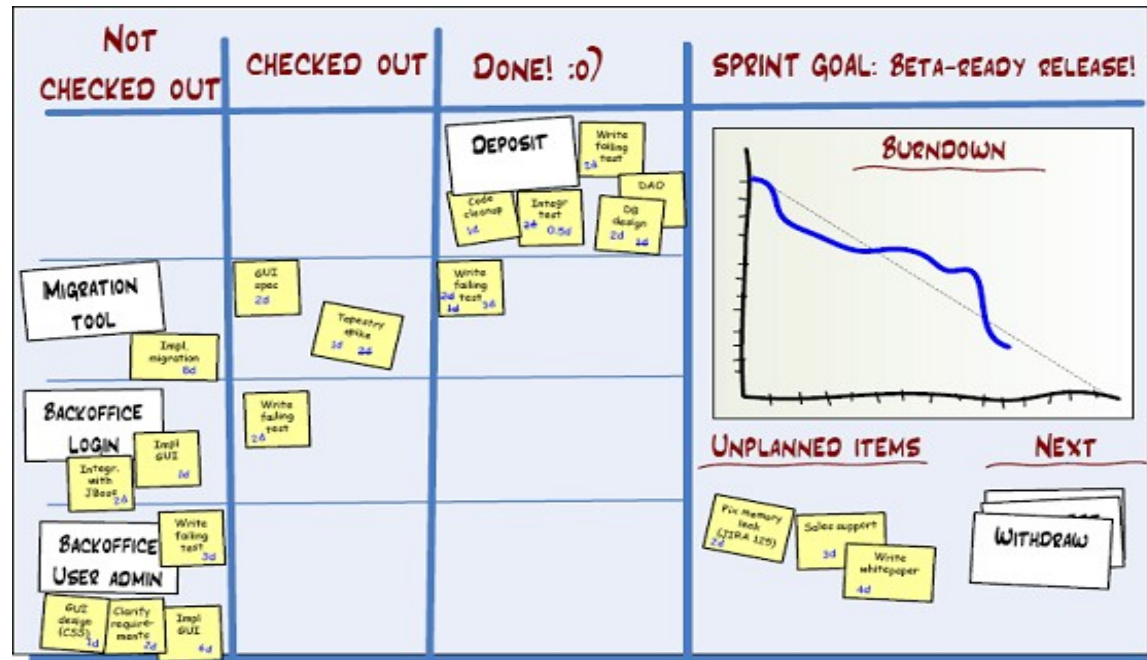


# **Agile software development with Scrum**



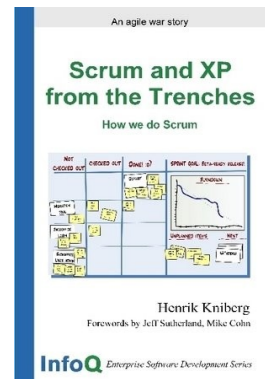
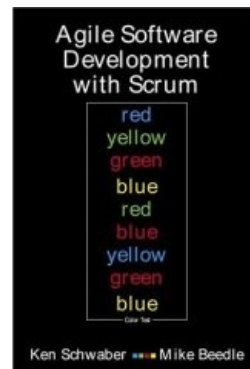
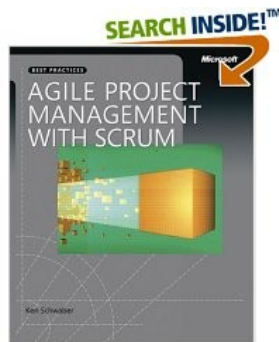
**Przemysław Bielicki**  
**June 2008**

# What is Scrum?



# What is Scrum?

- Scrum and XP from Trenches
- Scrum Primer
- Scrum on Wikipedia
- Scrum and XP in Atlassian
- Agile RSS and Scrum Alliance RSS



# Scrum roles

- Product Owner
  - Proxy between customer and the team
  - PO can customer or Marketing rep
- Development Team
- Scrum Master

# Scrum Team

- Self-managing and self-organizing
- Up to 10 people
- Cross functional (db admin, web designer, tester, etc.)
- Bigger project = more Scrum teams
- Collocated team (couple of teams can work in different locations)

