

# How Scrum works

Pashun Consulting Limited

# How Scrum works

## Chapters:

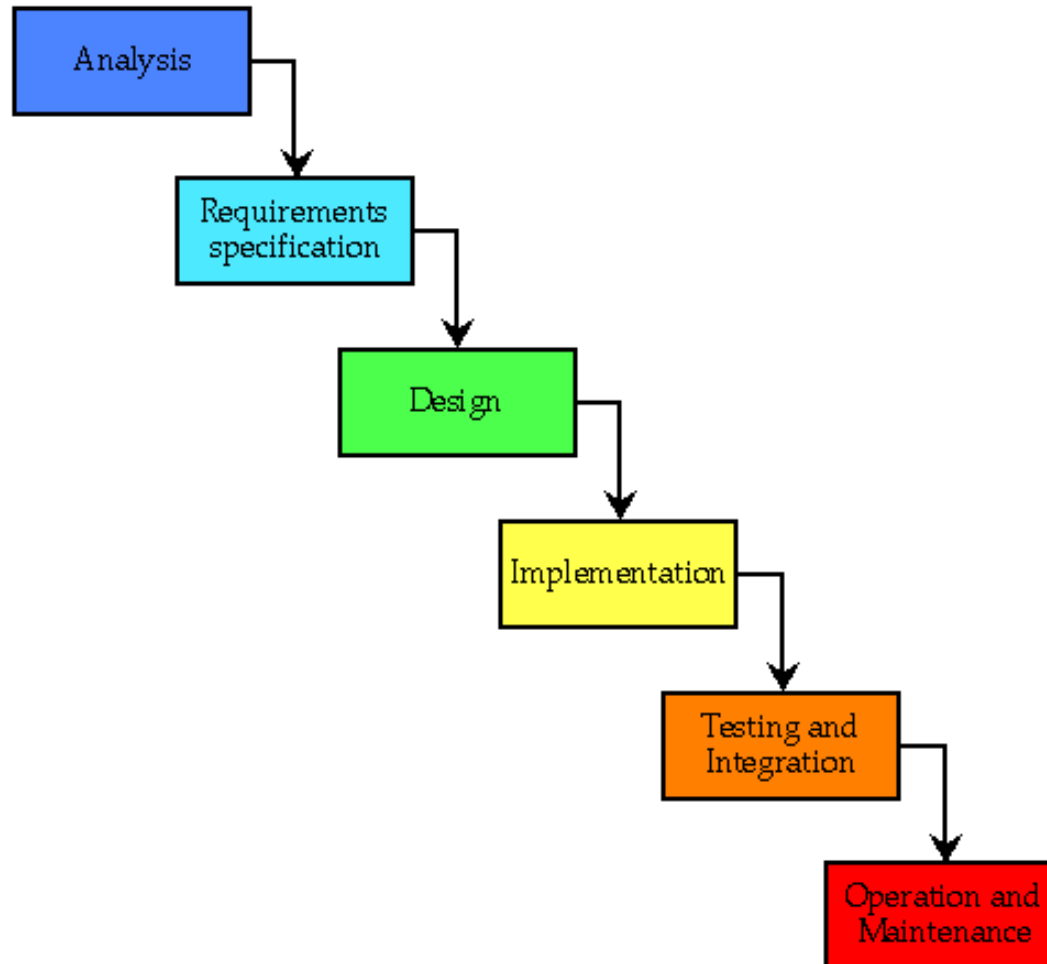
### 1. Introducing Scrum

- What is Scrum
- Theory
- Roles, Artifacts, Rules and Practices

### 2. Overview

- Root Cause analysis
- Stakeholders
- Scrum Master, Product Owner and Team
- Product Backlog
- Release Planning Meeting
- Sprint
  - Sprint Planning Meeting
  - Daily Scrums
  - Deliver Working Increment
  - Sprint Review
  - Sprint Retrospective
  - Sprint and release Burndown

# Waterfall Model



# Common Issues

- Vague requirements not tied down
- Unrealistic expectations (deadlines, estimates, scope)
- Changing requirements too often / Scope creep
- Defects/Issues hamper progress
- Disappearing Resources ('people pinching')
- Support issues impact project work

