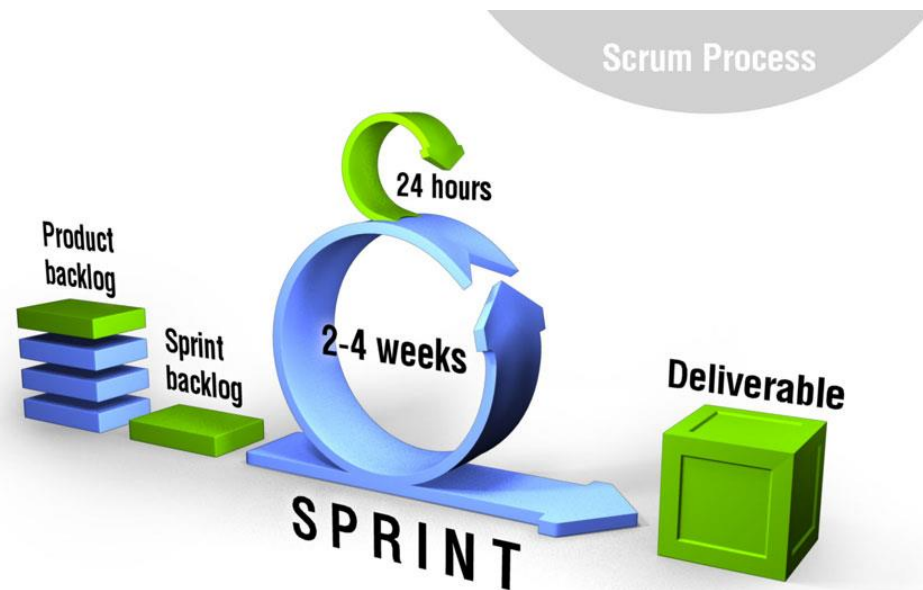


# SCRUM



## EPITA Information Management Master

### Scrum Agile Module 4

Olivier BERTHET

# SCRUM

## Agenda

- **Session 1** **15<sup>th</sup> of September 2018**
  - Definition , history
  - Agile principles, comparison waterfall versus scrum, Scrum benefits
  - Scrum framework and main principles
  - Scrum artifacts , product backlog
- **Session 2** **12<sup>th</sup> of October 2018**
  - User stories
  - Planning : scrum planning principles , product and release planning

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## Agenda

- **Session 3**                      **13<sup>th</sup> of October 2018**
  - Estimating and velocity
  - Poker game
  
- **Session 4**                      **26<sup>th</sup> of October 2018**
  - Sprinting : sprint planning , sprint execution, sprint review and retrospective

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## Agenda

- **Session 5**                      **9<sup>th</sup> of November 2018**
  - Exam preparation : sprint planning
- **Session 6**                      **9<sup>th</sup> of November 2018**
  - Exam : Execution of sprints

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Attendance

**<https://student.epitamasters.com/login/>**



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## Exam

- |                          |            |
|--------------------------|------------|
| • <b>Participation</b>   | <b>30%</b> |
| • <b>Quiz</b>            | <b>30%</b> |
| • <b>Scrum game play</b> | <b>40%</b> |

