

Scrum

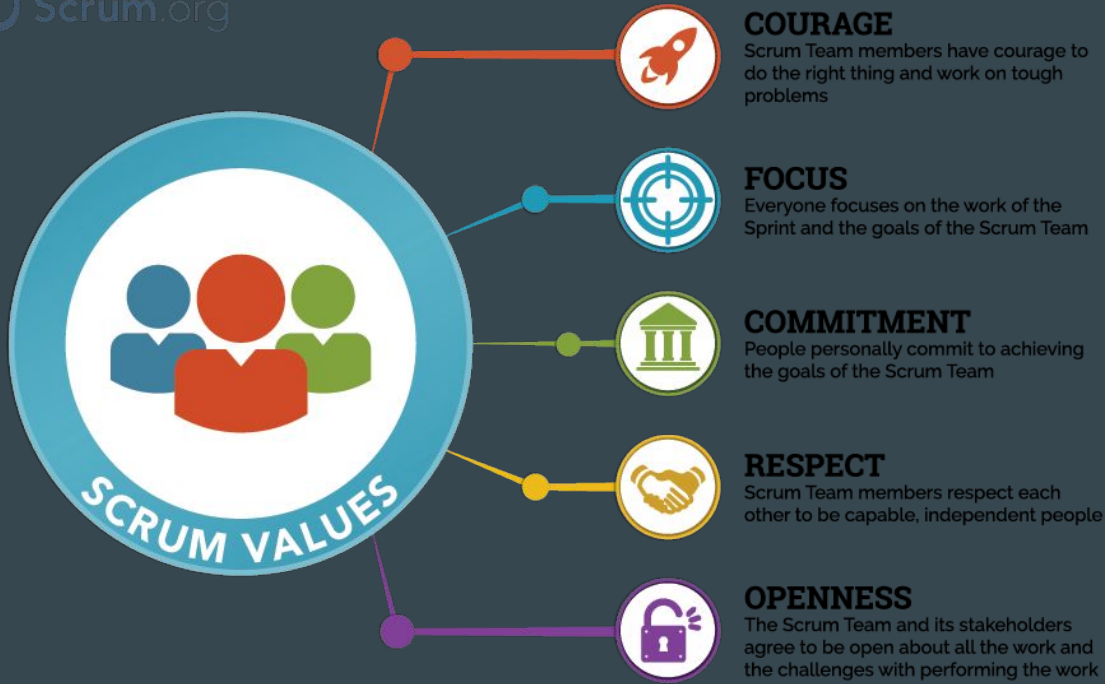


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What is Scrum?

...

A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.



Scrum consists of roles, events, artifacts and values

Scrum Process Framework

This slide provides the glimpse about the scrum framework which focuses on roles, artifacts and events.



Scrum Roles

The team needs to be small enough to be able to work together effectively, and large enough to ensure all the skills needed are present in the team

Without **Developers**, there is no progress.

Without a **Product Owner**, the journey lacks direction and focus

Without a **Scrum Master**, the hidden dangers can halt the journey

As a full team, the destination is arrived at through focussed effort.

Scrum Master

Scrum Masters utilize their unique skill set to do a lot of critical work that helps the Scrum Team and the organization as listed below.

helps the Scrum Team:

- By coaching the team members in self-management and cross-functionality
- Focus on creating high-value Increments that meet the Definition of Done
- Influence the removal of impediments to the Scrum Team's progress
- Ensure that all Scrum events take place and are positive, productive, and kept within the timebox.

helps the Product Owner:

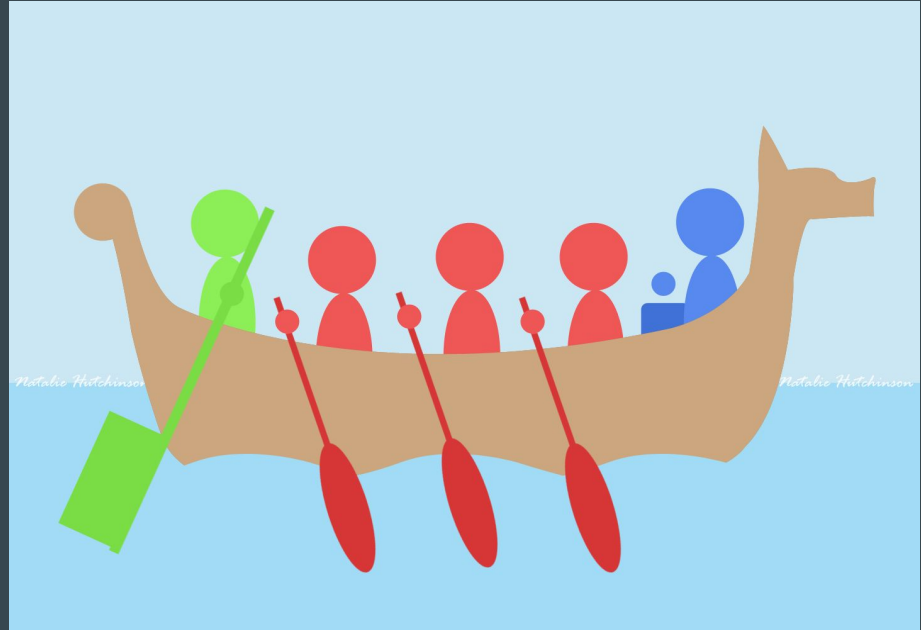
- Find techniques for effective Product Goal definition and Product Backlog management
- Provide ways for the Scrum Team to understand the need for clear and concise Product Backlog items
- Establish empirical product planning for a complex environment
- Facilitate stakeholder collaboration as requested or needed

