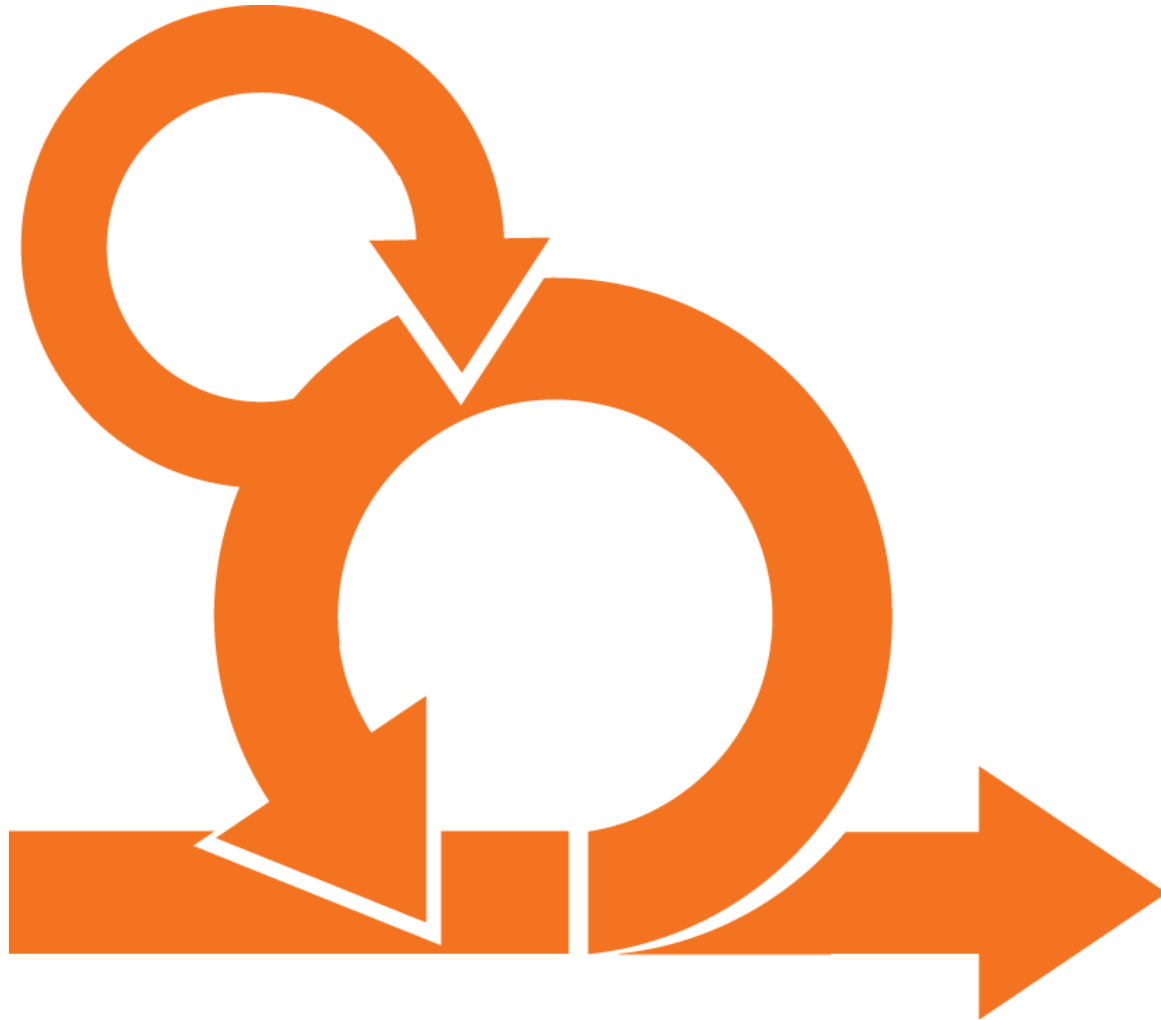



Scrum

SCRUM



ABOUT THE TRAINER

22 YRS
Exp

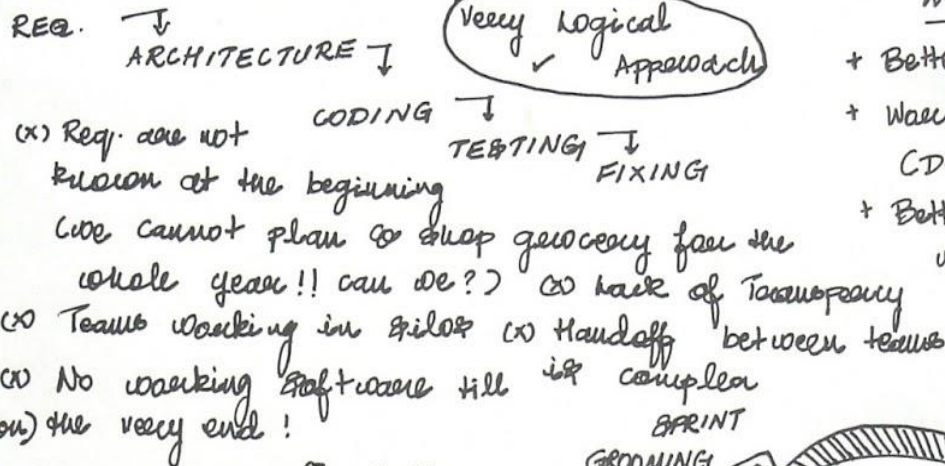


- VP product Development
Yahoo!

- Graduate
Harvard Univ

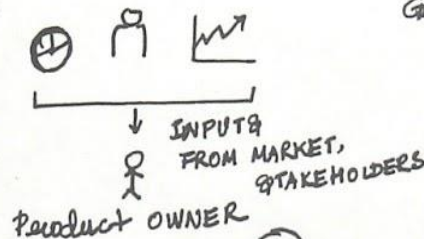
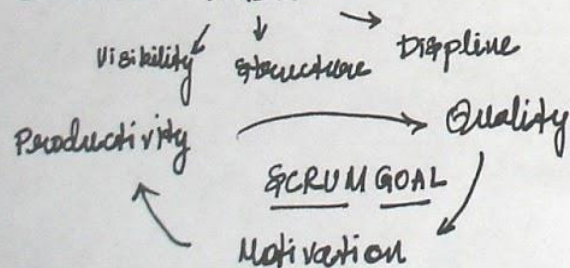
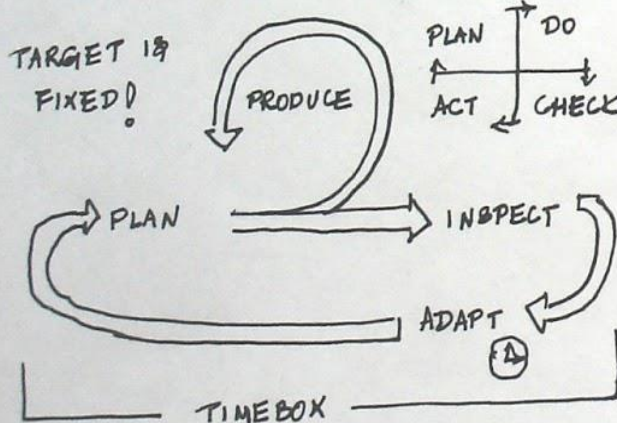
- Ken Schwaber

Pete Deemer: CEO of Good Agile

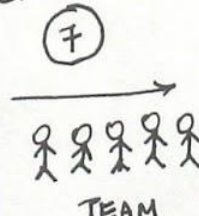
WHY TRADITIONAL WATERFALL SUCKS?WHY AGILE?

- + Better INTERACTION
- + Working SOFTWARE (Demo to customer!)
- + Better COLLABORATION with CUSTOMER
- + Easy to respond to CHANGE...