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## Quiz

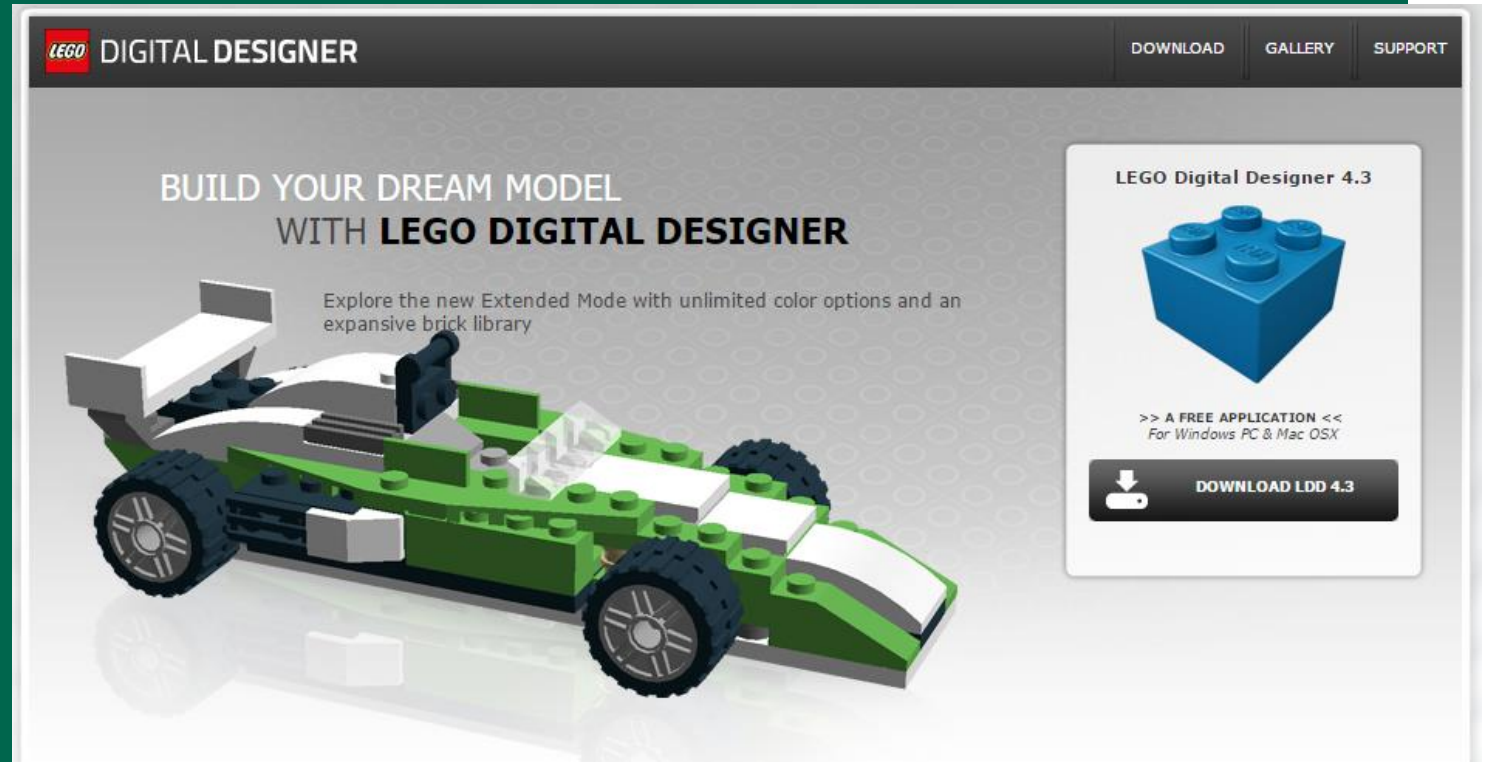
**[https://b.socrative.com/login/student/  
ROOM  
OLIVIERBERTHETF2018](https://b.socrative.com/login/student/ROOMOLIVIERBERTHETF2018)**

**Please type your complete Name and Last Name**

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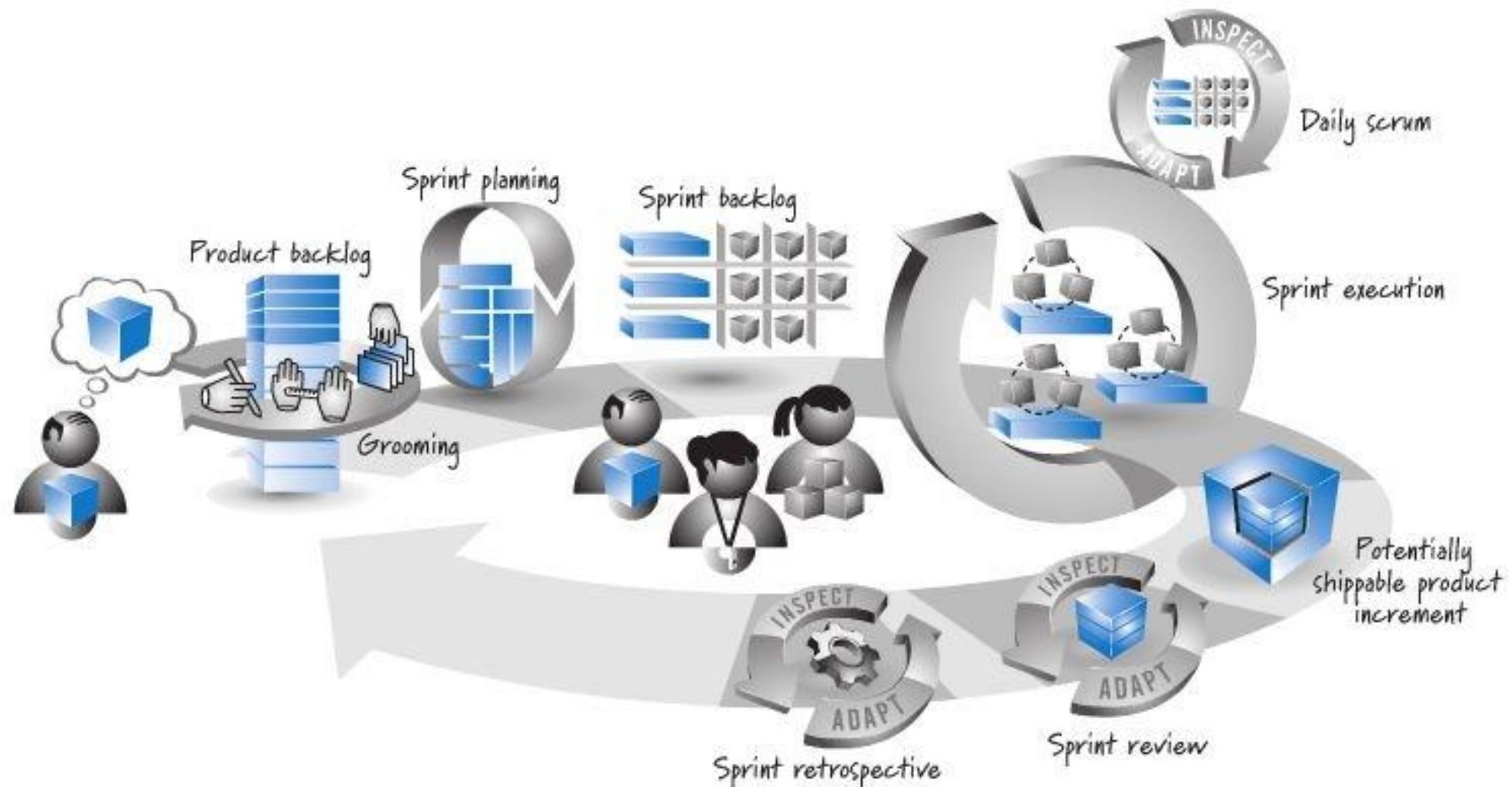
## Lego Digital Designer

