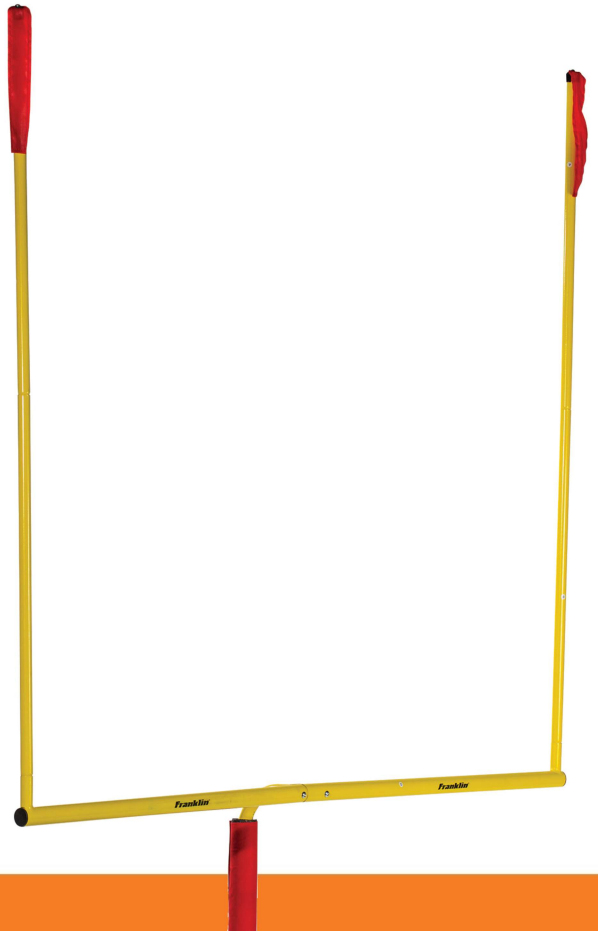
Scrum

Develop Intelligence

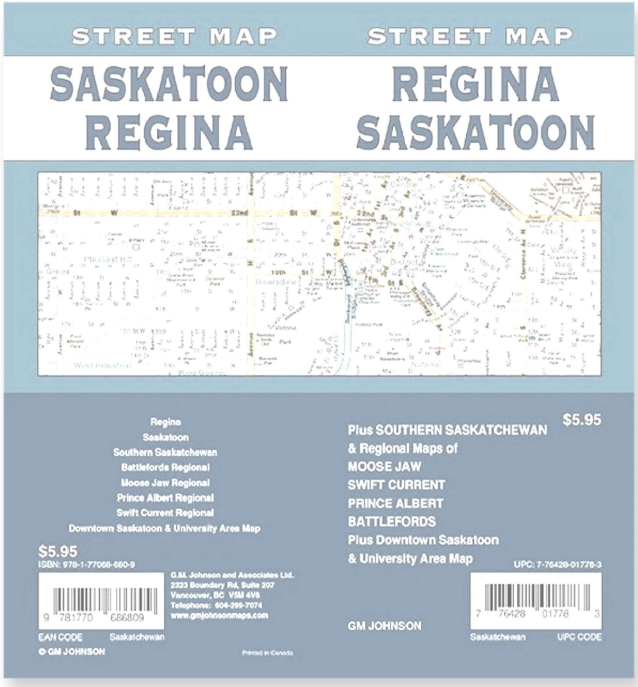
Goals

1. List 3 SCRUM roles
2. List 4 SCRUM ceremonies
3. Which ceremonies are for pigs? Chickens?
4. What's the most important SCRUM artifact?