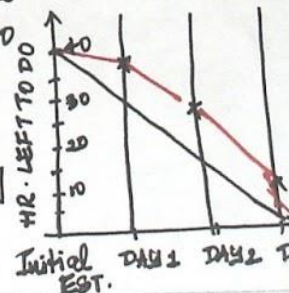
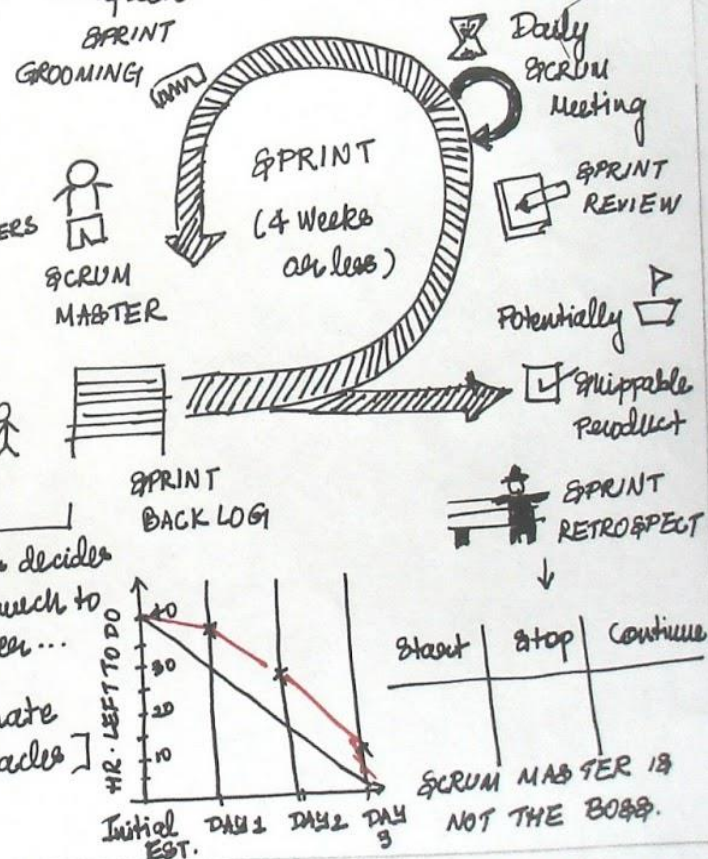
AGILE \neq NO PROJECT DOCUMENTATION
(In agile projects too, you need documentation)

WHAT DID I LEARN?

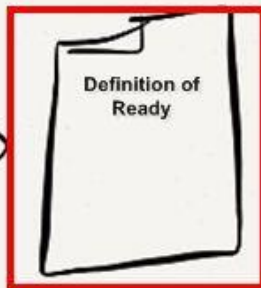
- SCRUM MASTER (3P)
- Process Coach [Eliminate Obstacles]
 - Problem Solver
 - Protector of Team



Team decides how much to Deliver...



Product Owner



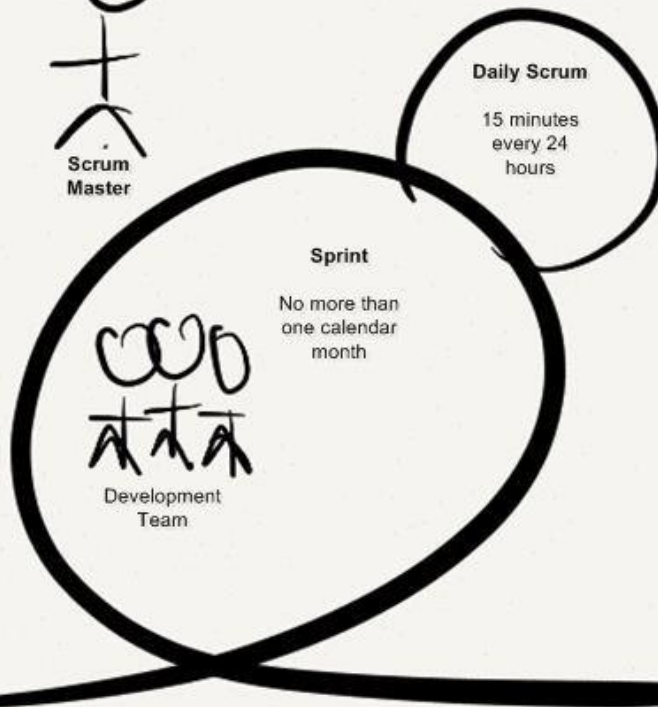
New!



Scrum Master



Product Backlog



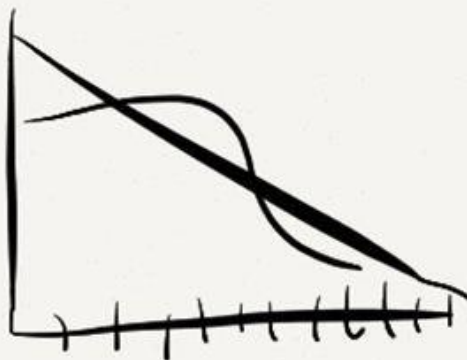
Daily Scrum

15 minutes
every 24
hours



Sprint backlog might look like this. Note -
doesn't have to use tasks.

| PBI | To Do | In progress | Done |
|--------------------------|-------|-------------|------|
| <input type="checkbox"/> | | | |
| <input type="checkbox"/> | | | |
| <input type="checkbox"/> | | | |
| <input type="checkbox"/> | | | |



Progress tracked transparently daily



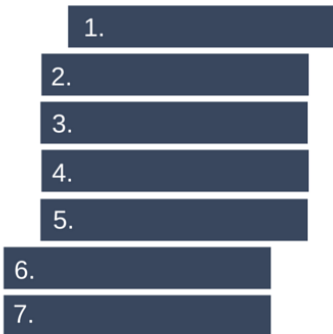
Inputs From End-Users,
Customers, Team and other
Stakeholders