- <http://ldd.lego.com/en-us/>





# SCRUM



# SCRUM

## Roles

- Product owner
- ScrumMaster
- Team

Reminder

## Ceremonies

- Sprint planning
- Sprint review
- Sprint retrospective
- Daily scrum meeting

## Artifacts

- Product backlog
- Sprint backlog
- Burndown charts

# SCRUM

## Scrum Game

- **Organization**
- **Roles**
- **Project Charter**
- **Product Backlog**
- **Timing**
- **Sprints**
- **Artefacts**

# SCRUM

## Organization

- **You are 29 so 5 teams of 6**
- **Board, Markers, Flipchart , Sticky-notes**



# SCRUM

## Roles

- **I am the Product Owner**
- **Development team : You**
- **Scrum Master : optional , you are self organized teams. This is up to you to designate one student per team as a scrum master. The game can be played without a Scrum master**
- **Self-organize yourself in teams of 7 people and allocate the working space and material**

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## Project Charter

- All teams are building a single product for the same vendor, represented by the Product Owner.
- The product is a **SMALL CITY**
- Building blocks are Lego using the Virtual Lego Designer
- I am the main decision maker of the product – it is *my* CITY
- I will be involved in the development process by being available to answer questions and provide feedback.



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## Product Backlog

- **Houses** : with 1 floor , 2 windows. 12 houses : 3 blue, 3 gray, 3 white and 3 yellow
- **Buildings** : with 3 floors, 6 windows. 4 Buildings : 2 beige and 2 orange , roof black
- **Shops** : 4 shops with large window
- **School** with playground with trees , 2 floors , 6 windows
- **City Hall** , 2 floors , blue with 4 large windows
- **Streets** with black tarmac
- **River** blue with a lake
- **Swimming pool** close to the lake with 2 pools
- **Bus stops** : 10 stops with 2 buses in the streets (“As a bus passenger I can wait for my bus for quite a long time and in bad weather”)
- **Park** with green meadow and a dozen trees
- **4 bridges** : 2 wooden and 2 concrete bridges
- **Theater** with 5 columns in the front wall



# SCRUM

## Product Backlog

- **Cars on the streets ( 10 ) Trucks (4)**
- **Bar**
- **Hospital : 4 flat buildings of 1 floor , white , forming a cross with a lot of windows**
- **Formula 1 car**
- **Train station**
- **Airport with one plane on the tarmac close to the Control tower**
- **Tennis courts (4) orange with a net**
- **Garage**
- **Library with 2 floors , 2 large windows on each floor**
- **Tower building 10 floors**
- **Motor boats on the river**
- **Large parking for 40 cars with white strings**
- **Crane**
- **Any other idea ?**





# SCRUM

## Product Backlog

- **Priorities for the product owner**
  - Living
  - Education
  - Transportation
  - Sports & Leisure
- **Keep in mind it is a SMALL CITY , so do not hesitate to challenge the Product Owner on the priorities**



# SCRUM

## Timing & Sprints

- **Preparation of the workplace** 15 min
- **Review of the Product Backlog (prioritization, estimate)** 30 min
  - User stories, Use planning poker
- **Sprint Planning** 15 min
- **Sprint Execution :** 60 min
  - 2 sprints of one hour
  - 3 virtual days (15 minutes) for each sprint
  - 2 daily scrum meetings (5 minutes) at the beginning of Day 2 & 3
- **Sprint Review** 10 min
- **Sprint Retrospective** 10 min
  
