑ The composition of the **Development Team** changes depending on the ongoing project.

❑ However, there are always two key figures: **Product Owner** and **Scrum Master.**

❑ A Product Owner is a member of the Scrum Team whose responsibility is to maximize the product value developed by the Scrum Developers.

❑ They are the voice of the customer and represent the needs of the customer to the Developers.

❑ They define the vision of the product and make sure that all the Developers members

❑ have understood the client's requirements and work effectively towards it.

❑ They also ensure that the Product Backlog is up to date in terms of priorities and are aligned with the vision of the product.

❑ Hence, they form an integral part of the Scrum Team and are essential for any organization's success.

❏ The Product Owner job description states that the Product Owner should work with the Stakeholders to devise the right requirements for users or customers beneficial for their company.

❏ This helps organizations build trust with their clients and also increase customer satisfaction.

❏ The Product Owner also requires to take up several roles such as business strategists, market analyst, customer liaison, and product designer.

❏ Hence, by fulfilling all these roles and responsibilities, the Product Owner maximizes the products developed by the Scrum Developers

PRODUCT OWNER RESPONSIBILITIES

❑ The Product Owner's primary responsibility is to make sure that the product creates value for its customers, its users, and the company.

❑ A Product Owner is a person who facilitates product decisions and also has the final say on the product.

❑ They also take care of the feedback of the product and decide which features are to be released

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER

1. DEFINING THE VISION

❑ Product Owners are professionals who are responsible for defining the vision of the product.

❑ They are high-perspective individuals who visualize the product outcome before it is developed.

❑ The idea of the product is planned by effective collaboration with the customer.

❑ They understand all the customer's requirements and formulate the product vision so that the Scrum

Developers has a clear picture of the product they are working on.

❑ The Product Owner also helps the organization to maintain a vision by creating a product roadmap.

❑ The product roadmap is a strategic visual summary that creates outlines of the image and direction of the

product offering over time as a strategic guide.

❑ It acts as a reference for the Stakeholders that helps them plan the product's execution

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER …

2. MANAGING PRODUCT BACKLOG

❑ Managing the Product Backlog is one of the primary responsibilities of the Product Owner.

❑ The Product Backlog is the to-do list of the Developers from which they select the Sprint Backlog during

  Sprint Planning.

❑ The Product Owner creates the Product Backlog items and prioritizes them based on the overall strategy

❑ and business objectives. The Product Backlog is a dynamic list and keeps changing.

❑ It is the Product Owner's responsibility to keep updating the list and make it visible for the Developers and

  Stakeholders to ensure optimized performance and project outcomes

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER ...

3. PRIORITIZING NEEDS

❑ An essential aspect of a Product Owner's responsibilities is prioritizing the needs of the product and objectives of the product according to the Stakeholders.

❑ The Product Owner juggles between budget, scope, and time to weigh the priorities of the product being developed.

❑ Suppose a particular product has to be launched in 3 months.

❑ In that case, the Product Owner must prioritize the Product Backlog items and decide which features in the product would give the maximum business value and user satisfaction.

❑ The Product Owner has to have a clear idea of which area of product development has flexibility and which does not.

❑ This helps the team decide on when and how each iteration and product element has to be developed

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER …

4. SUPERVISING DEVELOPMENT STAGES

❑ A significant part of the Product Owner's task is to manage the development stages of the product.

❑ After the vision, goal, and Product Backlog items are selected, the Product Owner's responsibility is that all the functions are handled smoothly by the Developers.

❑ The Product Owner should be present in all the Scrum Team's Events to address any queries by the Developers and sort it as soon as possible so that workflow is efficient.

❑ There is no delay in product delivery.

❑ They play a crucial role in Sprint Planning, Review, Refinement of all the Sprints that are added to the product.

❑ After these Events, the Product Owner refines the process, identifies the areas of improvement, and supports the Sprint

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER ...

5. ACT AS PRIMARY CONTACT PERSON

❑ The Product Owner is the person who is the primary communicating link between the

Stakeholders, Customers, and Developers.

❑ They make sure that all the information is shared between the Stakeholders and Developers

effectively, and there is no place for misinterpretations.

❑ They make sure that the information flow is quick and clear from the customers to the Developers.

MAJOR ROLES AND RESPONSIBILITIES PRODUCT OWNER ...

6. ITERATION BASED PRODUCT PROGRESS EVALUATION

❑ The Product Owner is accountable for all the products that are delivered by the Developers.

❑ Hence, the product evaluation is done after each iteration by the Product Owner.

❑ They get to decide whether the Developers have to improve the existing products or move forward to the next one.

❑ After each iteration, the Product Owner ensures that the product is developed, keeping the product vision in mind, and the product aligns with the view.

❑ Hence, they make sure that the Developers delivers expected outcomes from the stories they work upon.

