

# AGILE PROCESS SERIES

## Part 02 : SPRINTS

## The Sprint (1 of 4)

- **Sprint:** basic unit of development in Scrum.
- **Sprint duration:** one week to one month;
- **"Time Boxed"** effort of a constant length.
- Each sprint:
- Preceded by a **planning meeting**,
  - where the **tasks** for sprint are **identified** and an
  - **estimated commitment for the sprint goal** made, and followed by
  - a **review or retrospective meeting**, where the progress is reviewed and lessons for the next sprint are identified.



## The Sprint (2 of 4)

- During Sprint, **team creates finished portions** of a product. (an increment)
- **Features** going into a Sprint come from the ***product backlog***. a prioritized list of reqments.
  - Which backlog items go into sprint (**sprint goals**) determined during Sprint Planning Mtg.
- **Sprint Goal**
  - sets up **minimum success criterion** for the Sprint and
  - **keeps the team focused** on the broader picture rather than narrowly on the task at hand.

## The Sprint (3 of 4)



- The **team** then determines how many selected items can be **completed** during the next sprint.
- These then go into the **Sprint Backlog**.
- **Sprint Backlog** is **property** of the development team, During a sprint, **no one is allowed to edit the sprint backlog except for development team.**
- **Development: time-boxed**; Sprint **must** end on time;
- Requirements not completed for any reason? are omitted and **returned** to **Product Backlog**.
- When Sprint is done, team **demonstrates** software.



## The Sprint (4 of 4)

- Scrum enables self-organizing teams
- Encourages co-location of all team members,