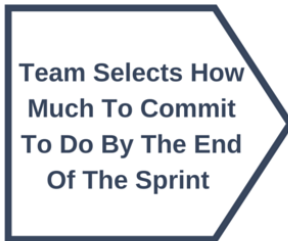
Product Owner



Team



Product
Backlog



Sprint Planning
Meeting



Sprint
Backlog

Product
Backlog
Refinement



Scrum Master



Daily Scrum
Meeting and
Artifacts Update



Sprint

1-4 Weeks



Sprint Review

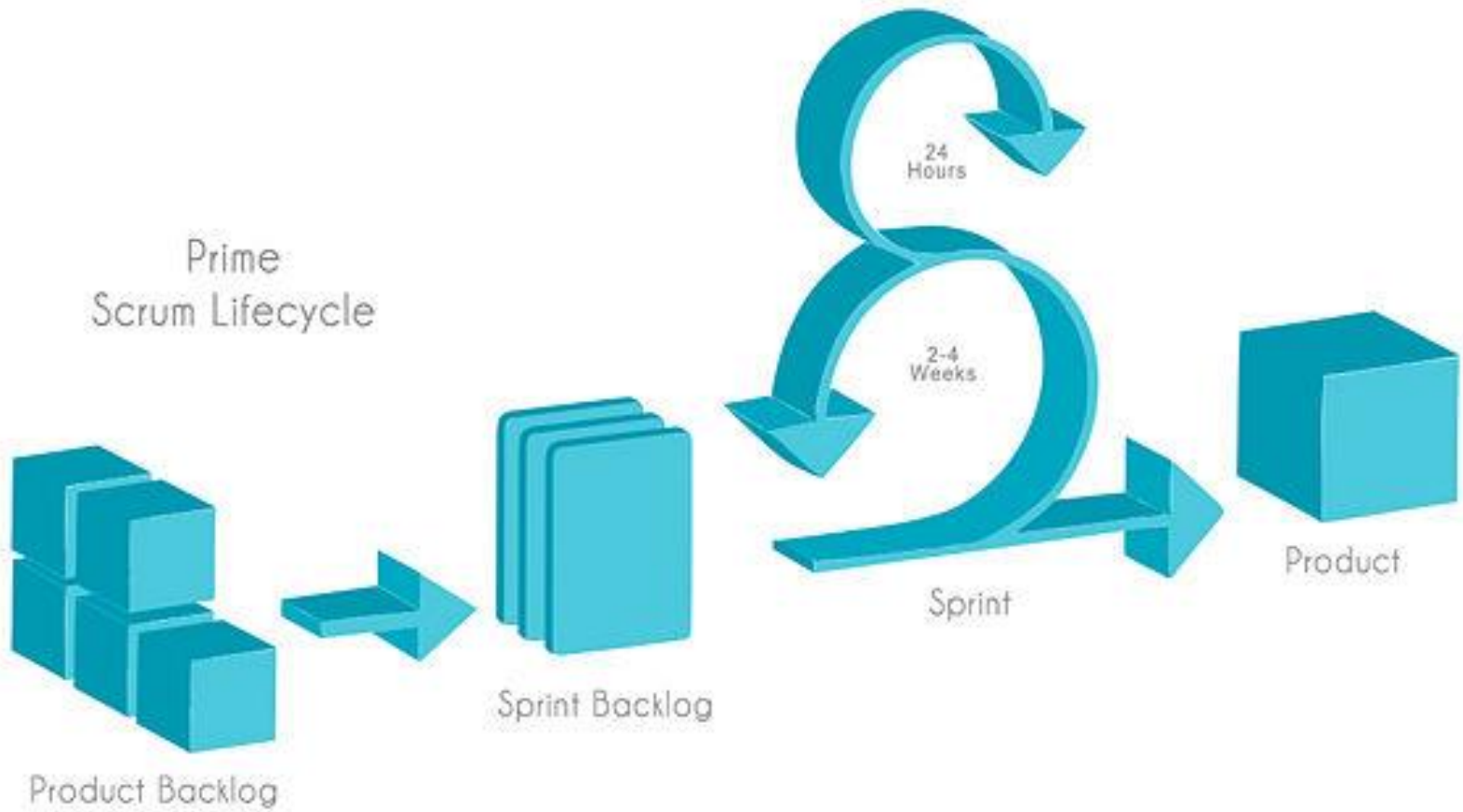


Potentially Shippable
Product Increment

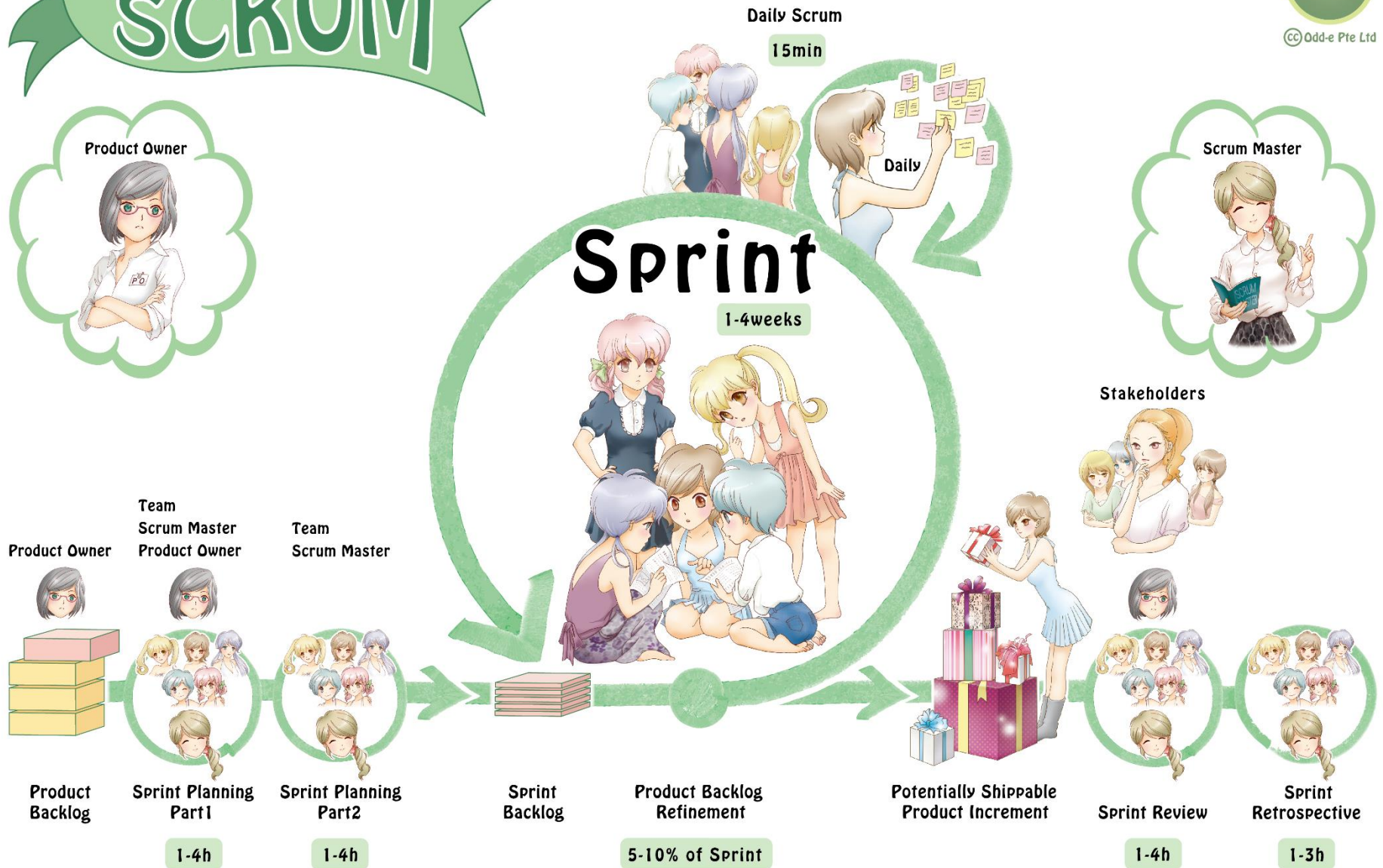


Retrospective

Prime Scrum Lifecycle



SCRUM

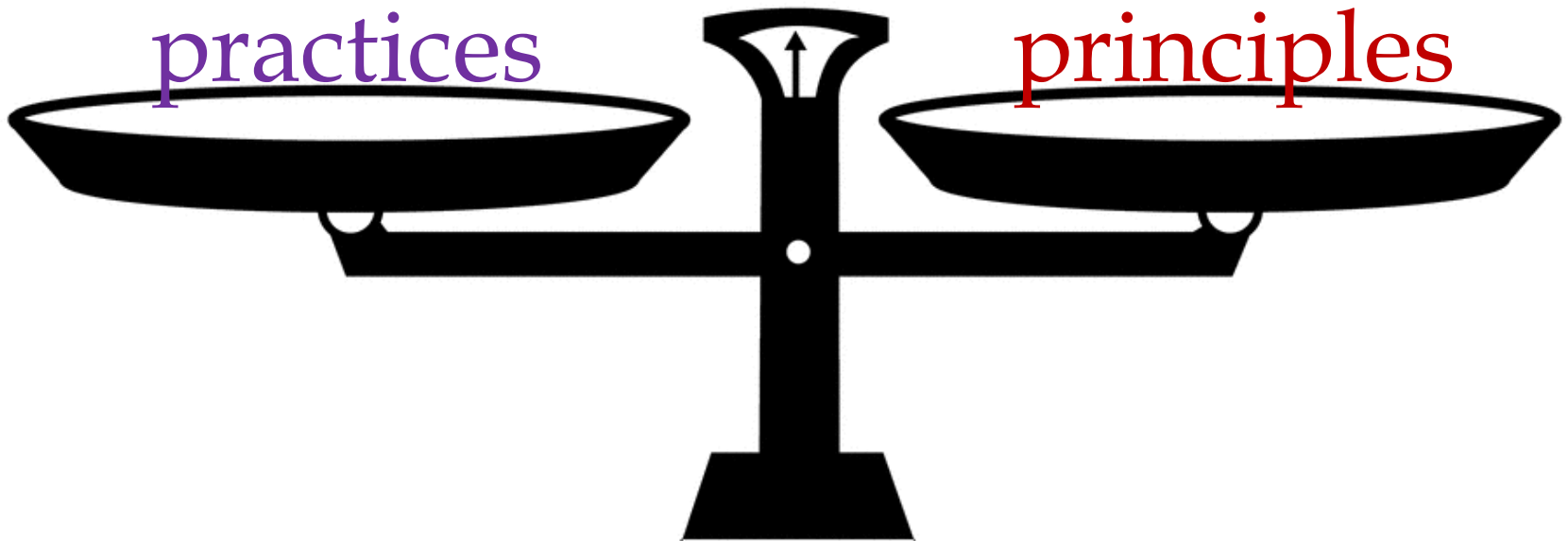


SCRUM

.... hits an ideal balance between

concrete
practices

abstract
principles



SCRUM

concrete
practices



abstract
principles

SCRUM

learn fast?