# Introducing Scrum

## Founders of Scrum

- Developed by Ken Schwaber and Jeff Sutherland

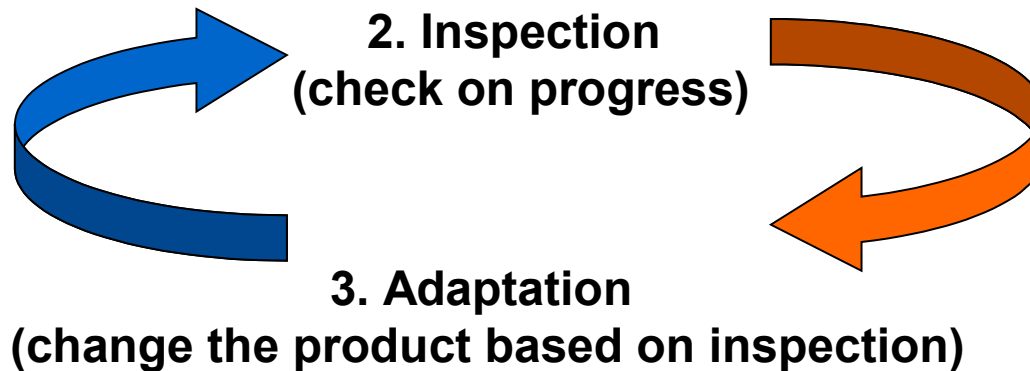
## What is Scrum

- “an Agile process that can be used to manage and control complex software and product development using iterative, incremental practices”
- Self organizing cross functional teams
- Working in Iterations:
  - Allows business flexibility to change requirements
  - Gives development team certainty within iteration

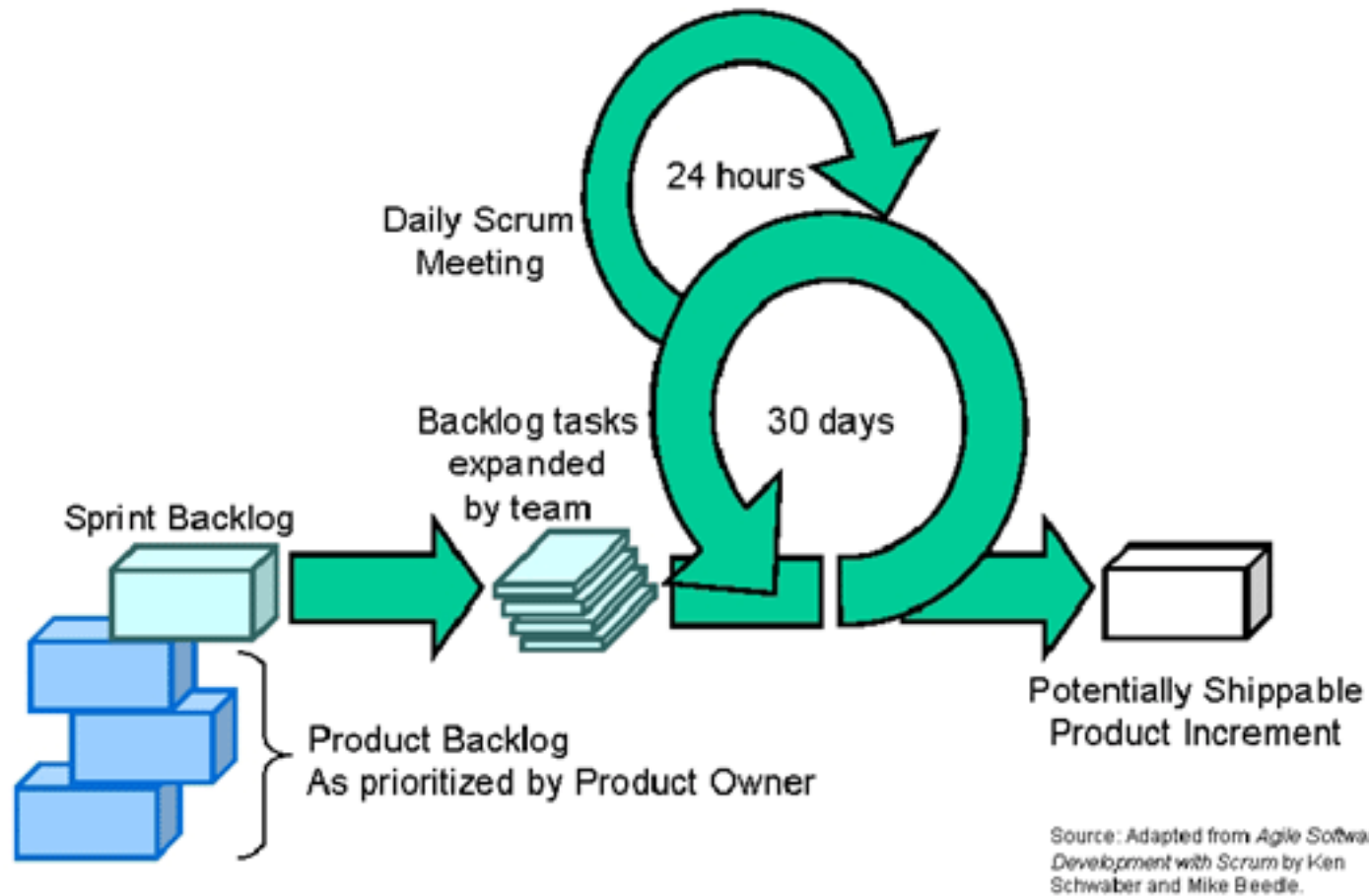
# Scrum Theory

- Based on Empirical Process Control Theory
  - iterative
  - incremental
- Consists of 3 principles