Roadmap

1. Overview
2. Roles
3. Ceremonies
4. Concluding Thoughts



Develop
Intelligence

Overview

Overview

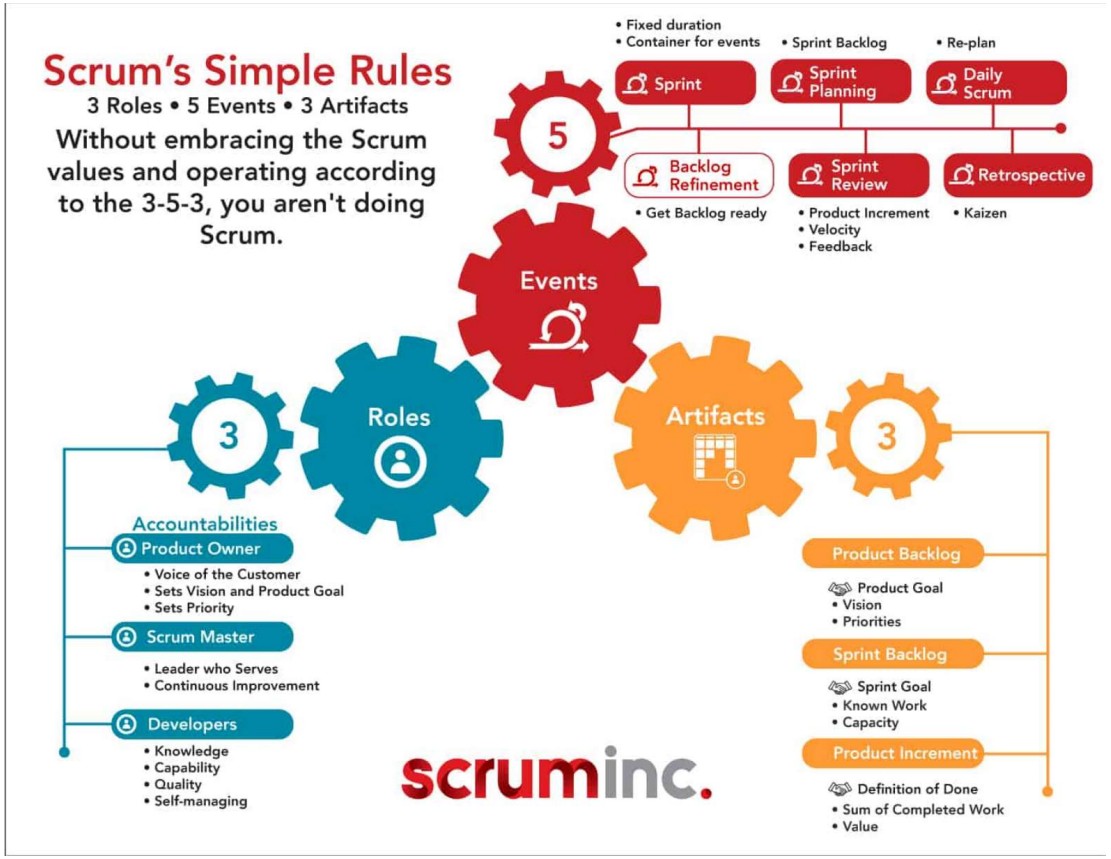
Develop Intelligence

- Term goes back to 1986
- Designed for teams of 7 (+/- 3)
- Methodology that's
  - Lightweight
  - Iterative
  - Self-organizing

Naming

- Term emphasizes teamwork
- Close collaboration

Rules


Scrum's Simple Rules
3 Roles • 5 Events • 3 Artifacts
Without embracing the Scrum values and operating according to the 3-5-3, you aren't doing Scrum.
5
• Fixed duration
• Container for events
Sprint
• Sprint Backlog
Sprint Planning
• Re-plan
Daily Scrum
Backlog Refinement
• Get Backlog ready
Sprint Review
• Product Increment
• Velocity
• Feedback
Retrospective
• Kaizen
Events
Roles
Artifacts
3
Accountabilities
Product Owner
• Voice of the Customer
• Sets Vision and Product Goal
• Sets Priority
Scrum Master
• Leader who Serves
• Continuous Improvement
Developers
• Knowledge
• Capability
• Quality
• Self-managing
scruminc.
3
Product Backlog
Product Goal
• Vision
• Priorities
Sprint Backlog
Sprint Goal
• Known Work
• Capacity
Product Increment
Definition of Done
• Sum of Completed Work
• Value

Video

- **Scrum Overview**
- **Scrum Intro**
- **Scrum in Under 5 Minutes**
- **What is Scrum**