is a **lightweight** framework designed to help

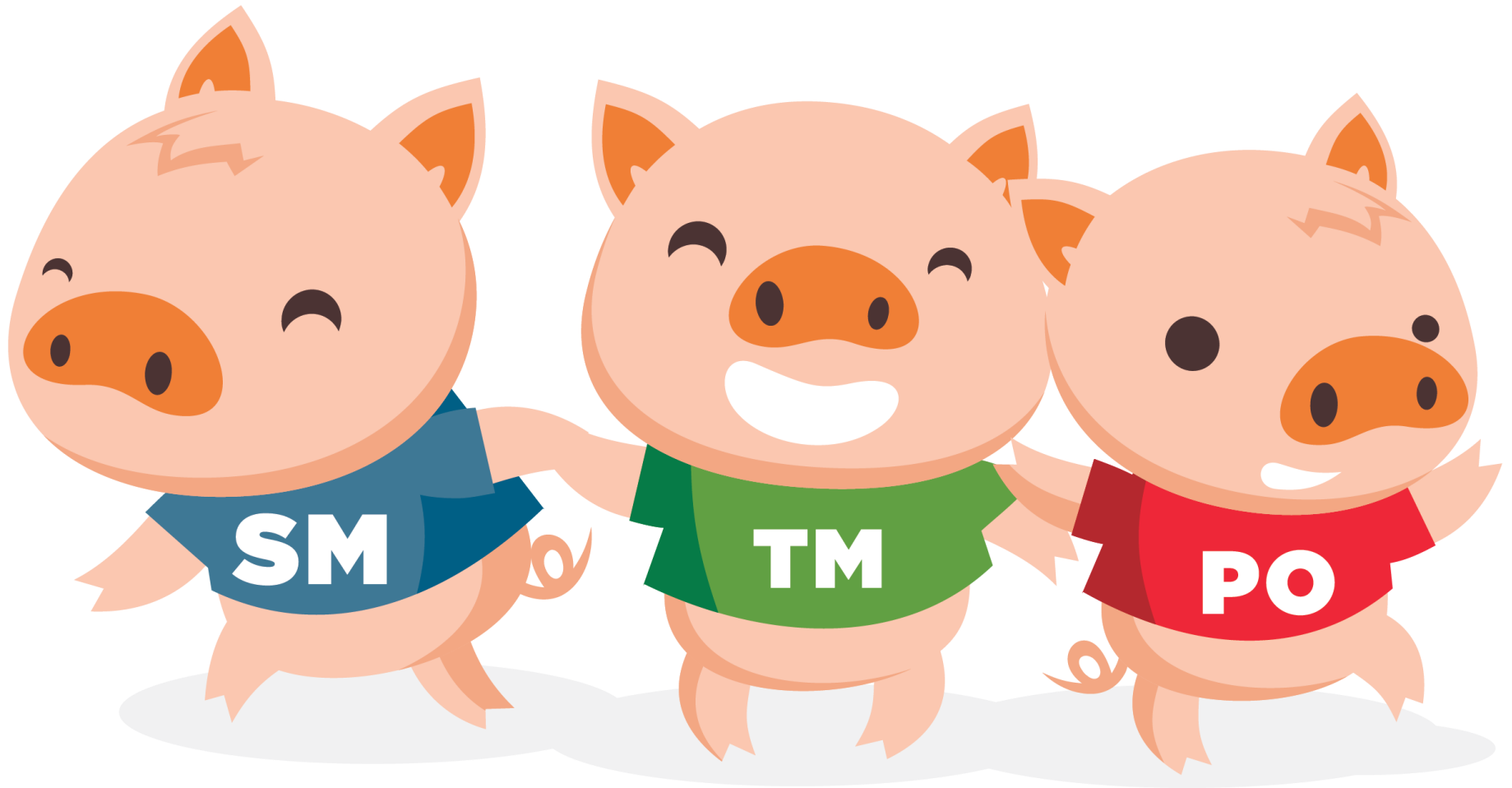
7 ± 2

small, close-knit teams of people

develop **complex** products.

remember
Cynefin framework

Scrum Roles



rum Roles



Scrum Roles

Product Owner

- holds the vision for the product
- represents the interests of the business
- represents the customers
- owns the product backlog
- orders (prioritizes) the items in the product backlog
- creates acceptance criteria for the backlog items
- is available to answer the team members' questions

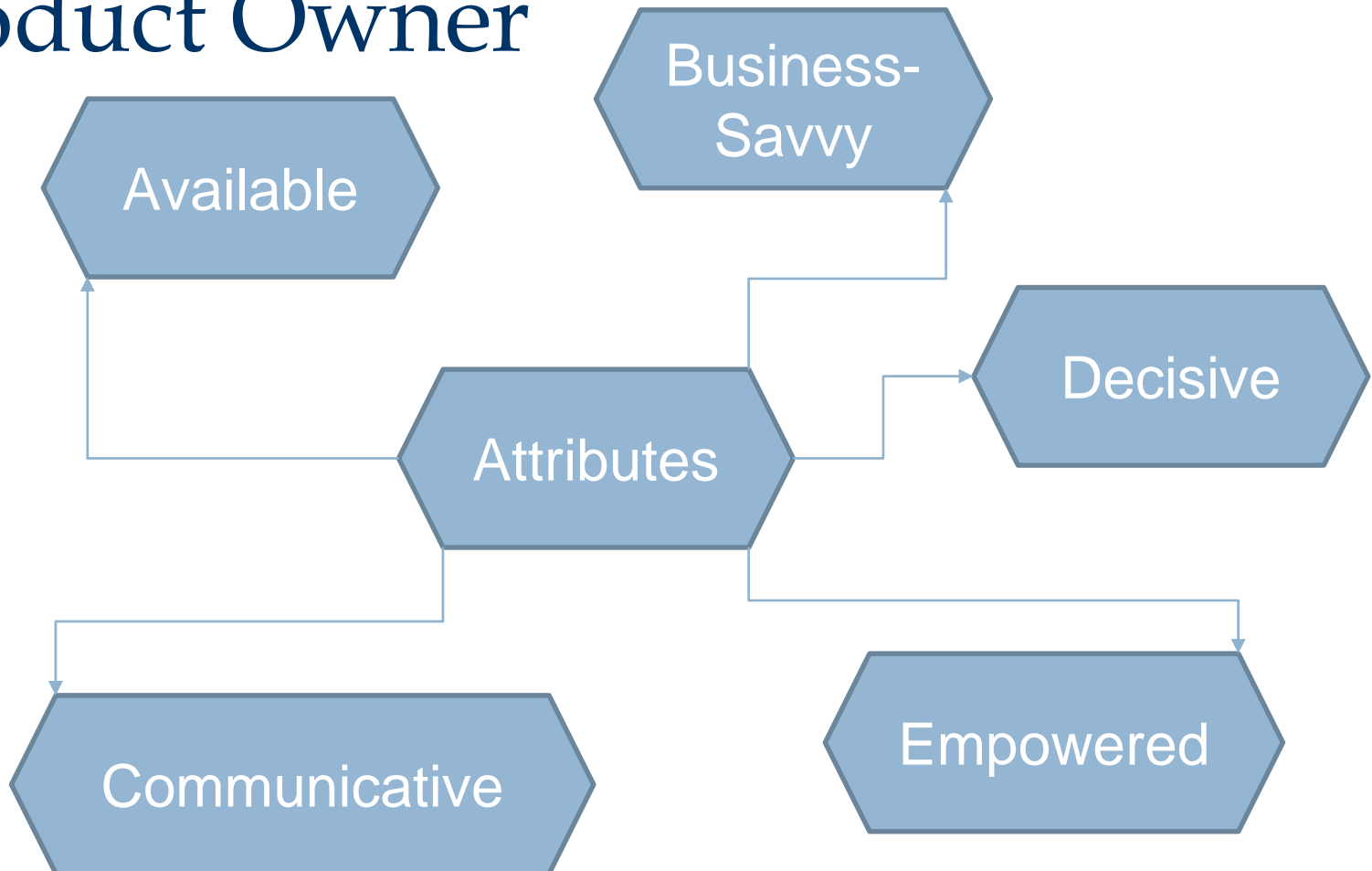
Business objectives
Project objectives

Features
vs.
User Stories

One person?

