AGENDA

What is this workshop?
Introduction to Agile and Scrum
Common Scrum Vocabulary
OMGCATZ - Product Description
Team Sprint Planning
First Standup:
> Introduction and Stories

Daily Scrums (repeat):
> Work / Demo
> Standup

Sprint Completion / Retrospectives
Workshop Retrospective and Additional Information

YOUR ROLE - PRODUCT OWNER

YOU ARE A: **PRODUCT OWNER**

Your goal:
> Your goal is to ensure that the business needs of the company are met and STORIES are completed in the order of priority.

What you do:
> Lead sprint planning:
>> Present each STORY
>> Prioritize STORIES
>> Facilitate assignment of STORIES to each TEAM MEMBER
>
> Be engaged during standups:
>> If a TEAM MEMBER's STORY is on DEMO you will assign them a DEMO card
>> Evaluate any DEMOs and judge if the demoed STORY is ready to progress
>> Facilitate reassigning/assigning STORIES as your team changes or completes stories
>
> Be engaged during burndown/retrospective:
>> Report total number of STORIES completed and how this affected your assigned priorities
>> Report total number of STORY POINTS accumulated
>> Discuss the team's DEMOS over the course of the sprint

BUSINESS NEEDS - TOP SECRET

Senior leadership at OMGCATZ has identified the following goals as priorities and has asked that you do everything you can to ensure that these goals succeed:

Mr. Bigglesworth, *Vice President*
Legal - A child stumbled across an inappropriate gif and it resulted in a potential lawsuit. We need to make looking at cat gifs safer for all ages

Aslan deLion, *Support Liaison*
Customer experience - Improve customer service by providing better logs

Crookshanks Granger, *Director of Operations*
Infrastructure - Customers have experienced increased load times on selected gifs. Infrastructure Ops has identified a solution using load balancers

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.

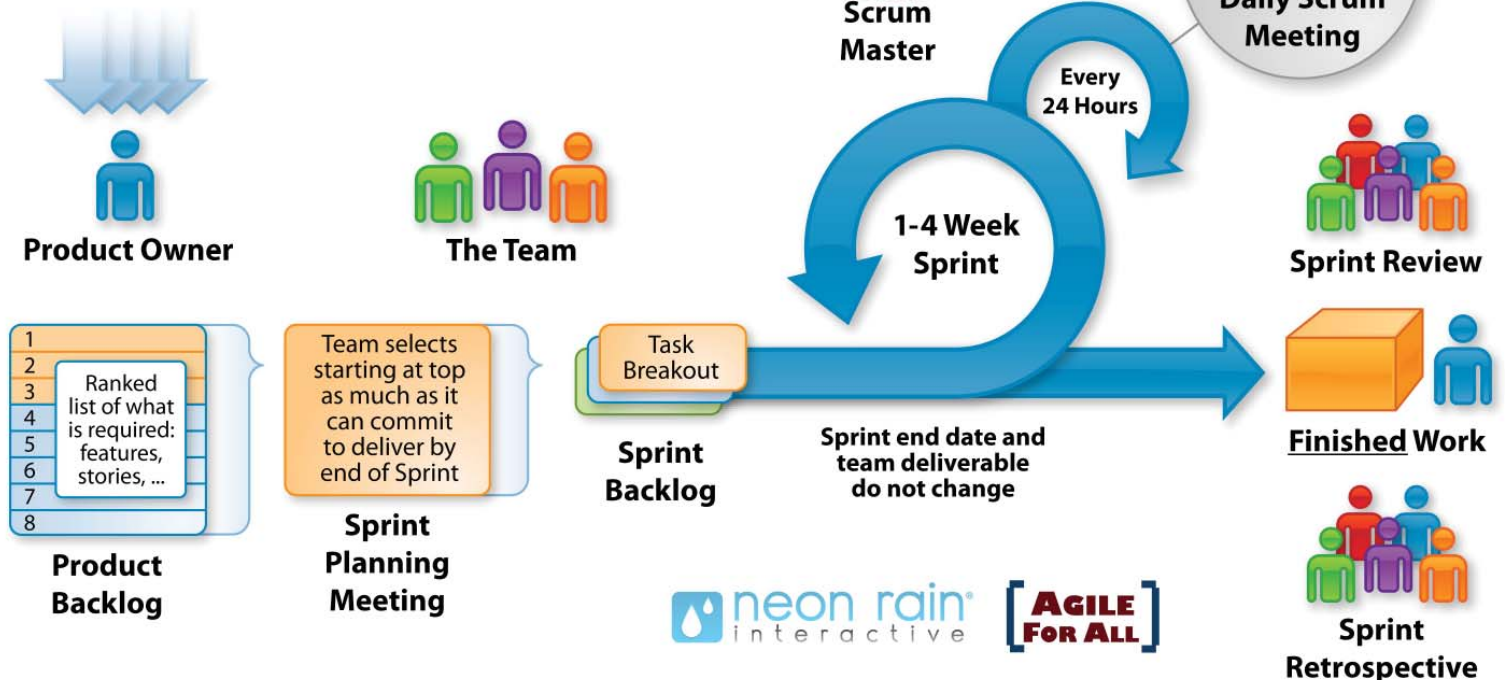Through this work we have come to value:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