The Scrum Product Owner roles and responsibilities are diverse. Hence, if one needs to become a Product Owner, many skills are required, such as communication and team management in addition to technical skills.
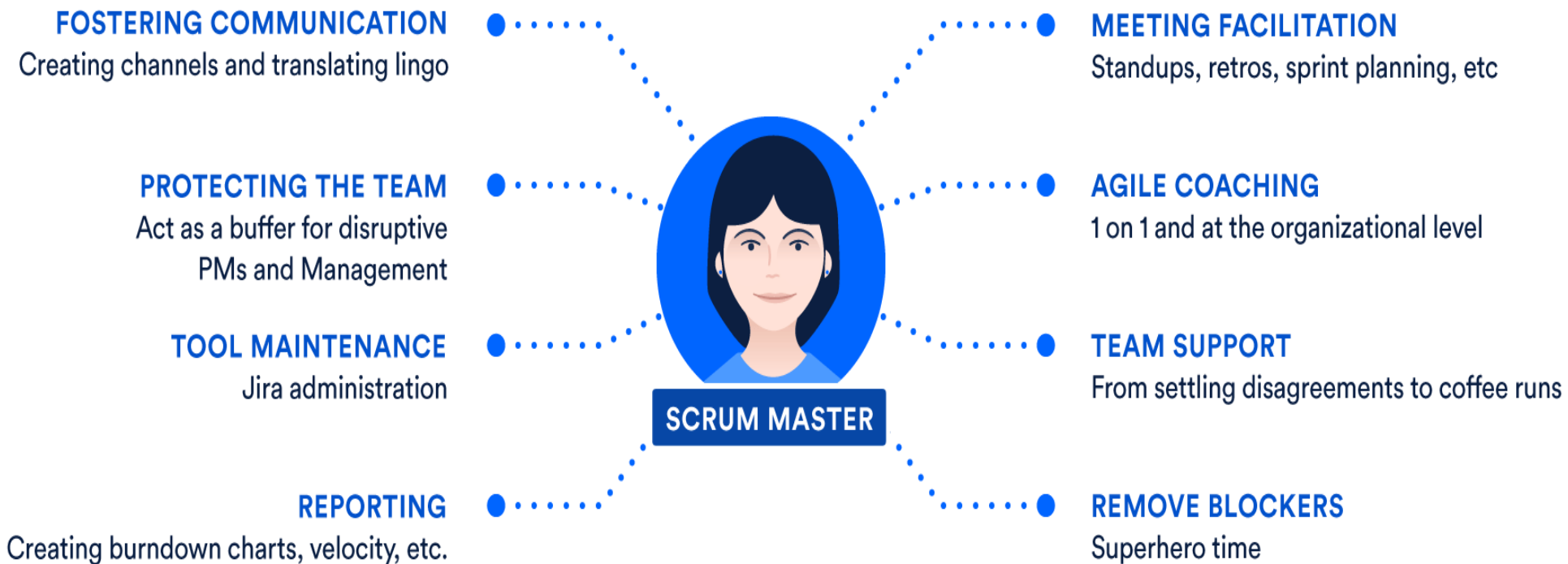
Defining the vision

Managing product backlog

Terminating a sprint

Prioritizing needs

Participating in the daily scrums

Overseeing development stages

Evaluating product progress

Acting as a primary liaison

Anticipating client needs

❑ A Scrum master is responsible for ensuring that the Scrum team follows the processes that were agreed upon.

❑ Keeping obstacles and distractions out of the team's path is one of the responsibilities of the Scrum master.

❑ The scrum master serves to facilitate scrum to the larger team by ensuring the scrum framework is followed.

❑ He or she is committed to the scrum methodology, agile principles, and best practices—but should also remain flexible and open to opportunities for the team to improve their workflow.

❑ As the title implies, the scrum master is the master of **scrum**, who ensures the scrum framework is followed.

❑ Scrum has a clearly defined set of roles and rituals that should be followed and the scrum master works with each member of the scrum team to guide and coach the team through the scrum framework.

❑ An effective scrum master deeply understands the work being done by the team and can help the team optimize their transparency and delivery flow.

❑ As the facilitator-in-chief, he/she schedules the needed resources (both human and logistical) for sprint planning, stand-up, sprint review, and the sprint retrospective.

ROLES AND RESPONSIBILITIES SCRUM MASTER

FOSTERING COMMUNICATION
Creating channels and translating lingo

PROTECTING THE TEAM
Act as a buffer for disruptive
PMs and Management

TOOL MAINTENANCE
Jira administration

REPORTING
Creating burndown charts, velocity, etc.

SCRUM MASTER

MEETING FACILITATION
Standups, retros, sprint planning, etc

AGILE COACHING
1 on 1 and at the organizational level

TEAM SUPPORT
From settling disagreements to coffee runs

REMOVE BLOCKERS
Superhero time

❑ **Developers are all team members who are not Product Owners or Scrum Masters.**

❑ A development team is composed of professionals who do the hands-on work of completing the tasks in a Scrum sprint.

❑ This means development team members can be computer engineers, designers, writers, data analysts, or any other role needed to reach sprint goals.

❑ The development team doesn't just wait for orders; they usually collaborate to map out goals and plans for achieving them.

❑ They are self-organizing teams. No one (not even the Scrum Master) directs the Development Team on how to convert Product Backlog into Increments of potentially releasable functionality.

❑ Development Teams are generally cross-functional. It comprises of members with varied skills. As a team, these combined skillsets are necessary to create a product Increment.

❑ Development Team members do not have individual titles. Each member is identified only as a part of the Development Team, irrespective of the work being performed by the person.

❑ Scrum recognizes no sub-teams in the Development Team, although it may be formed of domains like testing, business analysis, operations, or architecture.

❑ The Development Team as a whole bears accountability of a project, not individual team members.

SCRUM TEAM | DEVELOPMENT TEAM ... (3)

Development Team Major Responsibilities

❑ Accomplish the goals defined by the scrum team in the product backlog

❑ Attend scrum events and follow the directions of the product owner and scrum master

❑ Provide feedback to help product owners and scrum masters set realistic product goals

TEACHING YOU IS A GOOD LUCK