Agile Processes: Scrum

Introduction

- The two dominant Agile approaches are Scrum and eXtreme Programming (XP).
- XP was arguably the first method deemed to be "Agile".
- We will start with Scrum very popular and in very wide use today!

Project Management Emphasis based on a Standard 30-day Sprint

- Scrum: a definite project management emphasis.
- Scrum Master: A Scrum project Is managed by a Scrum Master, who can be considered as much a consultant or coach as a manager.
- Sprint. Scrum has a fundamental 30-day development cycle called a Sprint, preceded by – pre-Sprint activities and post-Sprint activities.
- Daily Scrum: A short (less than 30 minutes) daily Scrum Meeting allows the team to monitor status and communicate problems.

Product Backlog for Planning

- Project planning is based on a Product Backlog, which contains
 - functions and
 - technology enhancements
- envisioned for the project.
- Two meetings are held
 - one to decide the features for the next Sprint and
 - the other to plan out the work.

Scrum and Scalability

- Scrum: one of the few agile methods used to scale up for larger projects.
- · How done?
 - Accomplished the <u>same way</u> as organizations handle integrated product teams.
 - Individual Scrum team coaches part of a higher echelon team of coaches spanning several products.
 - This provides for communications to avoid conflicting development issues

Scrum - Queues

- Scrum uses lightweight queue-based management and work-breakdown mechanisms.
- Product Backlog queue: a low-tech customermanaged queue of demand requests for products.
- Sprint: At launch time, a Sprint (30-day timeboxed iteration) does just-in-time planning
- · Sprint Backlog: queue for Sprint work-mgmt.

Scrum - Management

- Daily Scrum: Very notable and very visible
- Is a daily standup,
 - except that it is the team that is participating and sharing coordination information not a central project manager.

Scrum Master

- holds daily scrum and
- acts more as a facilitator and runs interference for the core team when blocks or issues arise. (Kennaley, SDLC 3.0, p. 31)