- **Total 3h 40 : 220 minutes**
- **Preparation : morning , Sprints : afternoon**



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## DAILY STAND-UPS

No matter how heavy your armour is, this is a stand-up not a sit-down

© ScrumShortcuts.com

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# SCRUM

Everyone answers 3 questions

- **What did you do yesterday?**
- **What will you do today ?**
- **Is anything in your way ?**



- **These are not status for the ScrumMaster, They are commitments in front of peers**

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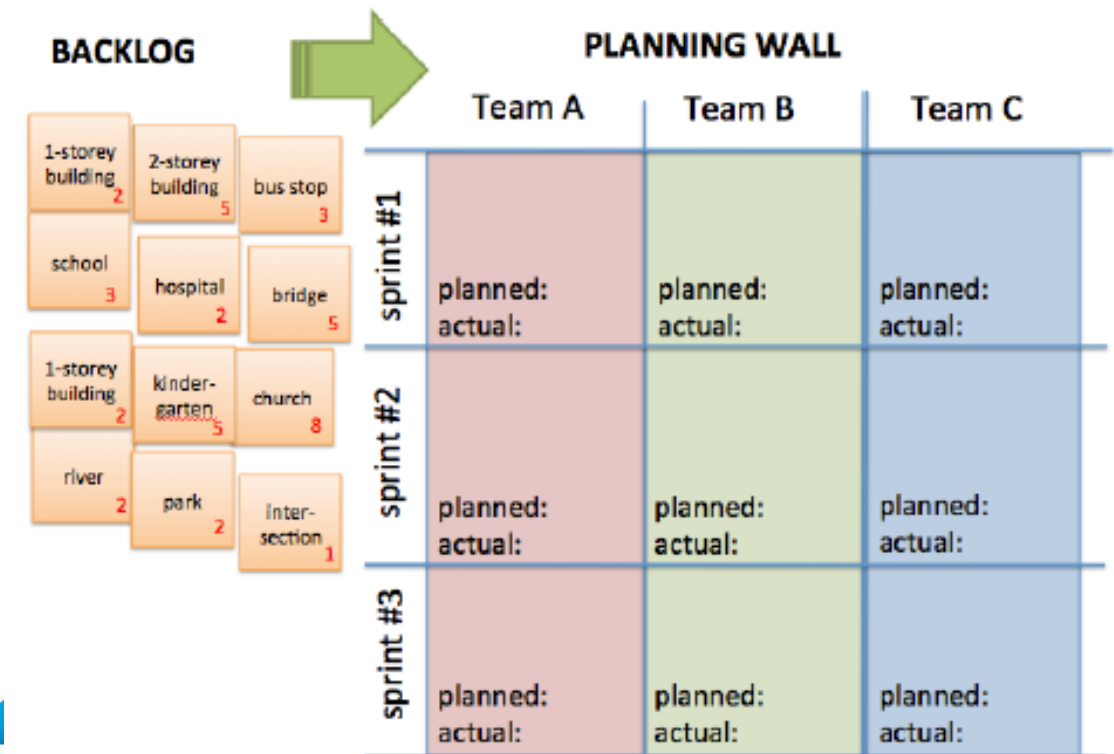
## Sprint review

- **Stop building after 60 minutes ( countdown )**
- **Demo: where is the demo of my city?**
- **Update planning wall**
- **Update Release Burndown chart**
- **Calculate your sprint velocity and adjust Sprint 2 planning**
- **Retrospective: “how can we make it better the next sprint?”**