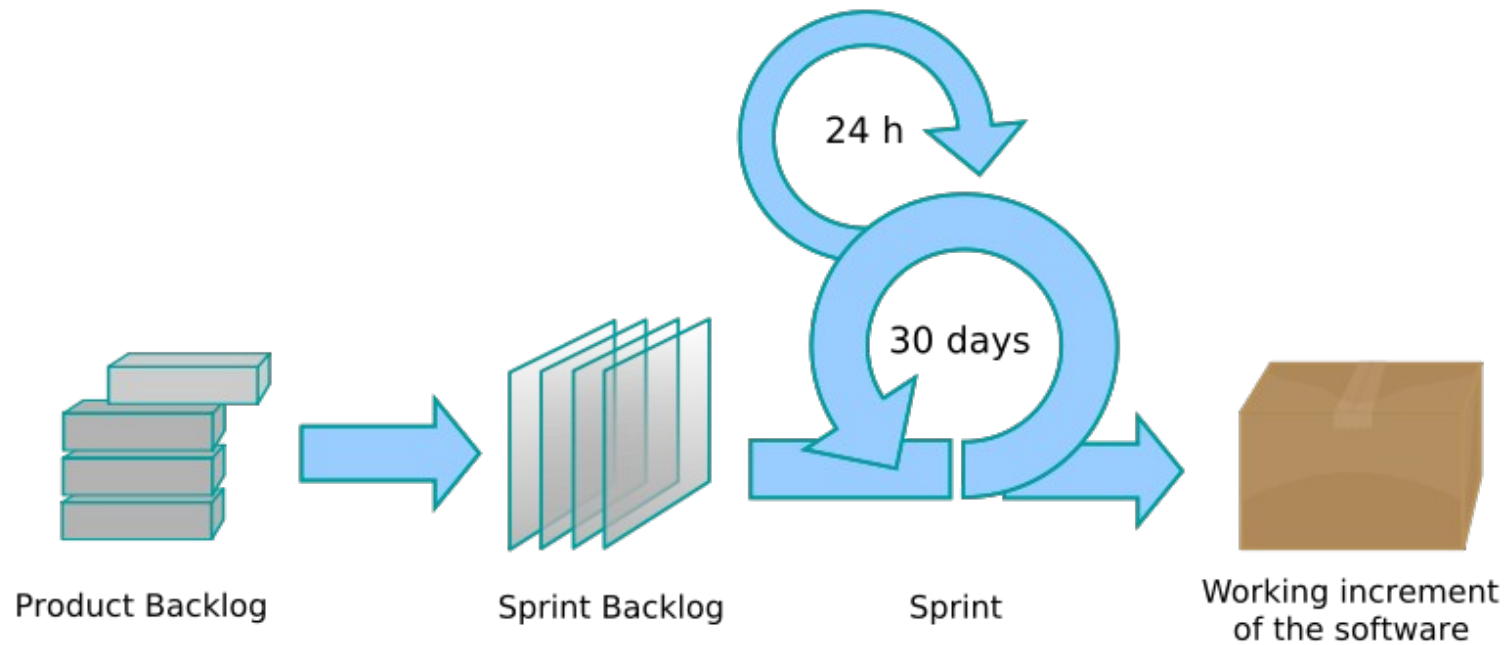
# Scrum guidelines

- Estimation
- Planning
- Backlogs
- Iteration (sprint) from 2 to 4 weeks
  - Daily Scrum (standup meeting)
- Demo
- Iteration review

# Scrum guidelines

- Self-management
  - There is no imposed leader
  - Everybody is responsible for the success of the project
- On-site client - proxy is possible
  - Deliver early and often
  - Demo at the end of each iteration