Develop
Intelligence

Roles

Players

- Product owner
- Developers
- Scrum master

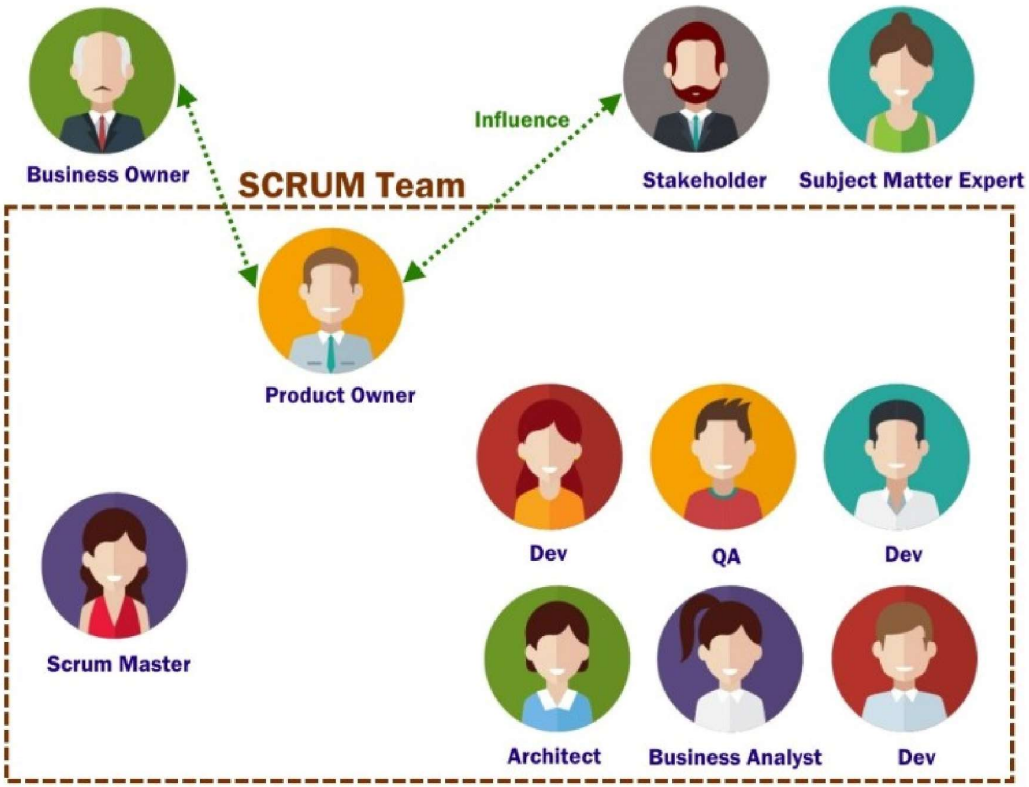
Roles

Product Owner
User Stories
Acceptance Critria
Product Vision
Prioritization
Stakeholders
Team
Perform the 'Work'
Adapt to Change
Decompose Stories
Size Stories
Shippable Features
Scrum Master
Facilitate Meetings
Coach the team
Impediments
Provide Feedback
Help write stories

Video

- **Scrum Roles Explained**

Team



Danielcoding.net: Scrum Part 3 - The Team

In Real Life

Develop Intelligence

- Often the product manager ***isn't acually*** the end-user
- I.e. when the product is delivered, the product manager starts on the next project
- Customers actually have to live with what they get

Example

- HR Onboarding software
  - Alice is the product manager
  - Bob from IT will support the product
  - Hector uses software as a hiring manager
  - Jane from HR uses the software to onboard people