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## Sprint Planning

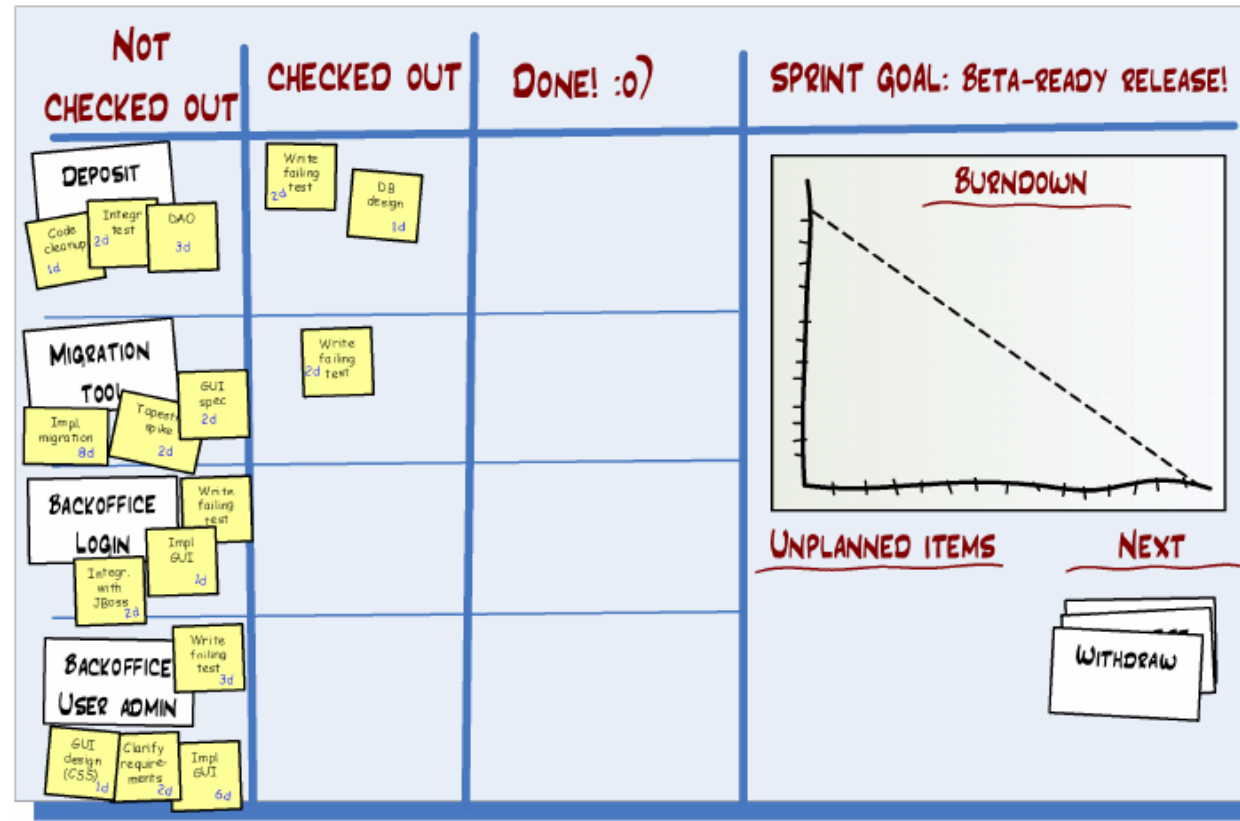
- Build a unique Planning board for your team to make sprint planning more visible
- You have 15 minutes to plan sprint #1
- Sprint duration: 60 min





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## Sprint Execution




























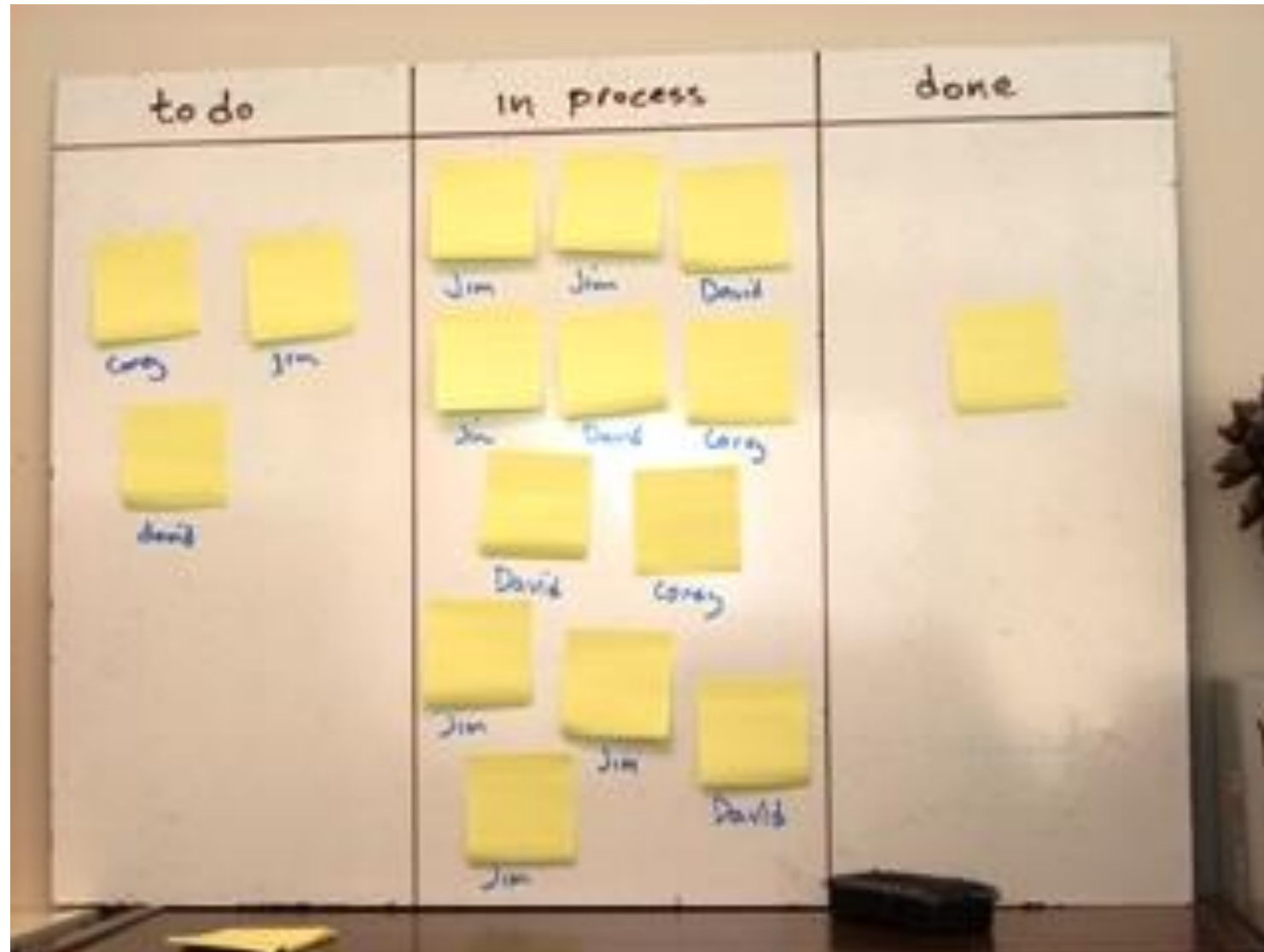
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## Scrum Task Board Template