supports the Organization:

- By Leading, training and coaching them in their Scrum adoption
- By helping employees and stakeholders understand and instill an empirical approach for complex work
- Remove barriers between stakeholders and Scrum Teams

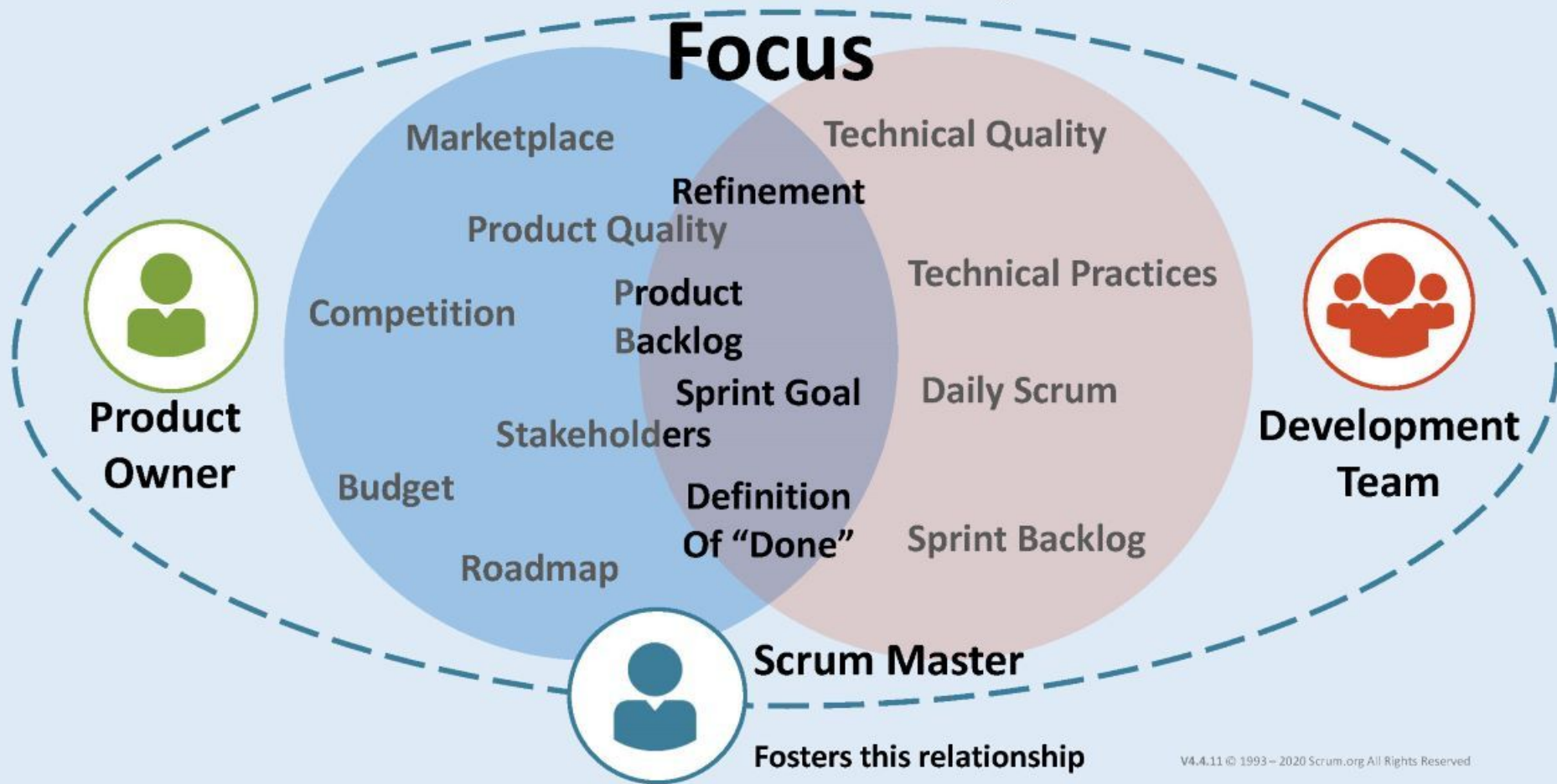
Product Owner

What is a Scrum Product Owner? In the Scrum methodology, the Scrum Product Owner is usually a project's key stakeholder—typically someone from marketing or product management