Scrum Roles

Product Owner



Scrum Roles

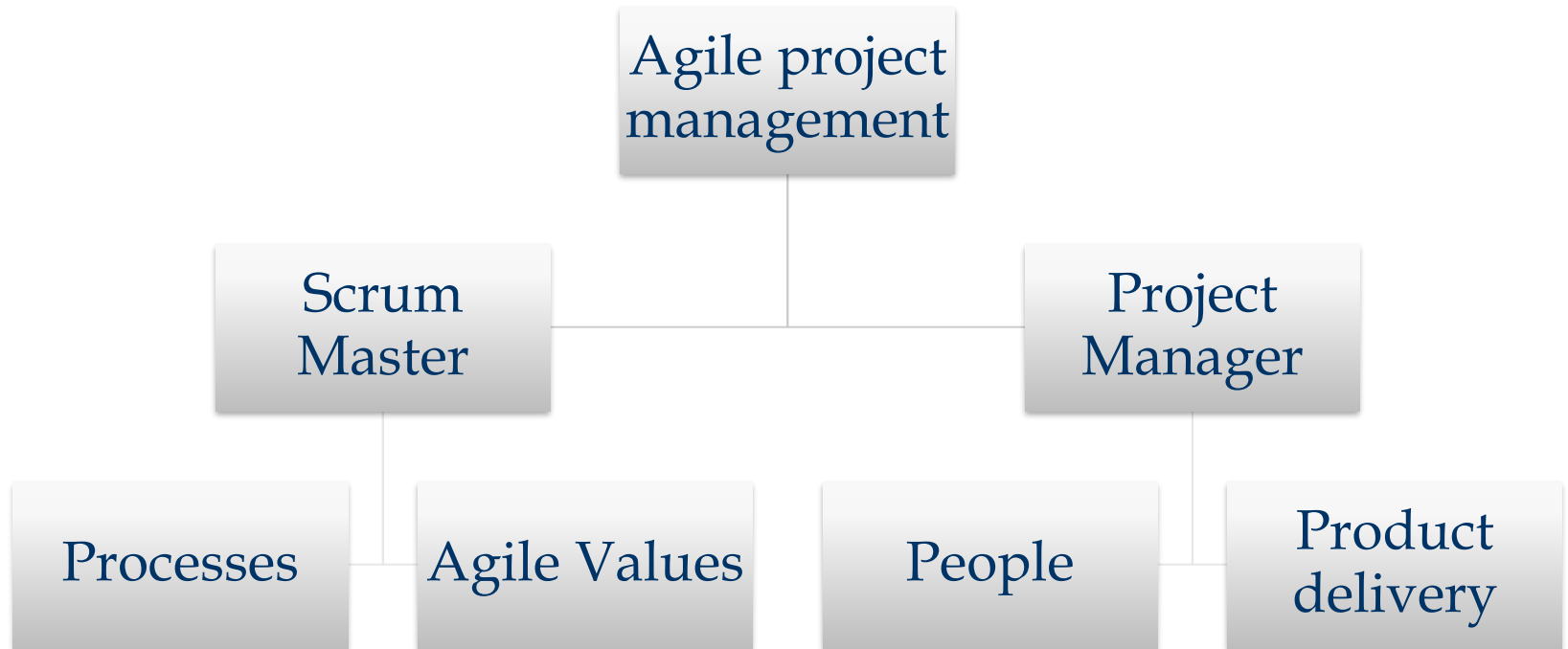
Scrum Master

- the team's good shepherd
- coach
- guardian
- facilitator
- scrum expert
- impediment bulldozer

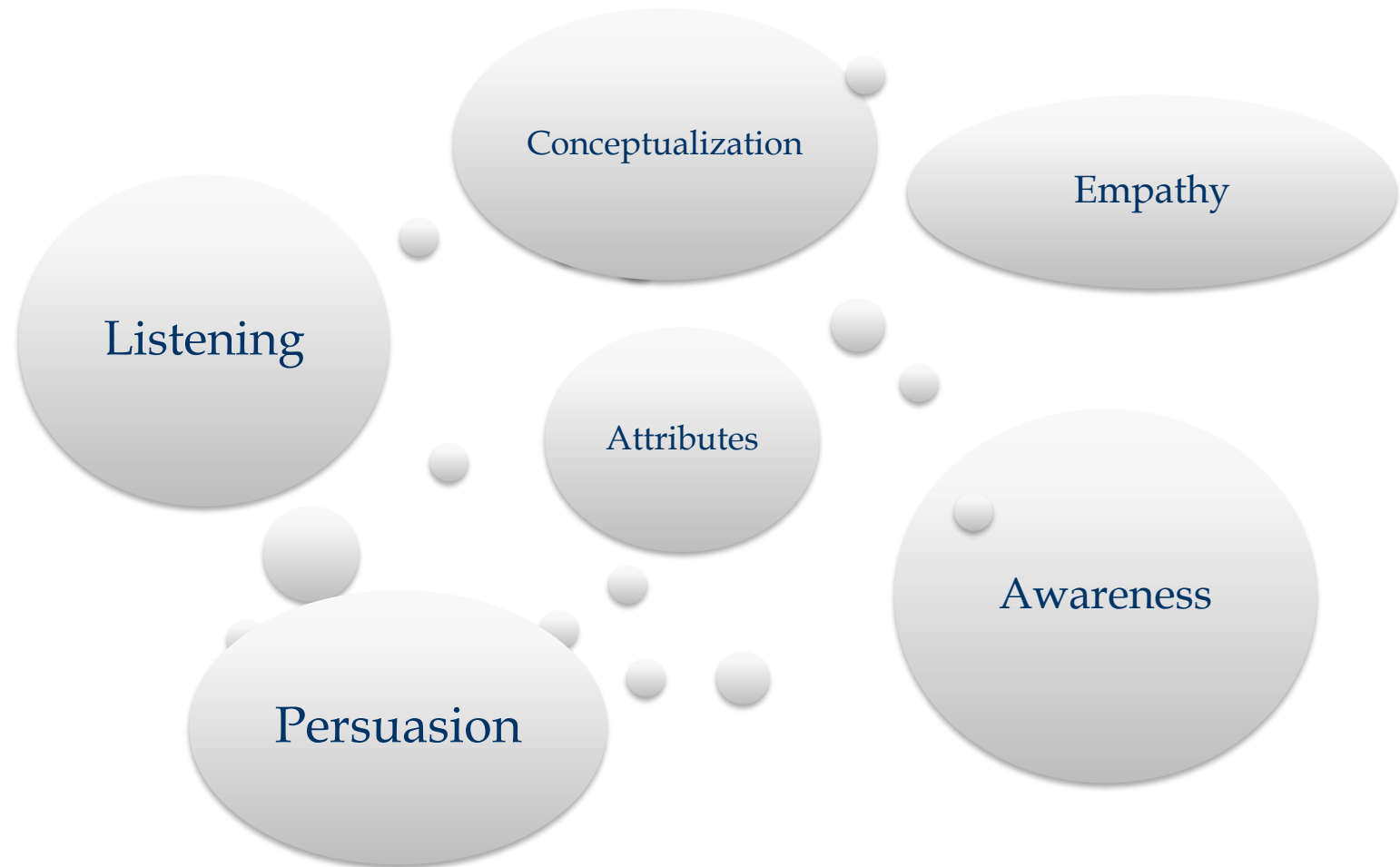
is not a manager!