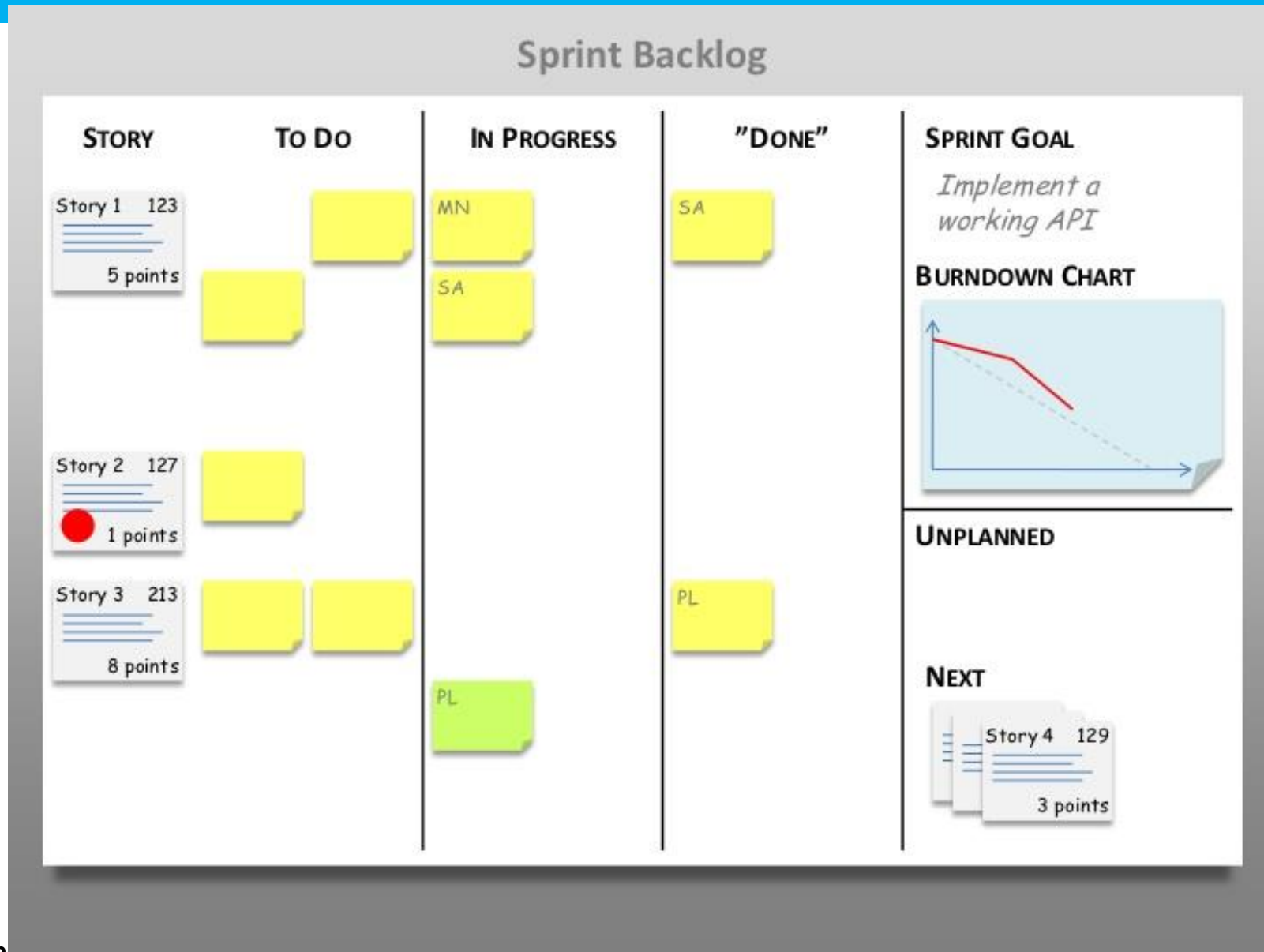
Company name

Stories	To Do		In Progress	Testing	Done
 <p>This is a sample text. Replace it with your own text.</p>	 <p>This is a sample text. Replace it with your own text.</p>	 <p>This is a sample text. Replace it with your own text.</p>	 <p>This is a sample text.</p>	 <p>This is a sample text.</p>	 <p>This is a sample text. Replace it with your own text.</p>
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# SCRUM



# SCRUM



# SCRUM

## Evaluation

- **Product Backlog**
  - User stories and estimates
- **Sprint planning**
- **Adherence to the process**
  - Daily scrum reviews
  - Sprint review
  - Sprint retrospective
- **Quality of the deliverables**
  - Shippable product increment ( Lego Design view of the city )
  - Burndown chart
  - Output of the Sprint retrospective
- **Attitude, collaboration, values**



# SCRUM

## Scrum values

- **Honesty**
- **Openness**
- **Courage**
- **Respect**
- **Focus**
- **Trust**
- **Empowerment**
- **Collaboration**