http://agilemanifesto.org/

The Agile: Scrum Framework at a glance

Inputs from Executives, Team, Stakeholders, Customers, Users

Product Owner

The Team

Scrum Master

Burndown/up Charts

Daily Scrum Meeting

Every 24 Hours

1-4 Week Sprint

Sprint Review

Product Backlog
1
2
3 — Ranked list of what is required: features, stories, ...
4
5
6
7
8

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint Planning Meeting

Task Breakout

Sprint Backlog

Sprint end date and team deliverable do not change

Finished Work

Sprint Retrospective

neon rain interactive

[AGILE FOR ALL]

COMMON SCRUM VOCABULARY

Agile - A family of software development methodologies whose defining feature are iterative and incremental processes. Some of the more common methodologies under this term are Extreme Programming (XP), Scrum, Lean Development and Feature Driven Development (FDD).

Blockers / Impediments – Anything that prevents a team member from completing their Sprint Goals. Blockers should be announced during Standups to the Scrum Master who should work to resolve them.

Burn Down Chart – The 'big picture'. A chart showing a high level view of a releases' progress. It shows how much work was left to do prior to each sprint prior to the release. A Release Burndown Chart spans a single releases, a Product Burndown Chart spans all releases for a product.

Deployment - The process of deploying or releasing a product.

Epic – A very large User Story that will eventually be broken into many smaller stories. Epics are typically used as placeholders for new features or ideas in the early planning stages. Epics may also be used to hold low priority items.

Grooming – A meeting that is used to prioritize, sort and prepare items on the Product Backlog for the Sprint Meeting. Typically this is when new User Stories and Epics are added to the Product Backlog and effort estimates are generated for current stories.

Product Backlog (alt '**backlog**') – Requirements (including identified issues, bug fixes, refactoring and planned features) for the product or system. Represented as a prioritized list. While items on the backlog can come from both internal (team) sources and external (customer, business, leadership) sources, the order or priority of items is solely the responsibility of the product owner. During sprint planning items are pulled from the top of the product backlog (the highest priority items) and into a sprint.

Release - The transfer of a product from its developers into regular use by its customers. Releases may occur after one or more Sprints and typically occur when the product has undergone enough iterations to add enough value that it outweighs the cost of deployment.

Retrospective – A meeting held after sprints during which the efforts and effects of the Sprint are reviewed. The Team and Scrum Master review what went well and what should be done differently for the next sprint.

Scrum - Scrum is a member of the Agile family of software development methodologies. It is an iterative and incremental software development framework used to manage product development. Scrum is named after the scrum in rugby, which is a way to restarting play following a rule or game infringement.

Sidebar meetings – Meetings outside the Standup, Sprint Planning, Retrospective and Grooming meetings. These are typically called to allow a deeper or longer conversation about a specific topic that does not affect the entire team.

Sprint - An iteration. A sprint is a pre-defined, typically short (1 - 4 week) increment of time during which the team delivers a potentially shippable product increment to the customer. Scrums are made of many sprints, the key is for sprints to have achievable goals that result in incremental changes and improvements to the product.

Sprint Backlog – A list of tasks or work for a given sprint selected from the Product Backlog. Generated from the Sprint goals and updated to keep the Team informed of tasks remaining to be completed.

Sprint Goals – A list of objectives negotiated between the Product Owner and the Team that must be completed by the end of the Sprint. Goals are selected on their ability to be completed within the time frame of the sprint. Sprint Goals should have measurable success criteria that result in demonstrable product changes or improvements.

Sprint Planning – A meeting that occurs before Sprints during which the Product owner identifies the highest priority items in the Product Backlog. The team then agrees on the number of features or items they can complete during the sprint and plans the Sprint goals. This meeting is facilitated by the Scrum Master.