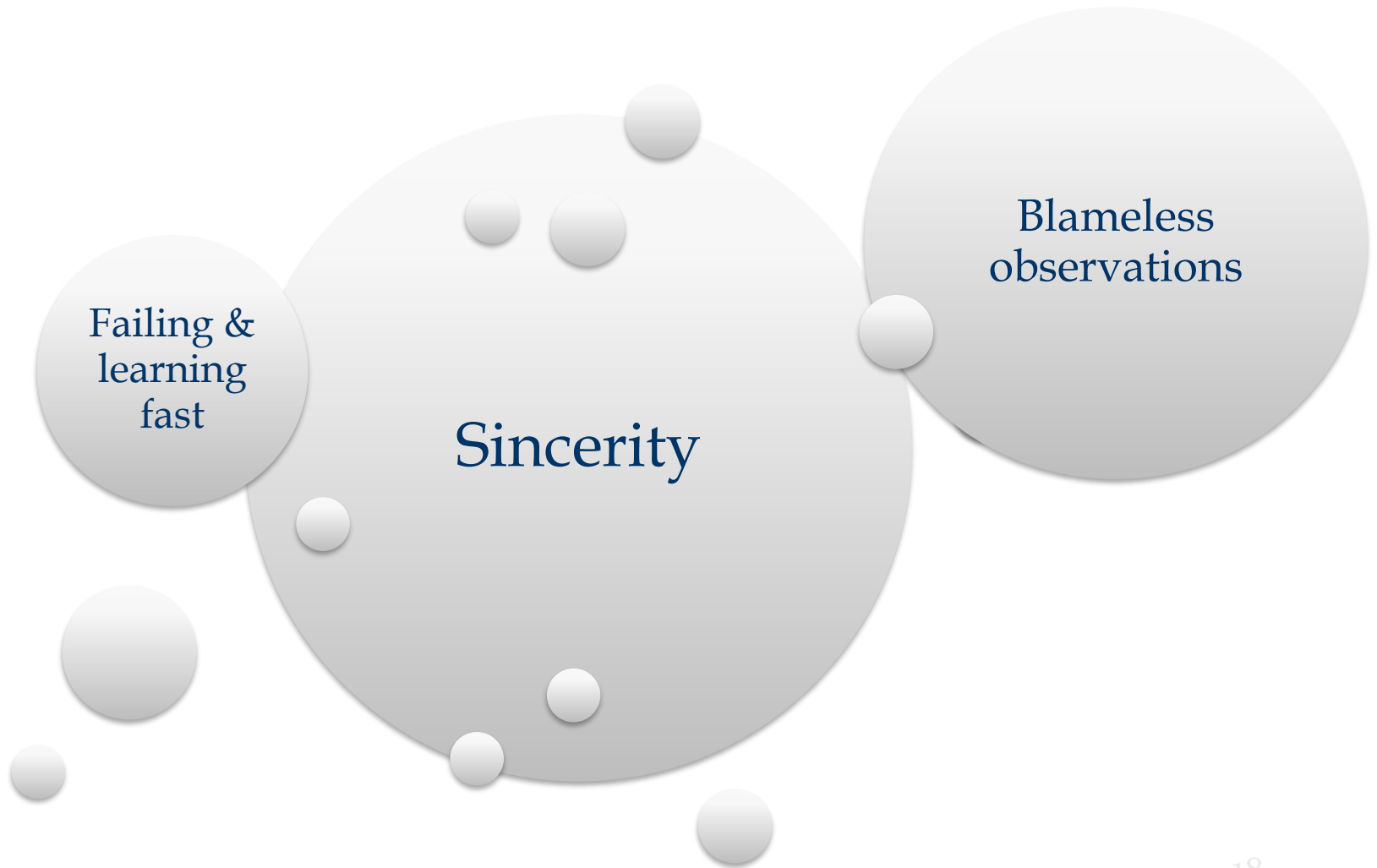
Scrum Master + PM



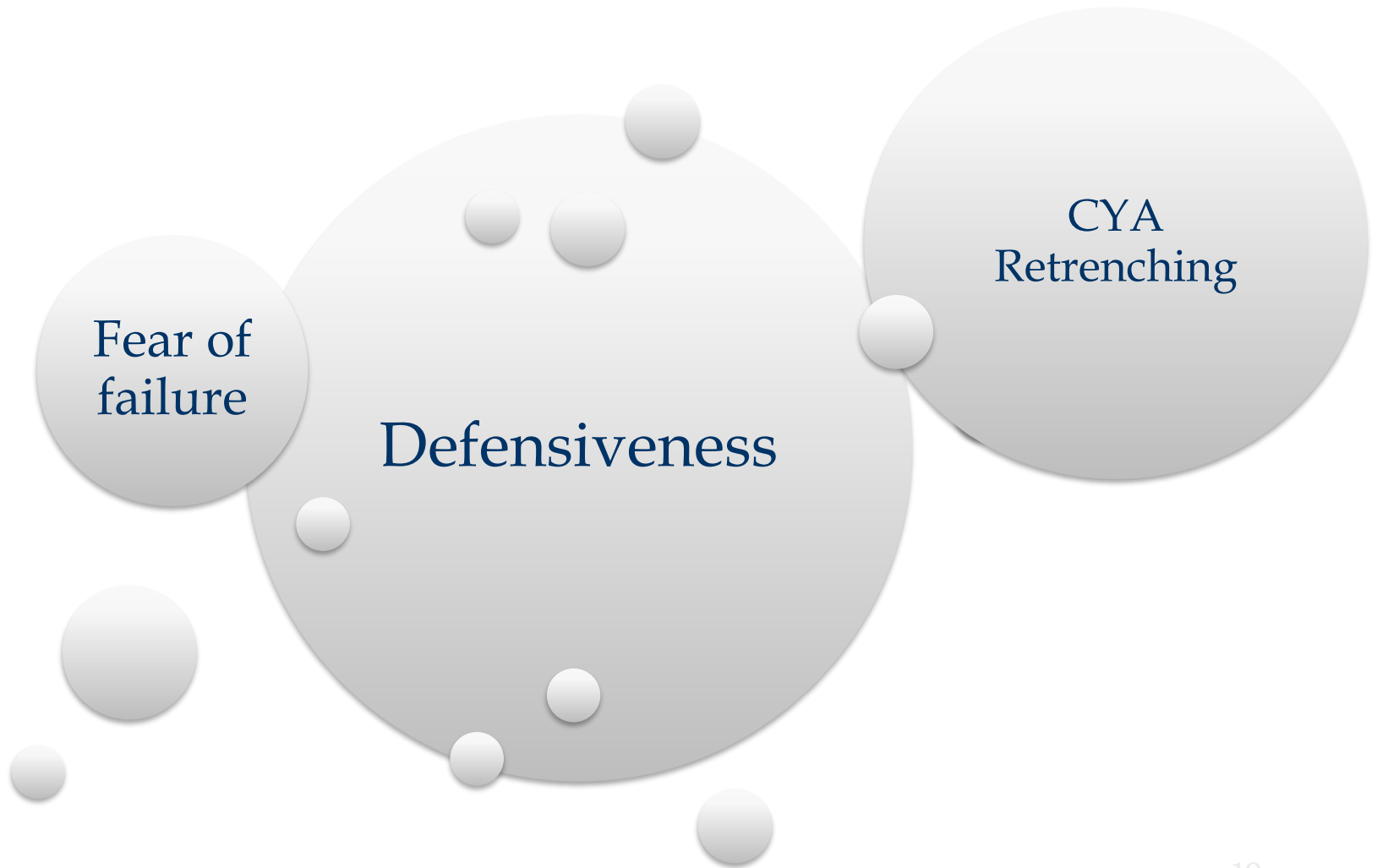
Scrum Master = Servant Leader



Scrum Master Encourages



Scrum Master Discourages



Scrum Roles

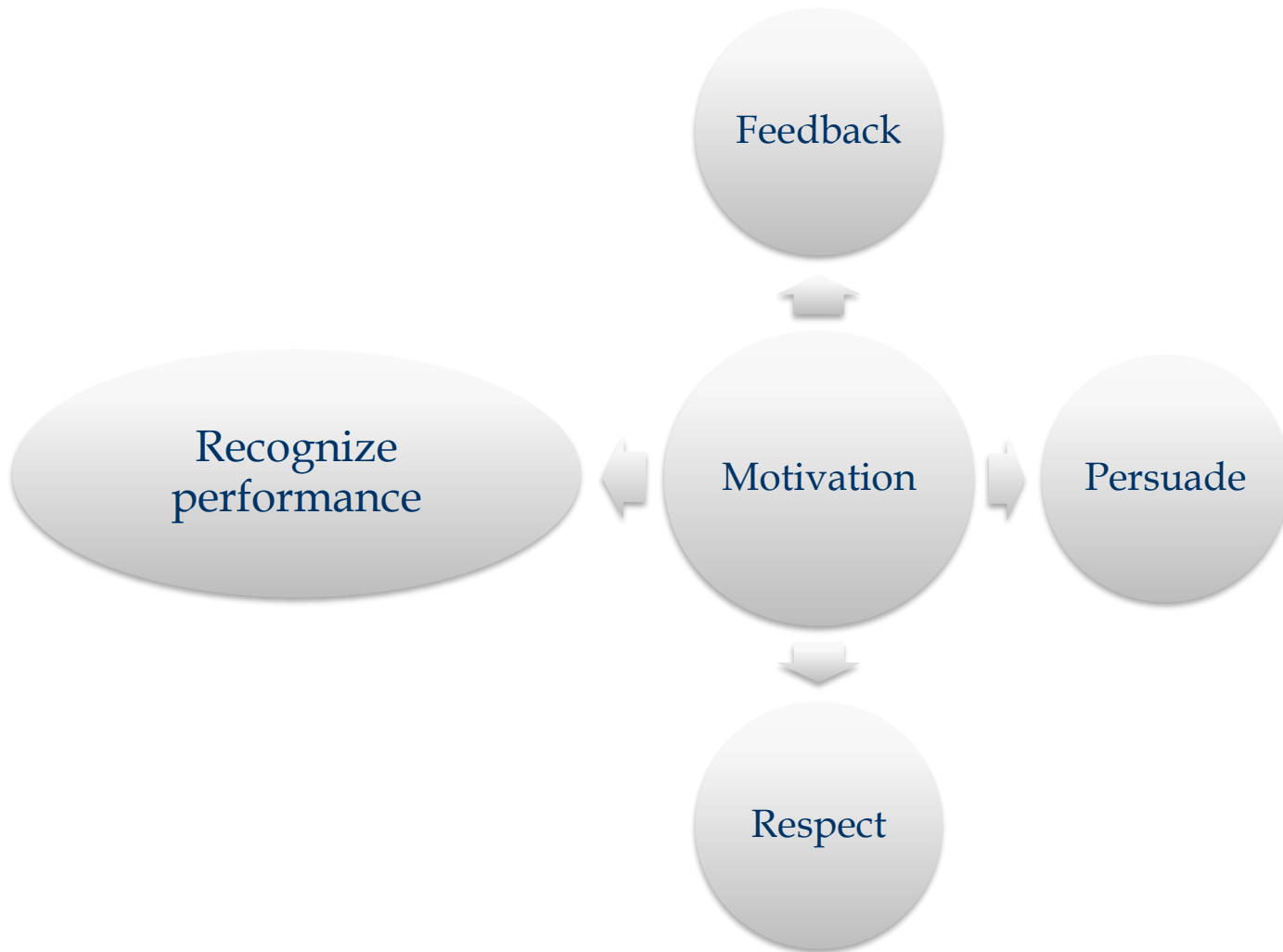
Team Member

- responsible for completing user stories to incrementally increase the value of the product
- self-organizes to get all of the necessary work done
- creates and owns the estimates
- owns the “how to do the work” decisions
- avoids siloed “not my job” thinking