**1. Transparency (done means done)**



# The Scrum Skeleton



# Scrum Roles, Rules, Timeboxes and Artifacts

## Roles

- Scrum Master
- Product Owner
- Team

## Rules and Time Boxes

- Sprint
- Sprint Planning Meeting
- Sprint Review
- Sprint Retrospective
- Daily Scrum

## Artifacts

- Product Backlog
- Sprint Backlog
- Increment of Potentially Shippable Product  
Functionality



# Establish Scrum Master, Product Owner and Team

## Scrum Master

- Understands scrum rules and practices.
- Responsible for removing impediments to delivery and
- Helps team understand how to self organize and work in a Scrum manner.

## Product Owner

- Creates requirements on behalf of business
- Prioritizes as per business needs
- Responsible for managing product backlog

## Team

- Create each increment of shippable product
- Self organizing
- Collaborative
- Optimum size of 7 plus or minus 2
- Skilled in whatever is needed for project eg. design, Java, sql, information architecture

# Build Initial Product Backlog

- Feature from a User's perspective

**As a User**

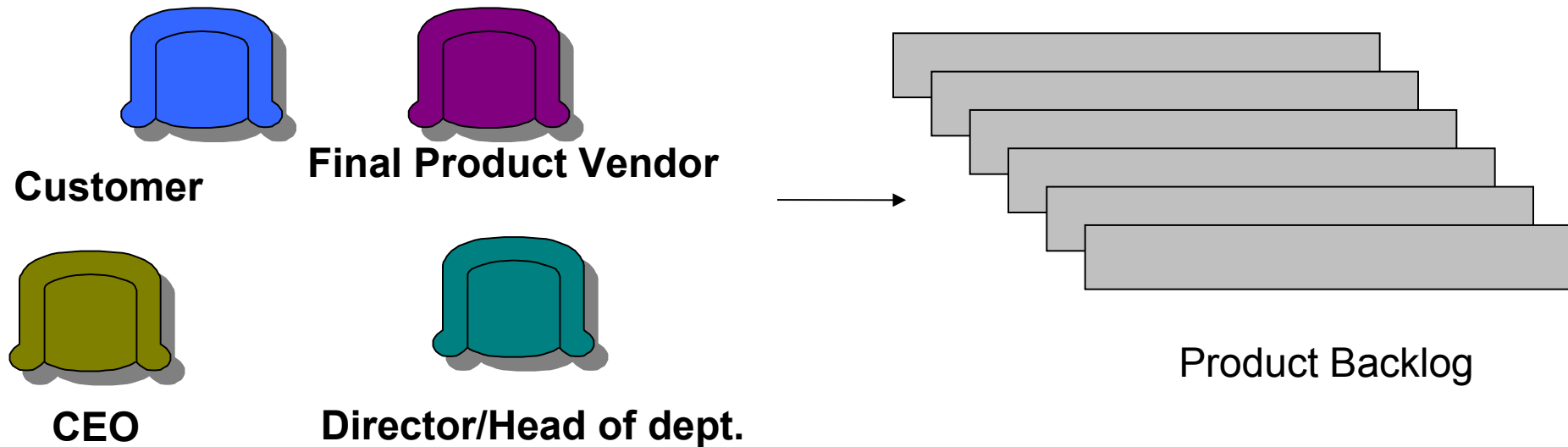
**I want** a News Page

**So that** I can see the top 10 news stories

User Story

# Build Initial Product Backlog

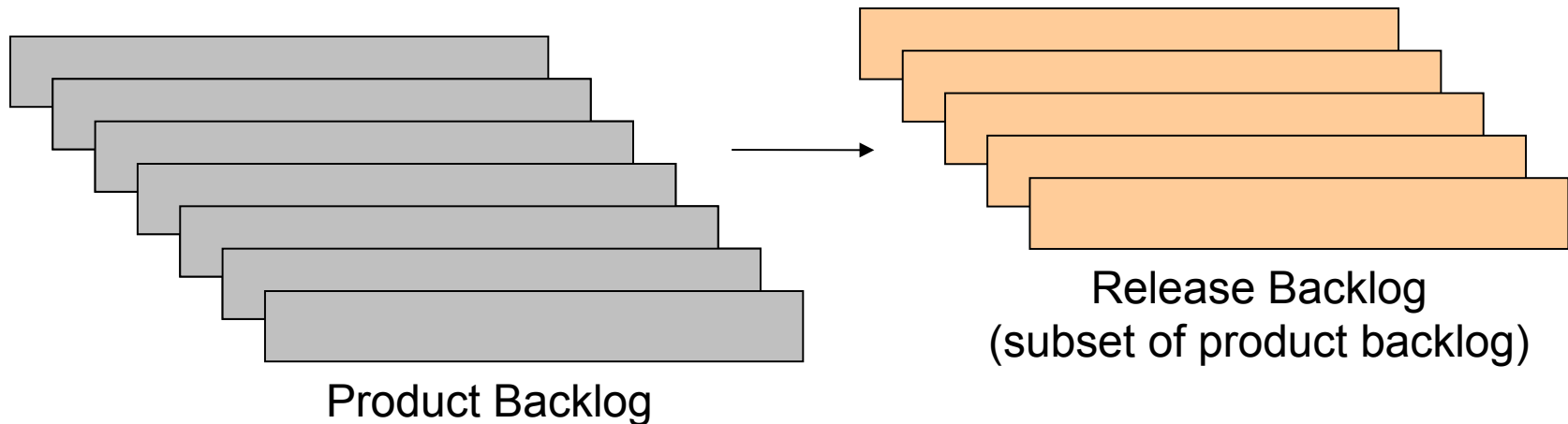
- Organise Stakeholder meetings
- Negotiate between stakeholders
- Find common ground
- Manage Changing requirements as needed



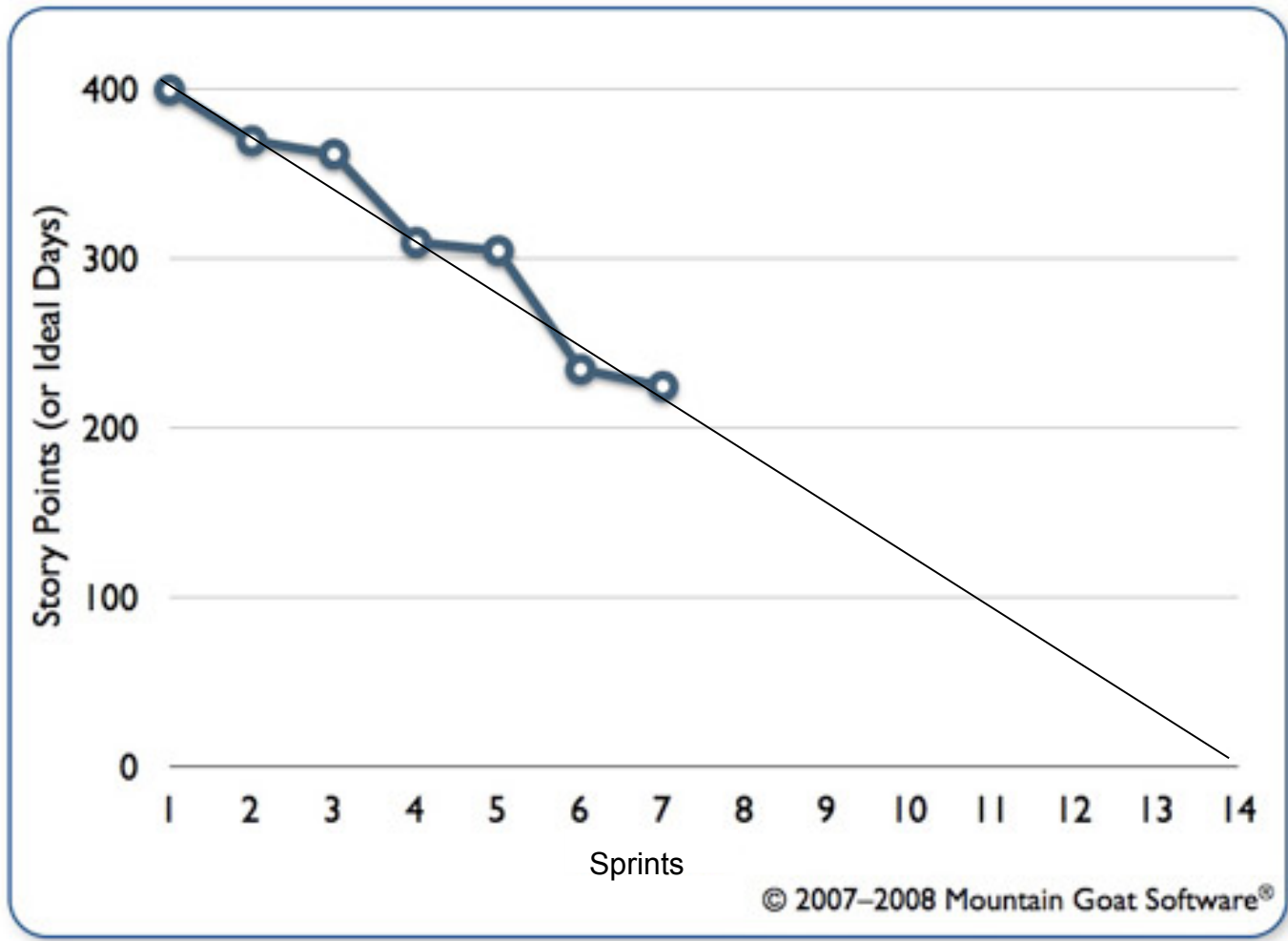
# Release Planning Meeting

Note: Release Planning is not an official event in scrum but still recommended for complex projects.