# SCRUM

## Countdown

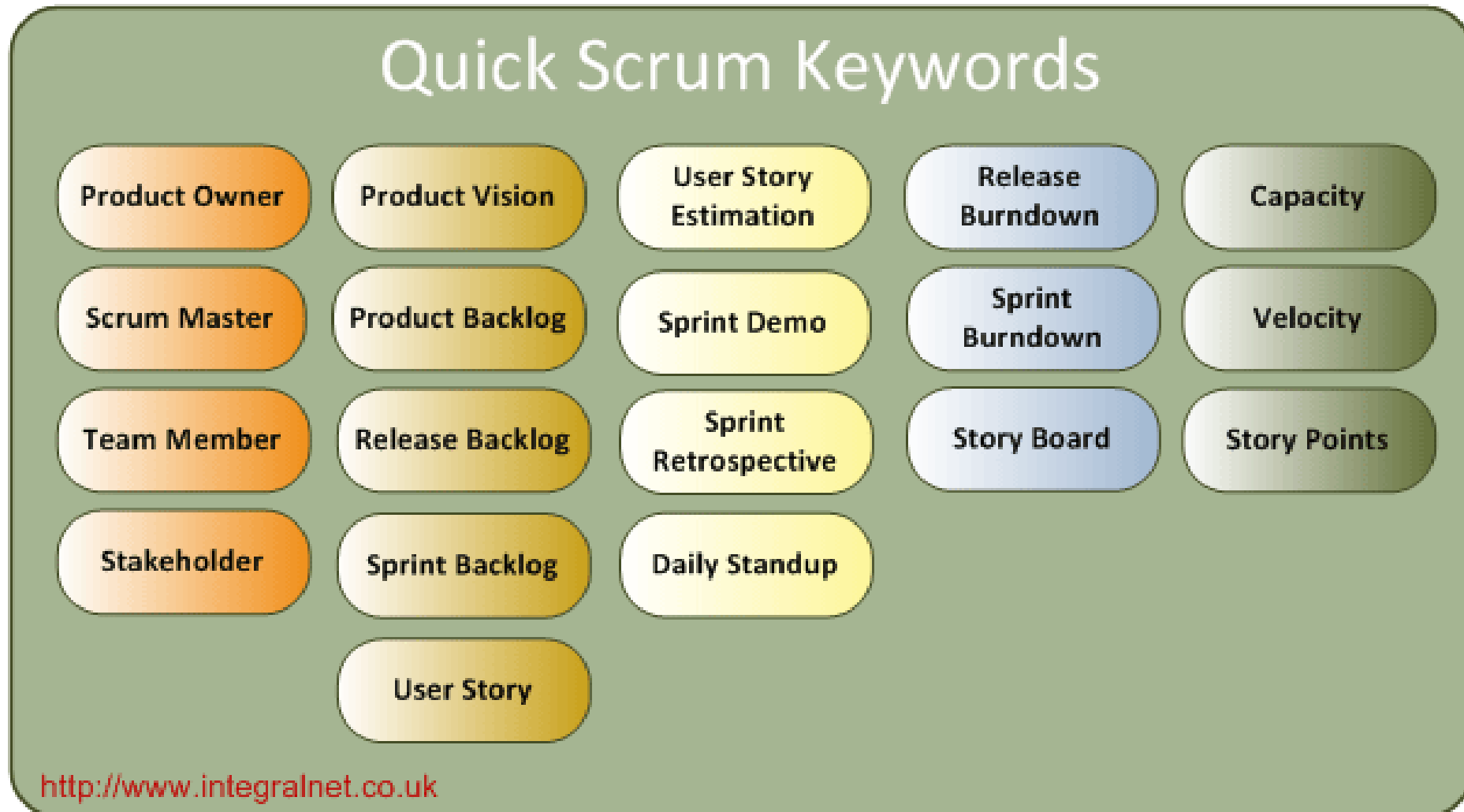


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## Post-game debriefing

- How did it feel being on a Scrum team?
- How did the short iterations go?
- How accurate were the estimations?
- What would we have done differently from the beginning, if we had another chance to play the game?
- What was the job of the Product Owner?
- How did it feel after the first sprint when most items required re-work?
- How will your strategy change, if you know the Product Owner is unavailable during sprints?
- How did inter-team communication go? Were there any dependencies? How were they resolved?
