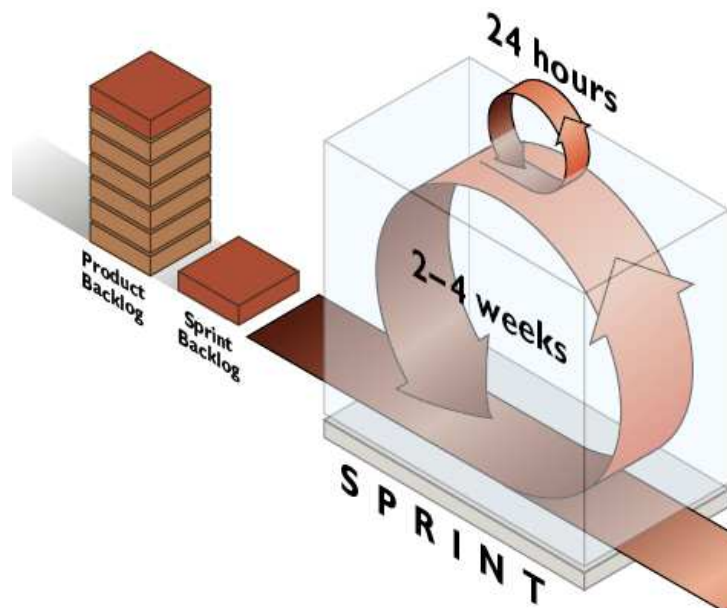


SCRUM

Scrum er en agil udviklingsmetode skabt i starten af 1990'erne, med meget fokus på projektledelse.

Scrum tager udgangspunkt i, at udvikling af software kan være en kompliceret og uforudsigelig proces, og er derfor snarere en form for kontrolleret black box frem for en teoretisk proces. Scrum fastsætter ikke nogen retningslinjer for i hvilken rækkefølge aktiviteterne skal implementeres. Et projekt kan derfor starte med en hvilken som helst aktivitet, og skifte til en anden aktivitet på ethvert tidspunkt. Dette øger projektets fleksibilitet og produktivitet.

Ordet Scrum er en term fra rugby og en forkortelse for 'scrummage' som betyder skærmydsler.



Figur 1 Scrum

ScrumLite for Semesterprojekter

- Vejleder
 - Product Owner
- Semester gruppe
 - Scrum Master
 - Scrum Team
- Aktiviteter
 - Product Backlog - i samarbejde med Product Owner tager over for vision og logbog.
 - Sprint Backlog - Planlægges under Sprint planing
 - Sprint Planning - sprint velocity, Story point estimering, Allokering af Backlog items til Sprint Backlog og Nedbrydning af Sprint Backlog items inkl. estimering af tasks.
 - burn Down Chart - gør det nemt for Product Owner og Scrum Master at følge med i fremgangen eller manglen på samme.
 - Sprint Review - gør det nemt for Product Owner at "styre" projektet i den rigtige retning.
 - Sprint Retrospective - gør det "nemt" konstant at forbedre processen.
 - Daily Scrum – stand-up meetings.
 - Fokus - områder teamet vil forbedre.
 - Risiko vurdering.

SCRUM Glossary

Adaptive, adjustable – in this context, that project goals or schedules are adjusted in line with how the external factors change.

Burn-down Chart, a diagram that monitors how much work remains to implement a segment of the software being developed during a Sprint.

Daily Scrum, brief, daily meetings (about 15 min) between the Scrum Master and the Scrum Team. The purpose is to keep work flowing smoothly and eliminate any impediments.

Empirical, based on experience.

Agile development, a methodology for software development which emphasizes, among other things, adaptability, short paths between ideas and implementation, and simplified forms of collaboration. Examples of agile methods include Extreme Programming (XP) and Scrum.

Sprint Retrospective, meeting (about 3 hours) held after each Sprint. The Scrum Master and the Scrum Team review both what went well and what should be improved in the next Sprint.

Predictive, foresighted – in this context, project goals and schedules based on a prognosis of external factors made at the beginning of the project.

Product Backlog, current “to-do list” that contains the project’s goals and priorities. Managed by the Product Owner.

Product Owner, the person responsible for the product’s Product Backlog and that the project is working with the right things from a business perspective.

Release Backlog, the same as a Product Backlog, but restricted to a release of the product.

Scrum Master, “the team leader” for the Scrum Team.

Scrum Team, “the work force” – in this case, software designers – in a Scrum project. Organizes its work itself and lacks a formal group manager.

Sprint, the iteration comprised (normally) of thirty days during which the Scrum Team concentrates on realizing the goals defined by the project’s current Sprint Backlog.

Sprint Backlog, a to-do list for a Sprint. Consists of the assignments that the Product Owner has defined as having the highest priority. Is given its final structure during the Sprint’s first day at a meeting between the Product Owner and the Scrum Team.

Sprint Review, an informal meeting (about 4 hours) at the end of a Sprint during which the team presents (and demonstrates, if relevant) for management, customers and the Product Owner what has been created during the Sprint.

Time box, a period during which something is to be carried out. A Sprint is a result of time box thinking. Deadlines may not be exceeded – parts of the assignment are deleted instead.