- select items from product backlog prioritised for first release
- give high level estimates for each item (complexity points or ideal days)
- Release backlog is created

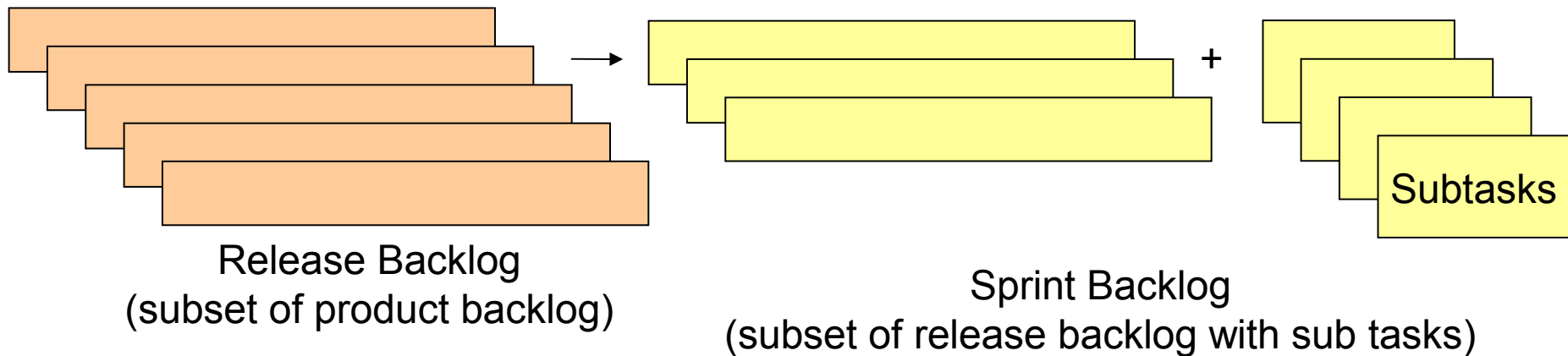


# Release Burn Down



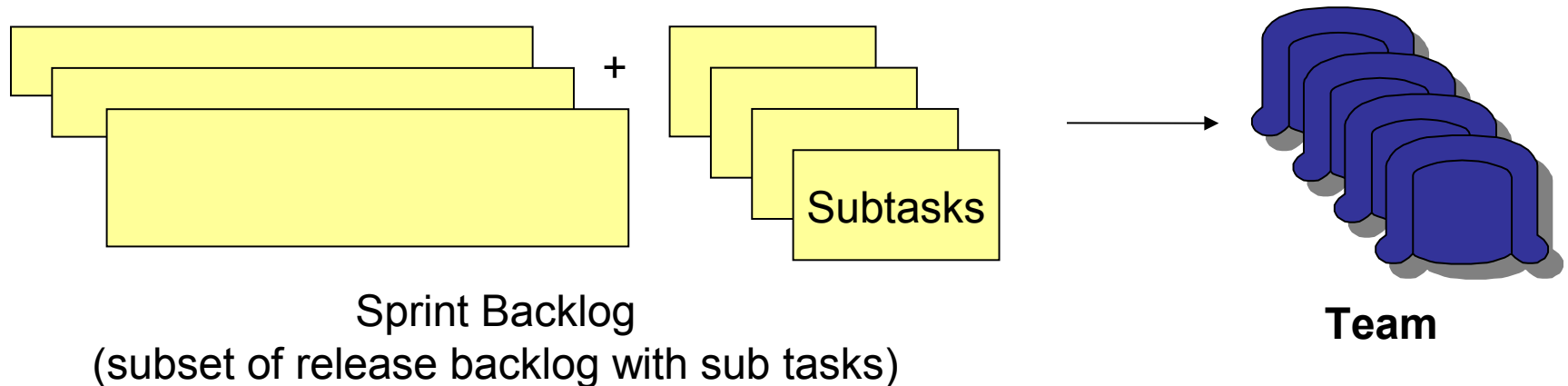
# Sprint Planning Meeting

- Prioritised selection of items chosen from release backlog
- The team break the items (stories) into sub tasks
- Sub tasks are given estimates (hours) and stories also given estimates (complexity points/ideal days)
- Agree velocity
- Pick stories that fit into velocity
- Estimates and stories form Sprint backlog