- What did you learn?

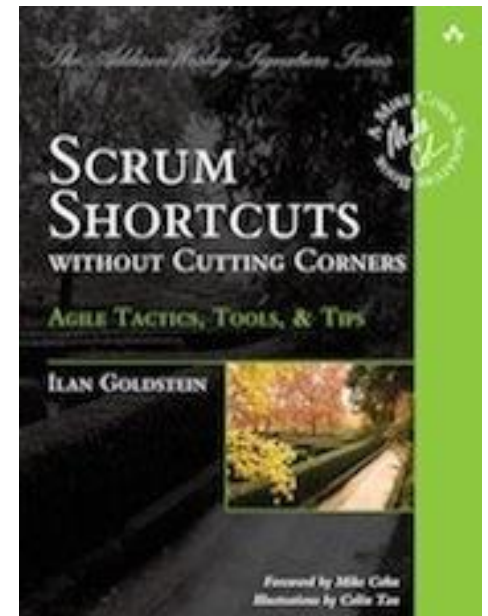
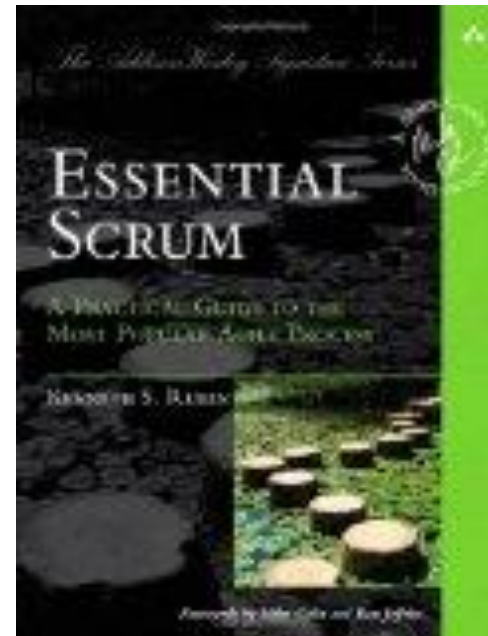
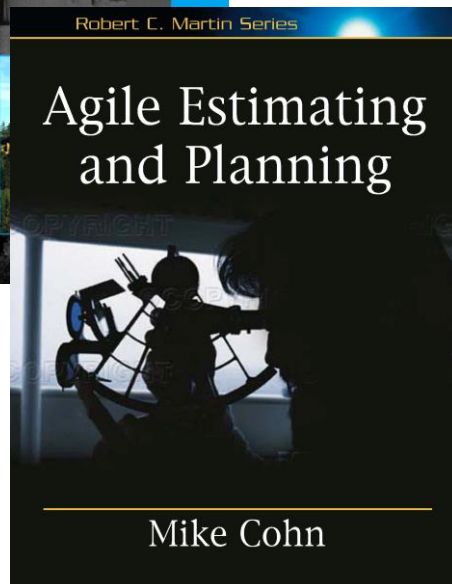
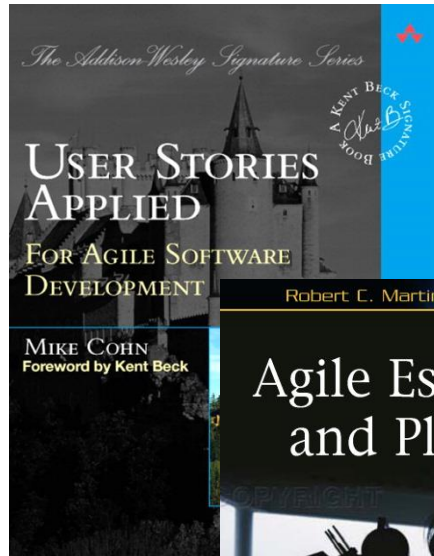
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# SCRUM

## Reference books



# SCRUM

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- **Agile Software Development with Scrum by Ken Schwaber and Mike Beedle**
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- <http://coach-agile.com/wp-content/uploads/2013/04/Lego4Scrum-version2-French.pdf>
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