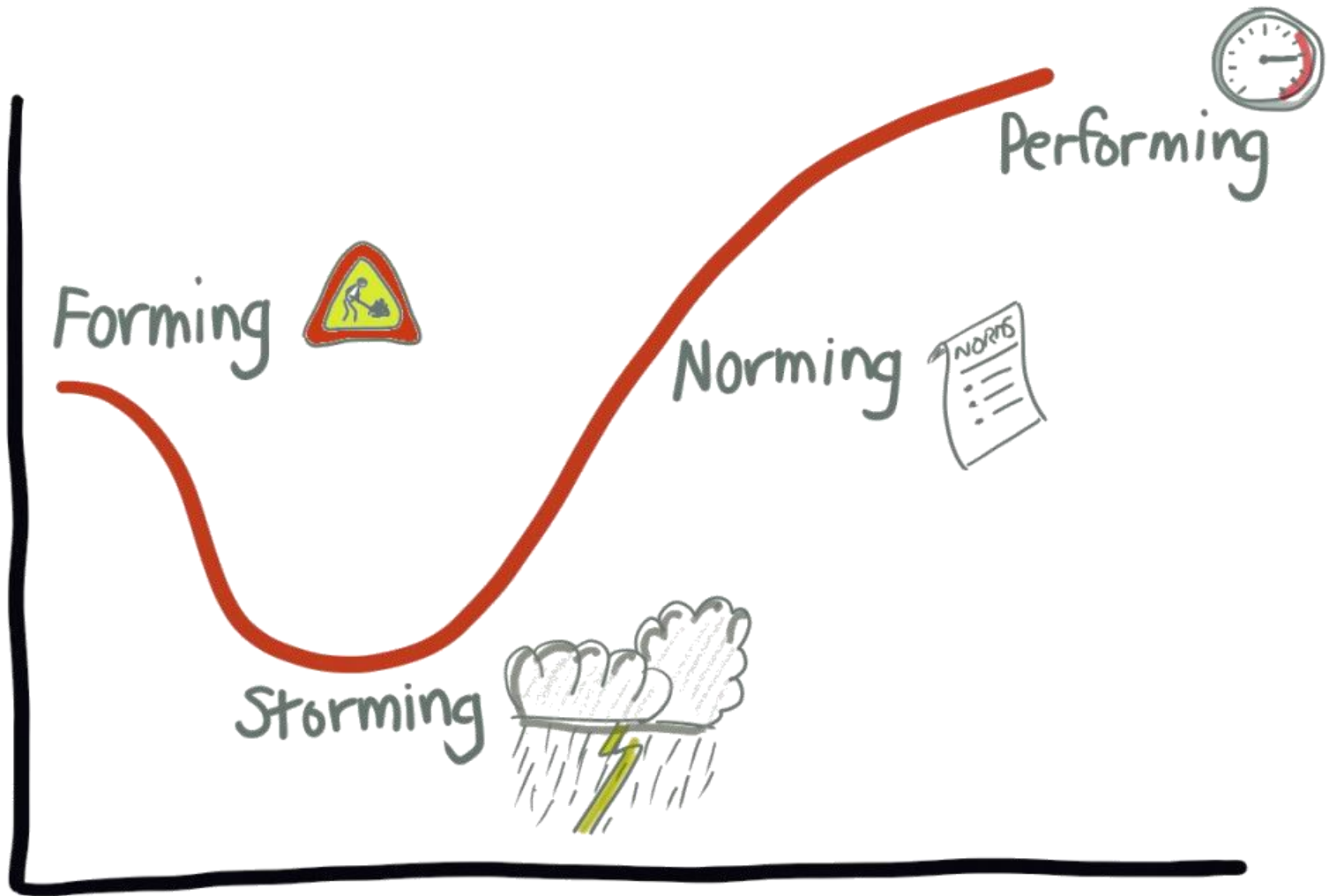
The team responsibilities



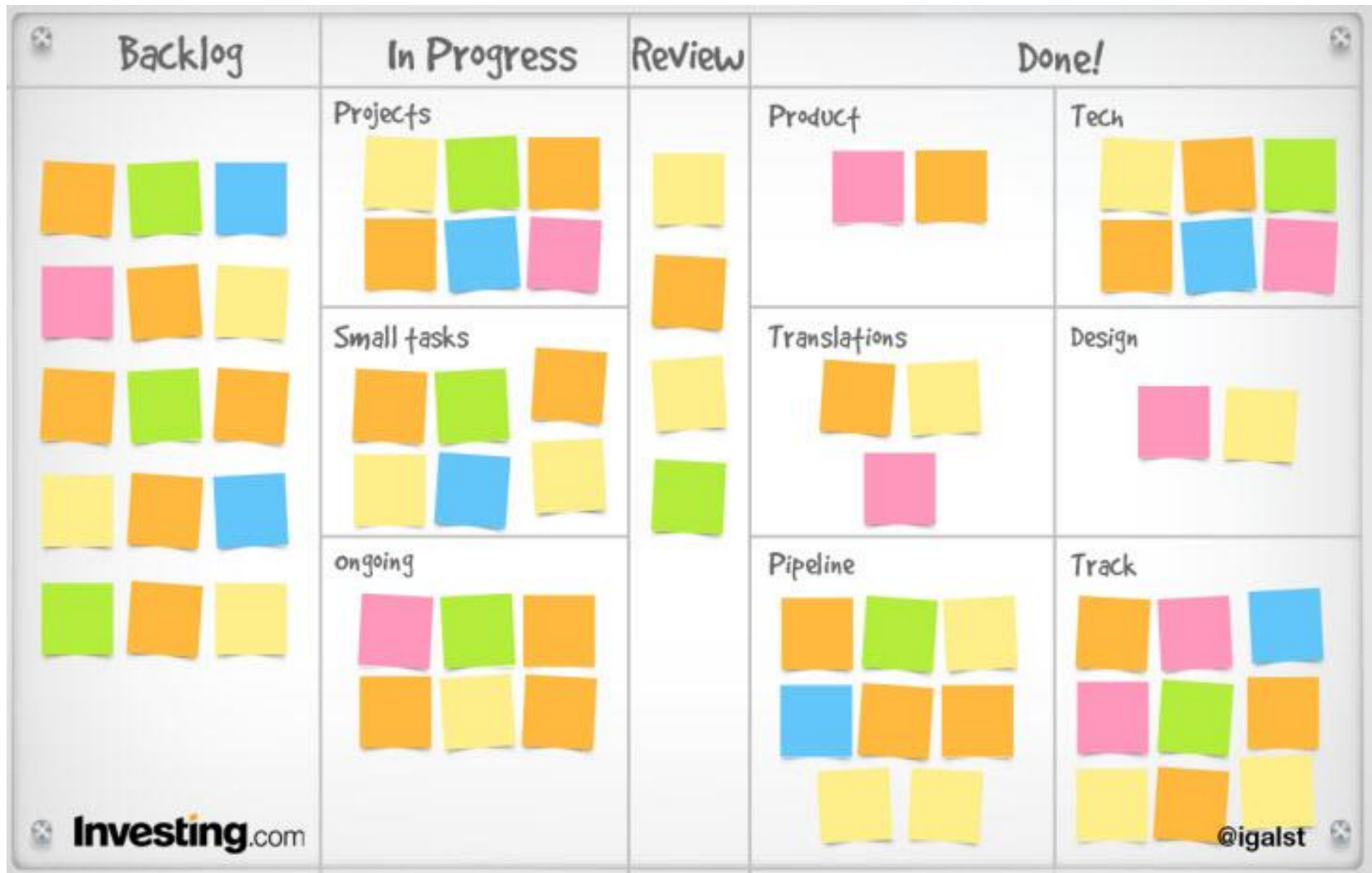
The team motivation



Tuckman's stages of group development



Scrum Artifacts



Scrum Artifacts

the tools Scrum practitioners use
to make the process **visible**



Scrum Artifacts

The Product Backlog

- the cumulative list of desired deliverables for the product
- includes:
 - features
 - bug fixes
 - documentation changes
 - etc (anything meaningful & valuable to produce)

Scrum Artifacts

The Product Backlog

- for each deliverable from backlog we should know:
 - Who is it for?
 - What needs to be built?
 - Why we should do it?
 - How much work requires to implement?
 - Acceptance criteria
 - Priority