# Scrum guidelines

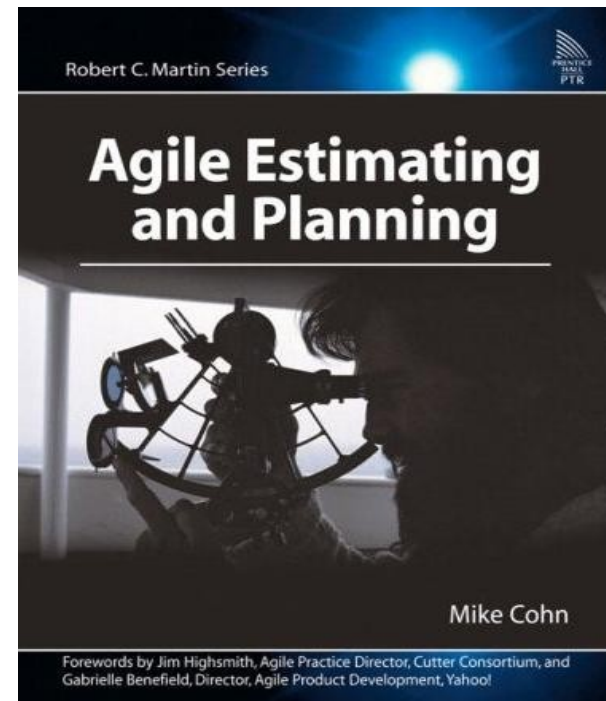
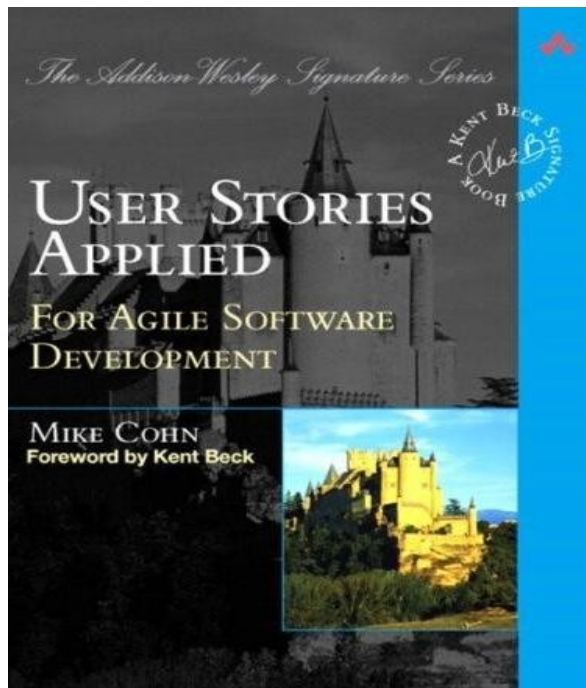




# Iteration / Sprint

- Estimating and Planning (4h + 4h)
  - Define goal of the iteration
- Daily Scrums
  - *What have you done on this project since the last Daily Scrum meeting?*
  - *What do you plan on doing between now and the next DS meeting?*
  - *What impediments stand in the way of you meeting your commitments to this Sprint and the whole project?*
- Demo (4h)
- Retrospection - post-mortem (4h)

# Estimation



# Estimation

- User stories
  - "As a user I want to ... in order to ..."
  - Acceptance criteria / how to demo it?
- Story points
  - Abstract size (not time required to complete the tasks)
  - 0, 1, 2, 5, 8, 13, 21, 100
  - "5" is twice as complex as "2"