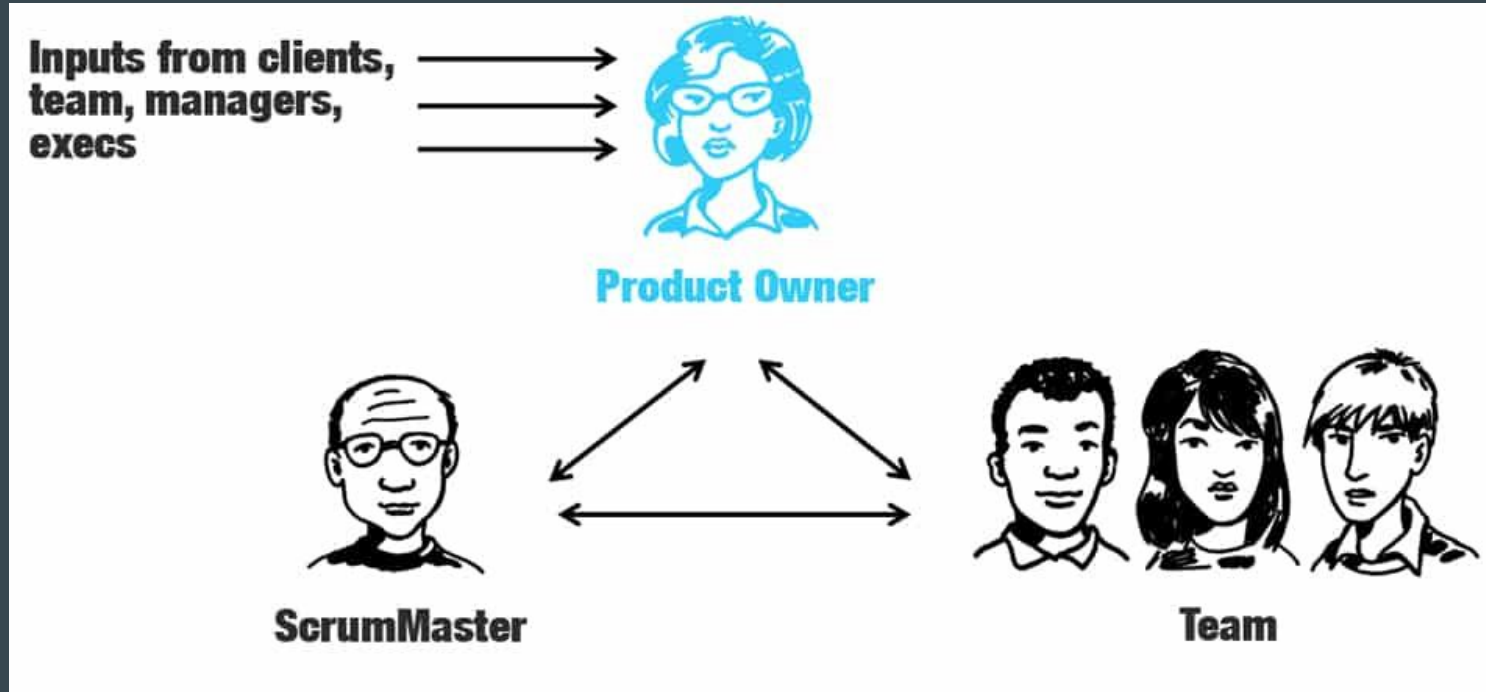


Product Owner / Development Team

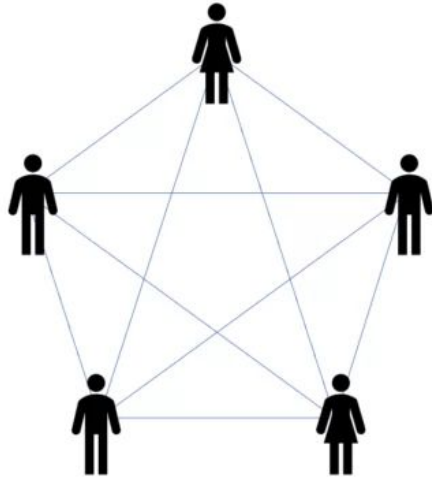
Focus



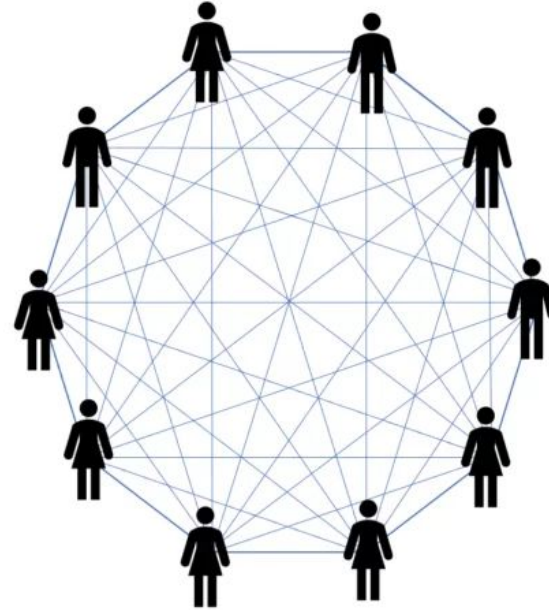
The Scrum Team (Developers)



Scrum Team Size



5 Team Members = 10 Communication Channels



10 Team Members = 45 Communication Channels

Scrum Artifacts



product vision