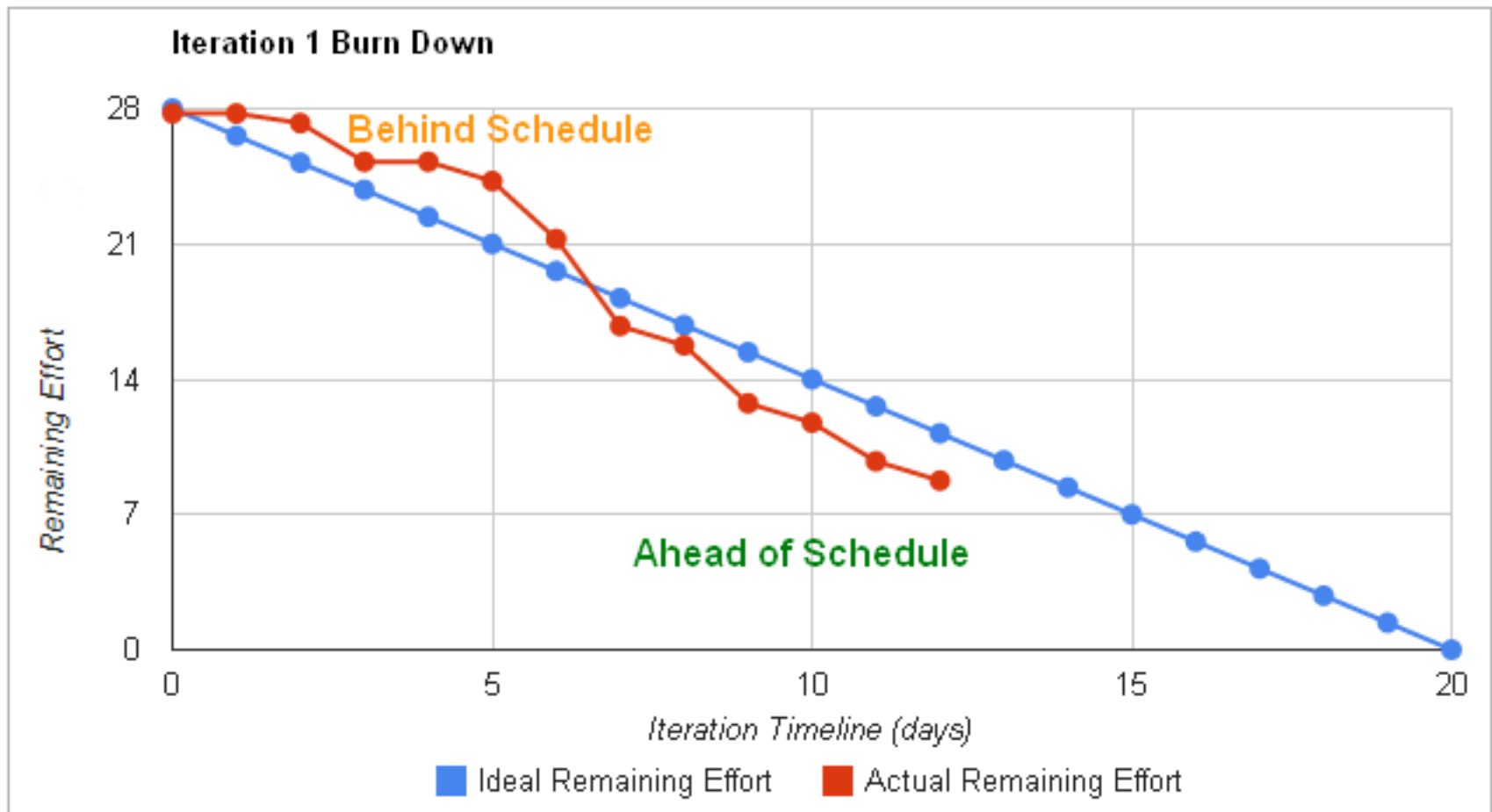
Scrum Artifacts

The Iteration Backlog

- (iteration vs sprint)
- all deliverables (items, stories) that the team has committed to deliver this iteration
 - Deliverable –unit of value /team
 - Task – unit of work / person (team member)

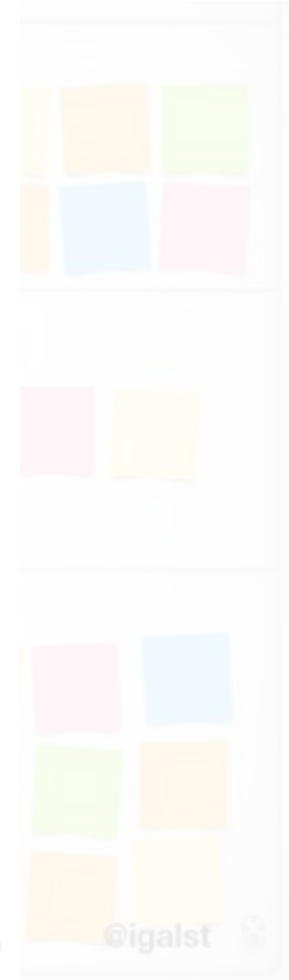
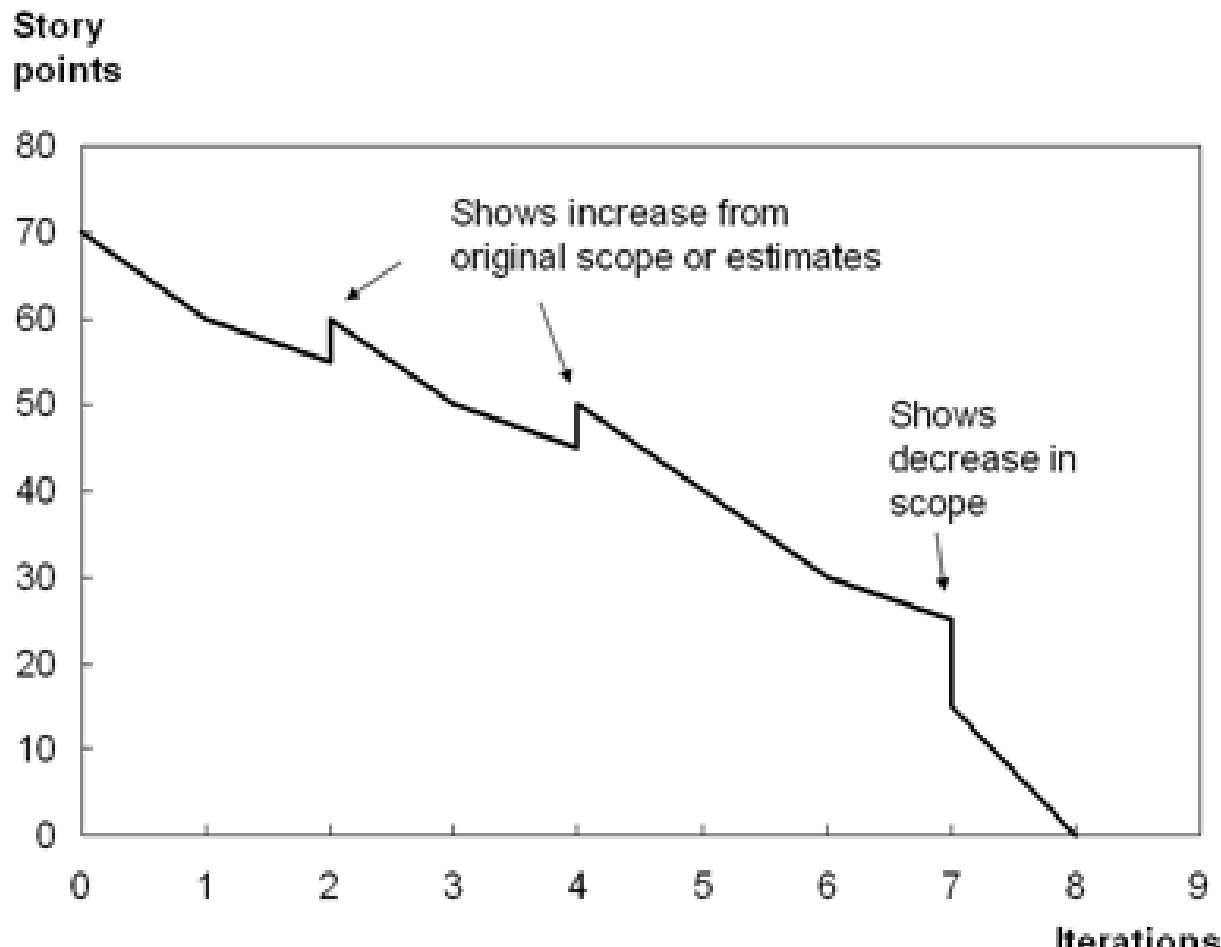
Scrum Artifacts

Burndown Charts



Scrum Artifacts

Burndown Charts






















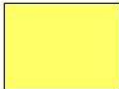










Scrum Artifacts

Task Board

PROJECT/TEAM: *Awesome Scrum Team*

© Liza Wood
socketsandlightbulbs.com

| | Backlog | To-Do | In Progress | In Review/QA | Done! |
|--------------|--|---|--|---|--|
| user Story 1 |  |    |  |    |  |
| user Story 2 | |    |   |   | |
| user Story 3 |  |   |  |   |  |
| user Story 4 | |  |  |   |   |
| user Story 5 |  |  |  |  |  |
| user Story 6 | |  |   |   | |
| user Story 7 | |   | |  |  |