Standup - At set intervals during the Sprint, typically daily, the team will have a short meeting with the Scrum Master to review their progress, plans and any blockers or impediments. These meetings should be small, focused and short. Typically three questions are answered during the meeting:
1) What have I done since the last standup?
2) What will I do before the next standup?
3) What is preventing me from achieving my sprint goals?

User Story – A high level description in business language of the end user of the product. Stories are used to capture the 'Who', 'What' and 'Why' of a requirement or feature of a product. Stories should be limited in scope and size to several sentences and a specific feature or requirement. Stories feed into items on the Product Backlog.

Velocity - A statistic tracking the number of Story Points a team completes during a sprint. This can be used to gauge the effectiveness of sprints as well as assist in planning future sprints by providing an estimate of the number of sprint goals a team can complete during a sprint.

Company: OMGCATZ

Product: CatGaaS - Cat Gifs as a Service

Company Brief

OMGCATZ is the premiere collection and delivery service for animated cat images on the internet. Whether you're looking for cute and fuzzy or sneaky and hilarious we have the cat gif for you!

Our company started in 1999 during the famous "Dot Com" era. Three amazing visionaries, John Arbuckle, Florence Nightingale and Fluffles the cat, came together and realized that what the world needed was a fast, safe, reliable and easy way to access animated cat images (CatGifs™) on the internet. It was a long, hard road but the company went public in 2004 and has been growing ever since. Currently trading at $931.96 per share, OMGCATZ is a media powerhouse.

OMGCATZ has datacenters across the US in New York, Chicago, Seattle and San Antonio. From here, OMGCATZ hosts millions of CatGifs™.

Project Assignment

Overview

You are part of the OMGCATZ development team tasked with making improvements to the OMGCATZ code and infrastructure. Your team is using scrum to manage the many different requests and business demands that are being created.

6 Month Objectives

- Increase subscription customer base by 300%.
- Increase repeat views by an average of 500%.
- 99.95% Uptime (currently at 97%)

Staffing

The team consists of a Product Owner, Scrum Master, and several Developers. All team members are dedicated to the team full time. The team is responsible for software development, testing, and deployment activities.

Separate teams take care of customer support, sales, and operations.

Stakeholder List

Stakeholder	Role
Mr. Bigglesworth	VP
Aslan deLion	Support Liaison
Garfield Monedais	Sales Liaison
Crookshanks Granger	Director, Operations

Communication Plan

The Product Owner will present milestones and project plan to stakeholders once available. This is due in 2 days.

The Product Owner will provide weekly status updates via email to stakeholders and demos at milestones.

AGILE AND SCRUM RESOURCES

AGILE RESOURCES
http://www.agilealliance.org/
http://agilemanifesto.org/
http://agilemethodology.org/
http://www.agilesoftwaredevelopment.com/
http://www.allaboutagile.com/

SCRUM RESOURCES
https://www.scrum.org/
https://www.scrumalliance.org/
http://scrumfoundation.com/
http://www.scrumhub.com/
http://scrummethodology.com/

TEXAS AGILE/SCRUM GROUPS
http://www.agileaustin.org/
https://www.linkedin.com/groups/Alamo-Agilistas-6654996
http://www.meetup.com/DFWScrum/
http://www.meetup.com/Houston-Scrum-Users-Group

ONLINE GROUPS
#agile-pure on swiftirc.net
#scrum on irc.freenode.net
#scrum on open.ircnet.net
/r/agile at Reddit(http://www.reddit.com/r/agile)
/r/scrum at Reddit(http://www.reddit.com/r/scrum)

BOOKS
Agile and Iterative Development: A Manager's Guide - Craig Larman
Agile Project Management with Scrum - Ken Schwaber, Mike Beedle
Agile Software Development: Principles, Patterns and Practices - Robert C. Martin
Essential Scrum: A Practical Guide to the Most Popular Agile Process - Kenneth S. Rubin
Learning Agile: Understanding Scrum, XP, Lean, and Kanban - Andrew Stellman
Succeeding with Agile: Software Development Using Scrum - Mike Cohn

TOOLS
BurndownChart - http://www.burndownchart.nl/
Planning Poker - http://www.planningpoker.com/
ScrumDesk - http://www.scrumdesk.com/
scrumblr - http://scrumblr.ca/
SeeNowDo - https://www.seenowdo.com/
Trello - https://trello.com/