product backlog



sprint backlog



release plan



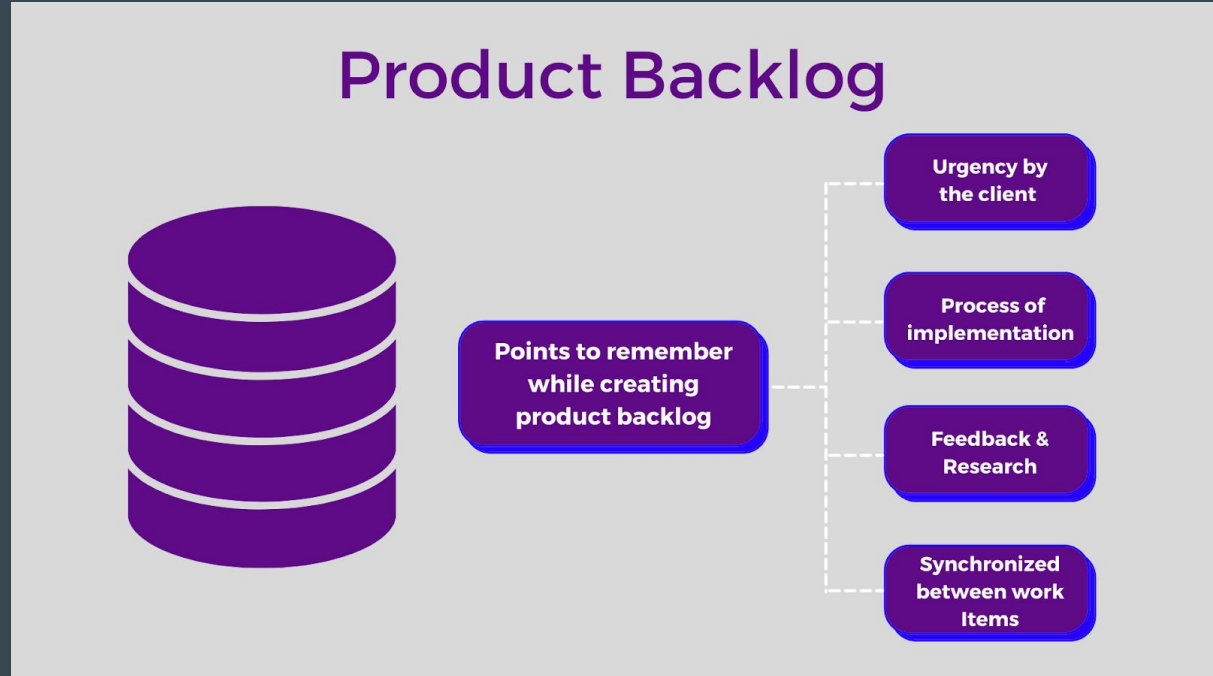
sprint burndown chart



impediment list

Product Backlog

A product is a vehicle to deliver value. It has a clear boundary, known stakeholders, well-defined users or customers. A product could be a service, a physical product, or something more abstract.