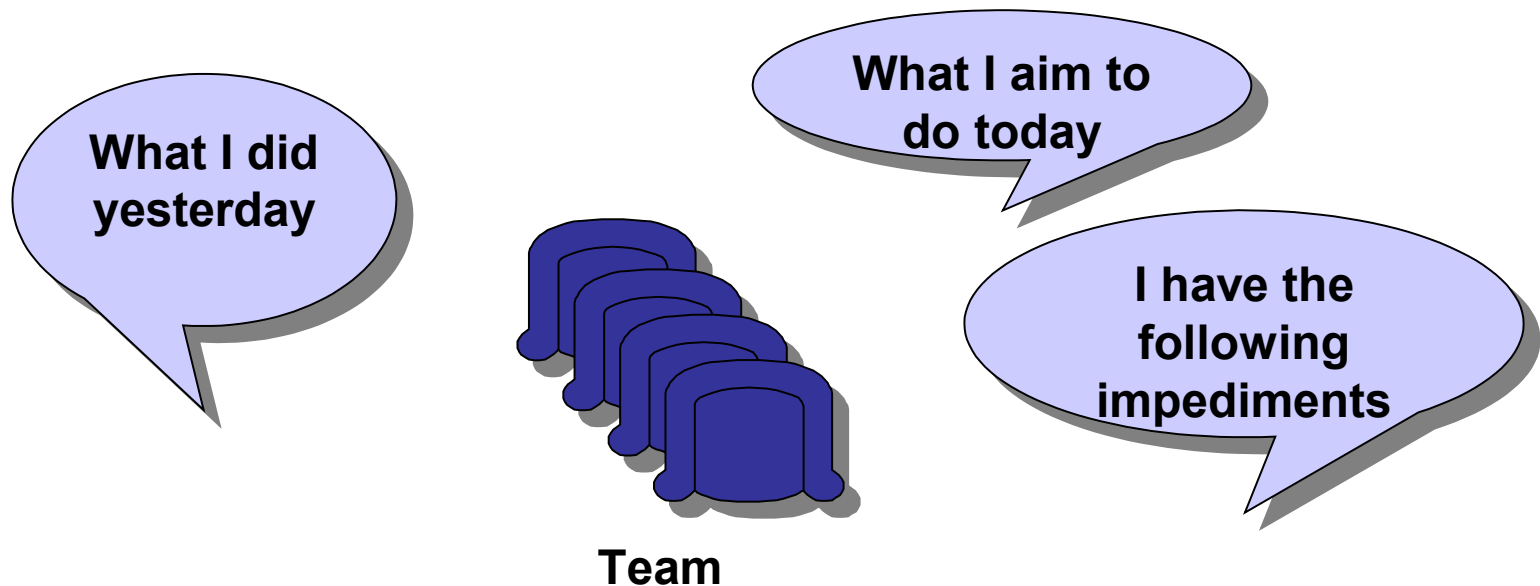
# Sprint

- 1week – 30days
- Cannot change items in sprint backlog
- Team works on tasks from Sprint Planning meeting
- Aim to complete all tasks (and therefore items in backlog)
- Any items not completed are rolled over to next sprint