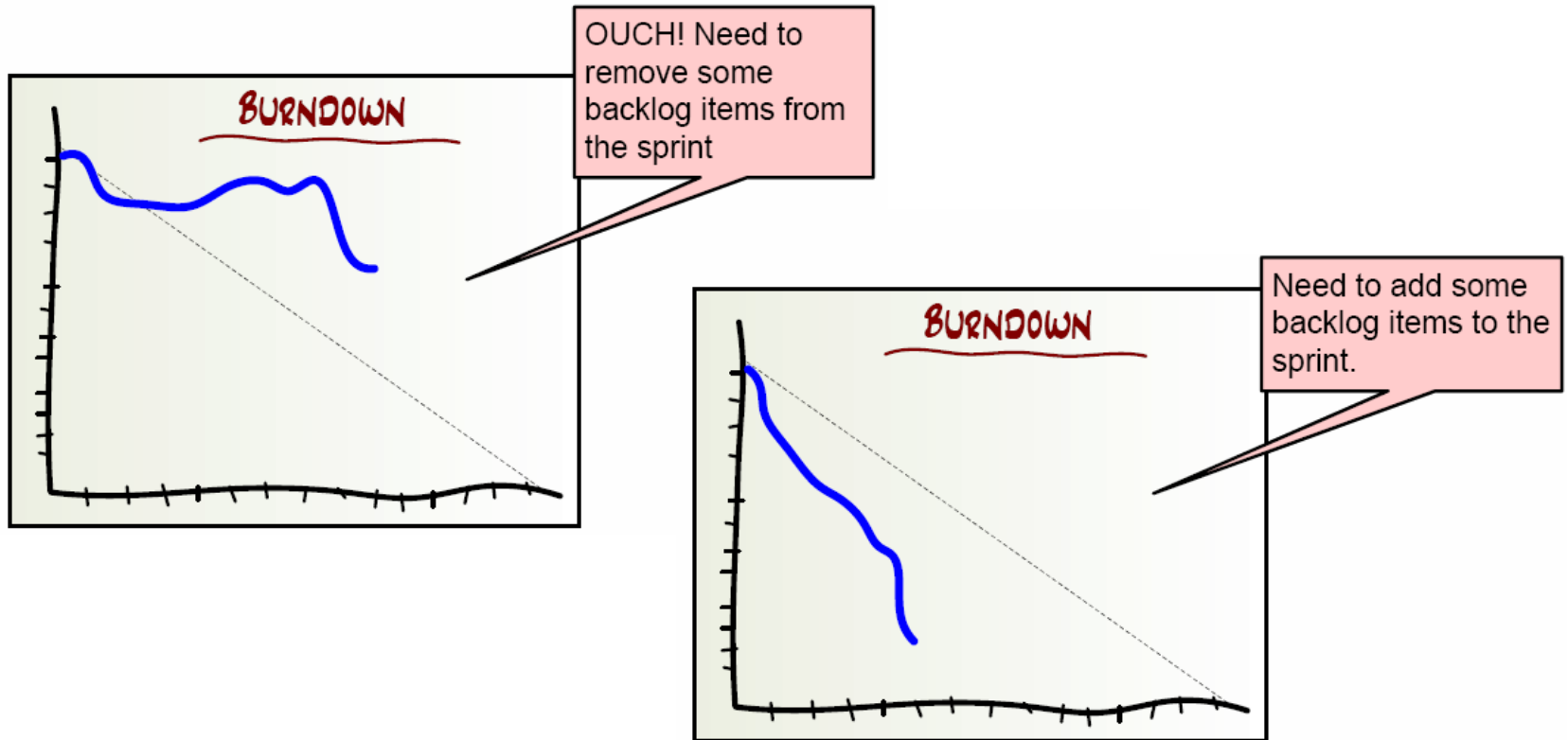
# Planning

- Planning poker
- Release planning (user stories level)
- Iteration planning (task level)
  - Time/effort estimation in days
  - Minimum unit is 0.5 day
  - Maximum unit is 2 - 3 days

# Backlogs

- Product backlog
  - User stories
  - Epics
- Iteration backlog
  - User stories
  - Tasks
  - Bugs

# Iteration Burndown



# Team Velocity

- How to measure?
- Can we include stories 90% done?
- Can we increase it?
- Can we work overtime?
- What velocity will we have in the next iteration?

# Team Responsibility

- “We are all in this together”
- Avoid “hit-by-the-truck” factor
- Avoid “it’s his/her fault” situation
- Confront problems and “smelly” decisions - foster constructive conflict
- Support other team members

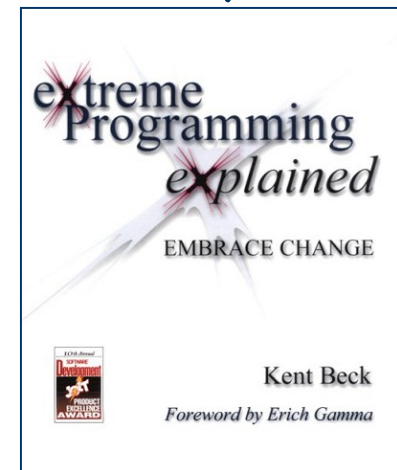


# Scrum vs. Waterfall

- Iterative and incremental process
- Can stop at any time if there is a problem
- Documentation? - definition of "done"
- Better prepared for changes
- Better react on changes