Develop
Intelligence

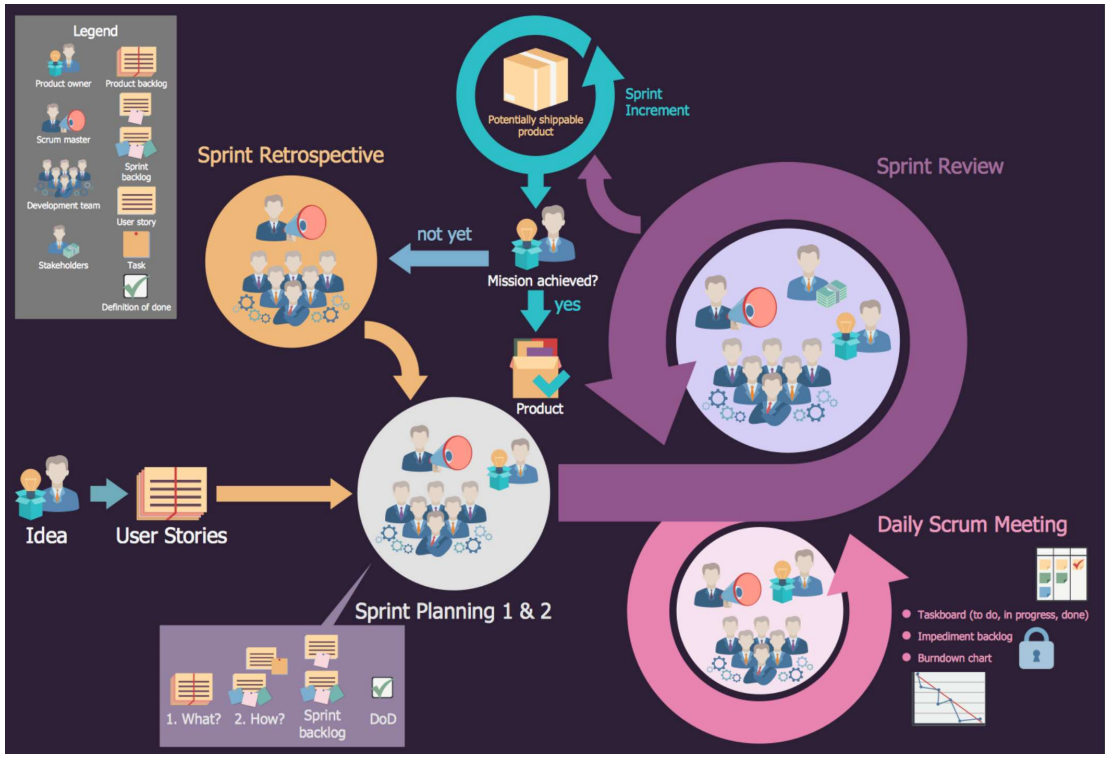
Ceremonies

Overview

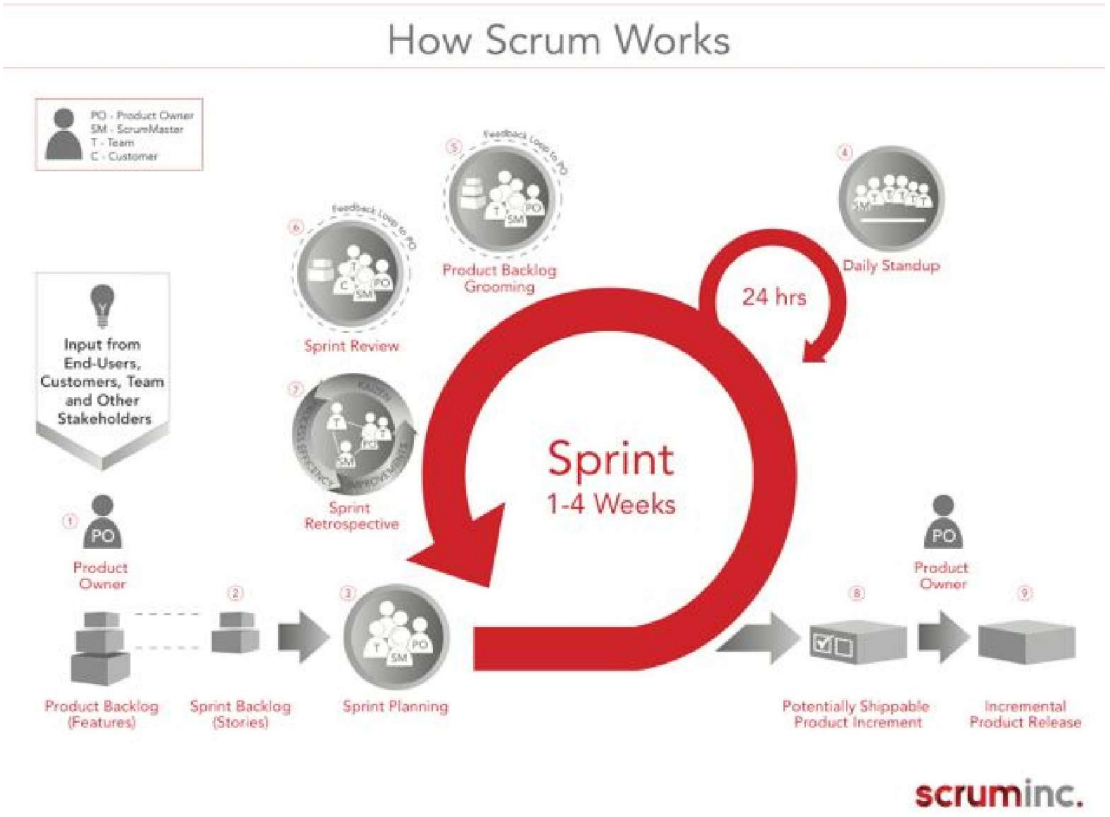
Develop Intelligence

- Planning
- Daily Standup
- Review
- Retrospective
- Refinement

Ceremonies

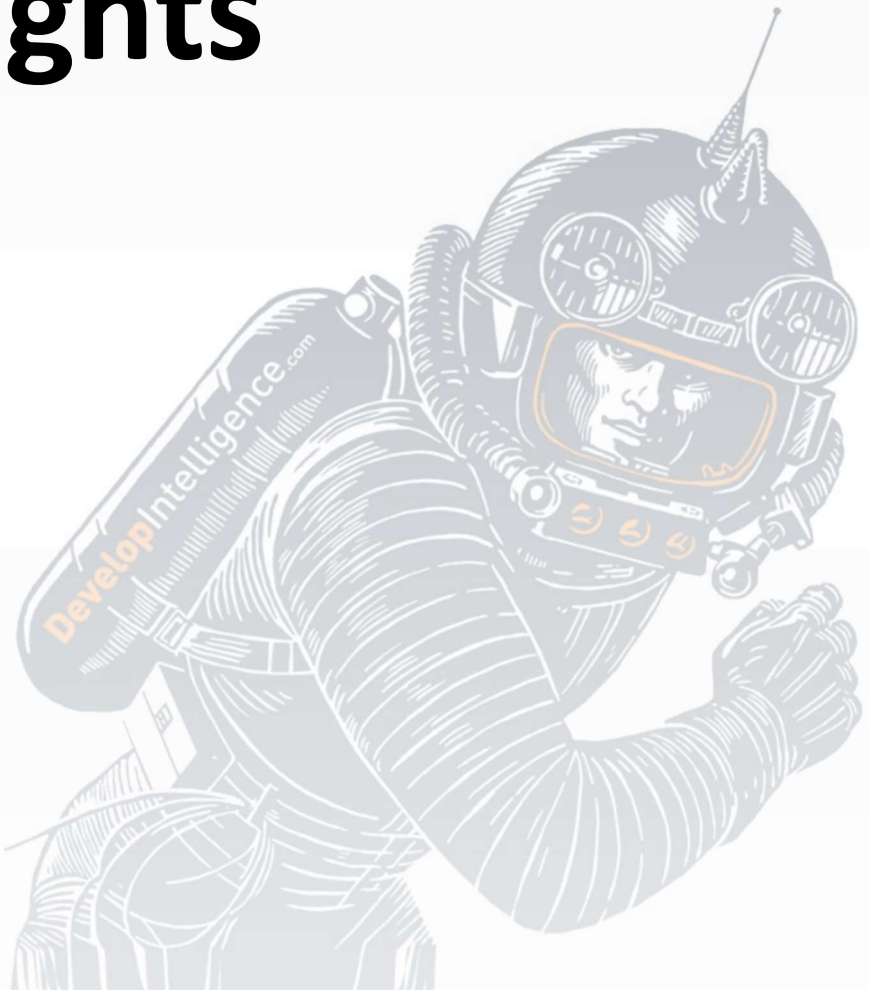

Legend
Product owner
Product backlog
Scrum master
Sprint backlog
Development team
User story
Stakeholders
Task
Definition of done
Potentially shippable product
Sprint Increment
Sprint Retrospective
Sprint Review
not yet
Mission achieved?
yes
Product
Idea
User Stories
Sprint Planning 1 & 2
1. What?
2. How?
Sprint backlog
DoD
Daily Scrum Meeting
Taskboard (to do, in progress, done)
Impediment backlog
Burndown chart

LifeCycle


How Scrum Works
PO - Product Owner
SM - ScrumMaster
T - Team
C - Customer
Input from End-Users, Customers, Team and Other Stakeholders
Product Backlog Grooming
Daily Standup
24 hrs
Sprint Review
Sprint Retrospective
Sprint
1-4 Weeks
Product Owner
Product Owner
Product Backlog (Features)
Sprint Backlog (Stories)
Sprint Planning
Potentially Shippable Product Increment
Incremental Product Release
scruminc.

Develop
Intelligence

Concluding Thoughts



Overview

Develop Intelligence

- Hype and Reality
- Rainmakers and Exorcism
- Expectation Maturity

Hype cycle

Develop Intelligence

1. Conception
2. Niche adoption
3. Evangelism
4. Widespread adoption
5. Disappointment
6. Acceptance

Examples

- OOP
- Microservices
- Containerization
- SOA
- SPAs
- NoSQL

Rainmakers

Develop Intelligence

- Grift elements
  - Sell a product
  - Take credit when successful
  - Avoid blaim on failure

Senfeld on Scrum

Realistic Expectations

Develop Intelligence

- Good advice generally
- Scrum is pretty Good
- Maybe it adds 10%

Develop
Intelligence

Review

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