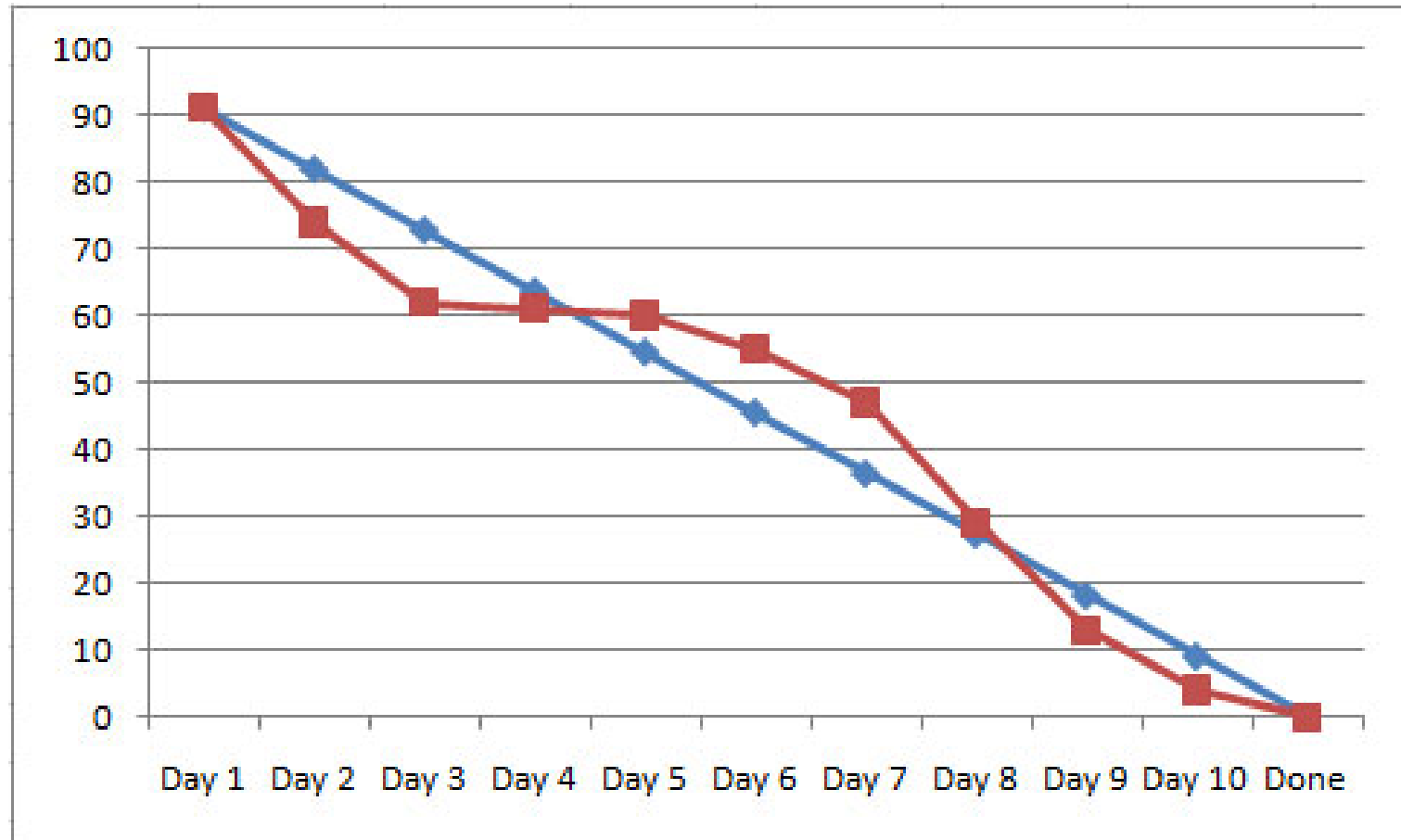
# Daily Scrum

- Whole team attends
- Meeting held in same spot daily
- Scrum master facilitates
- One person speaks at a time
- Burndown and sprint backlog are visible