# Scrum and XP

- Overlapping concepts
- Work good together
- Communication, Simplicity, Feedback, Courage, Respect vs. Scrum

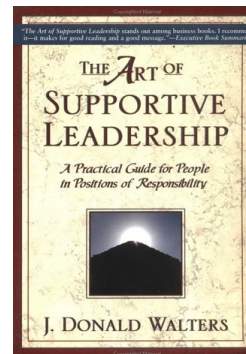
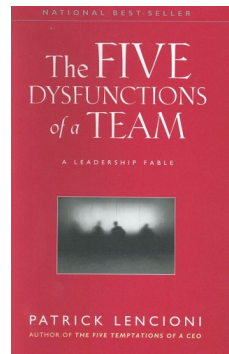
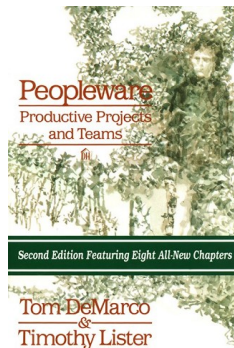
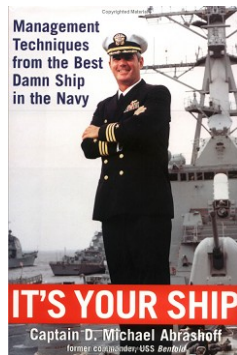


# Manager vs. Scrum Master

- Manager drives the team
- Leader serves the team
- Scrum Master can be developer at the same time
- Scrum Master is the Leader

# Leadership

- Manager has to become leader
- Leader serves team members
- Leader has to cover up the team
- Leader is a role model



# Introducing Scrum (pros)

- Better communication
- Faster development
- Better team relations
- Better productivity

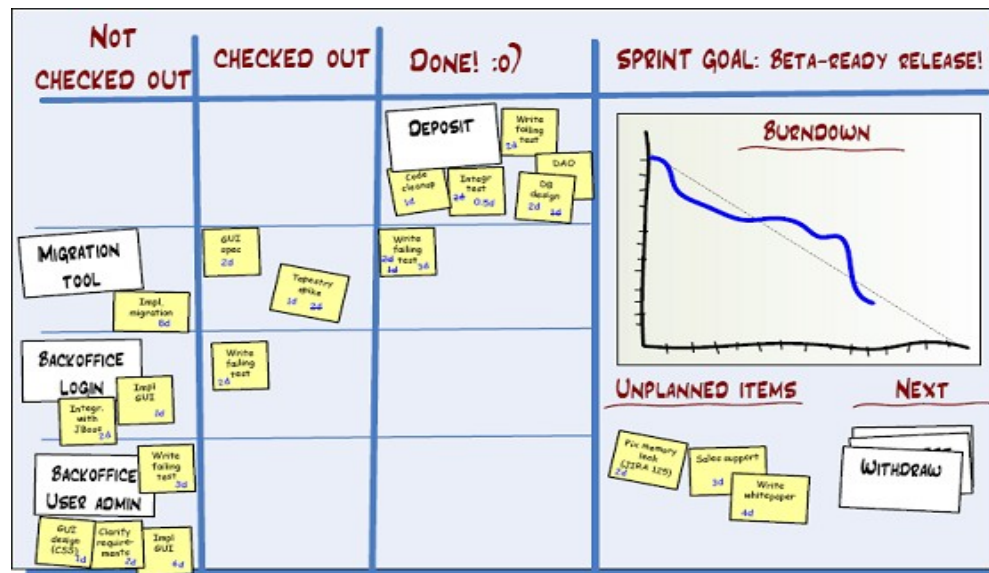
## Introducing Scrum (cons)

- Not everybody likes that way of working
- Managers sometimes don't like the change
- Not every manager is a Leader - servant mode
- Hard to convince that the change will pay off

# Scrum is about...

- ... accepting uncertainty
- ... working as a team
- ... delivering early and often
- ... constant estimating and planning
- ... keeping sustainable work pace
- ... self managing work environment
- ... having fun working 😊

# Scrum is about...





## Contact me

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