Sprint

is a short, time-boxed period when a scrum team works to complete a set amount of work.

Sprint Goal : A specific and singular purpose for the sprint backlog

Sprint 1

Sprint 2+3

Sprint 4-...

Requirement

Requirement

Requirement

Requirement

Requirement

Requirement

Requirement

Requirement

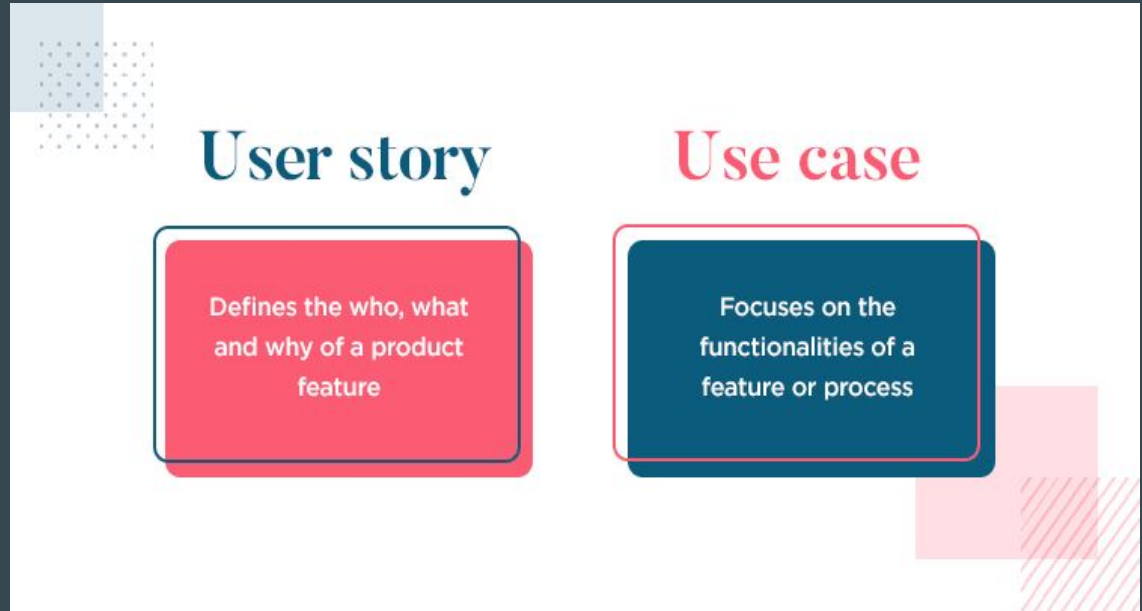
Requirement

Requirement

Requirement

User Stories

A user story is the smallest unit of work in an agile framework



Acceptance criteria

the conditions that a software product must meet to be accepted by a user, a customer, or other systems

THE GIVEN/WHEN/THEN TEMPLATE

Scenario

The name for the behavior that will be described

Given (a precondition)

The beginning state of the scenario

When (something happens)

The specific action that the user makes

Then (this the result)

The outcome of the action in "When"

And

Used to continue any of three previous statements



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Scrum Events

Event	Inspection	Adaptation
Sprint Planning	<ul style="list-style-type: none">• Product Backlog• (Commitments Retrospective)• (Definition of Done)	<ul style="list-style-type: none">• Sprint Goal• Forecast• Sprint Backlog
Daily Scrum	<ul style="list-style-type: none">• Progress toward Sprint Goal	<ul style="list-style-type: none">• Sprint Backlog• Daily Plan
Sprint Review	<ul style="list-style-type: none">• Product Increment• Product Backlog (Release)• Market-business conditions	<ul style="list-style-type: none">• Product Backlog
Sprint Retrospective	<ul style="list-style-type: none">• Team & collaboration• Technology & engineering• Definition of Done	<ul style="list-style-type: none">• Actionable improvements

Sprint Planning

What can be delivered as part of the Product Increment in the upcoming Sprint?

How will the work need to deliver the Product Increment be achieved?



Daily Scrum

Progress towards the Sprint Goal

Progress in the Sprint Backlog

Impediments preventing the
Development Team from meeting the
Sprint Goal



Sprint Review

to inspect the Product Increment delivered in the Sprint and to adapt the Product Backlog



Sprint Retrospective

plan ways to increase quality and effectiveness.



Product Backlog Refinement (Grooming)

add details, estimates and order to the Product Backlog and it's Product Backlog Items. During Product Backlog Refinement, items are reviewed and revised.