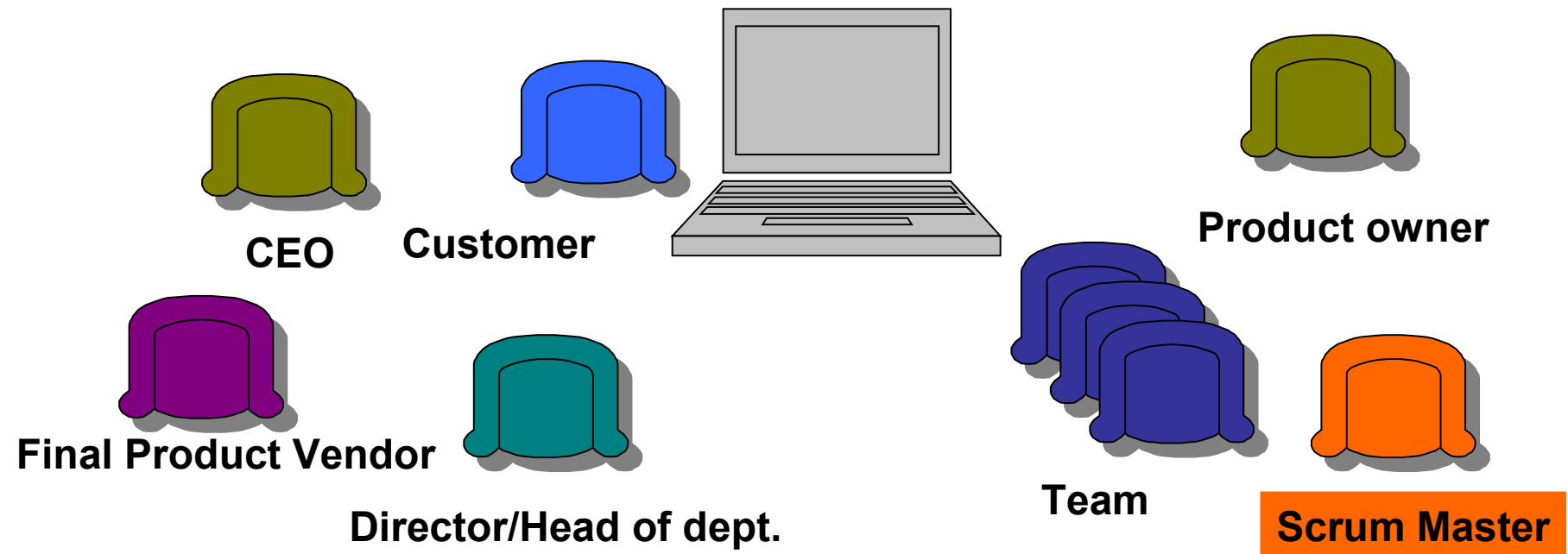


# Sprint Burn Down



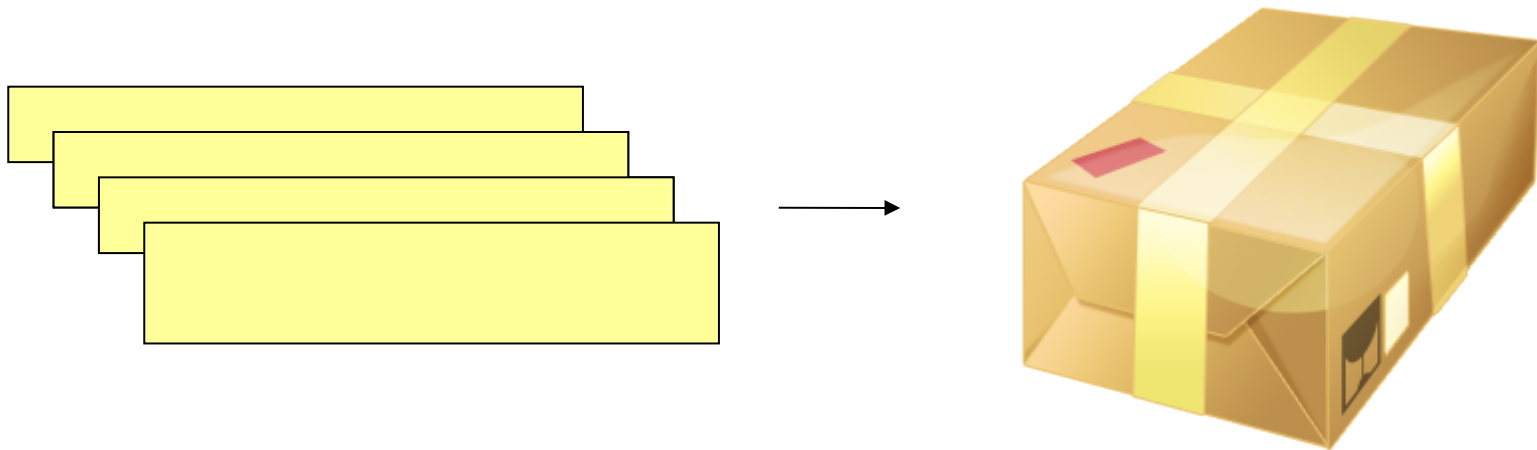
# Sprint Review

- Demo of the sprint's functionality
- Stakeholders present
- Product owner and Stakeholders discuss backlog
- Stakeholders ask questions



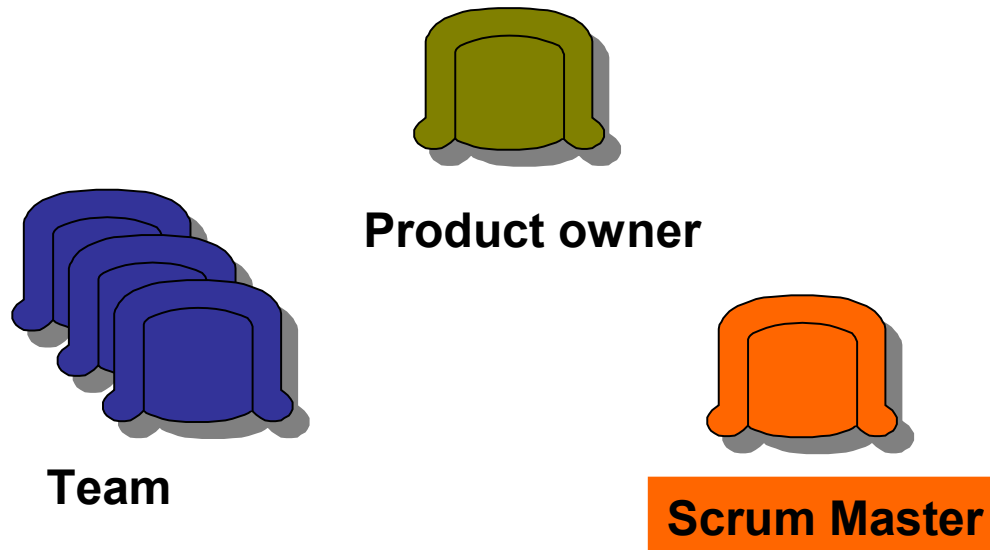
# Working Increment

- Deployable to the live system (potentially shippable)
- Collection of all features in the sprint



# Sprint Retrospective

- What went well this sprint?
- What could we improve next sprint?
- Dev Environment, working practices, communication



# How Scrum works

Thanks for your time

Any Questions ?

**[www.freescrimebook.com](http://www.freescrimebook.com)**