

Scrum Rituals

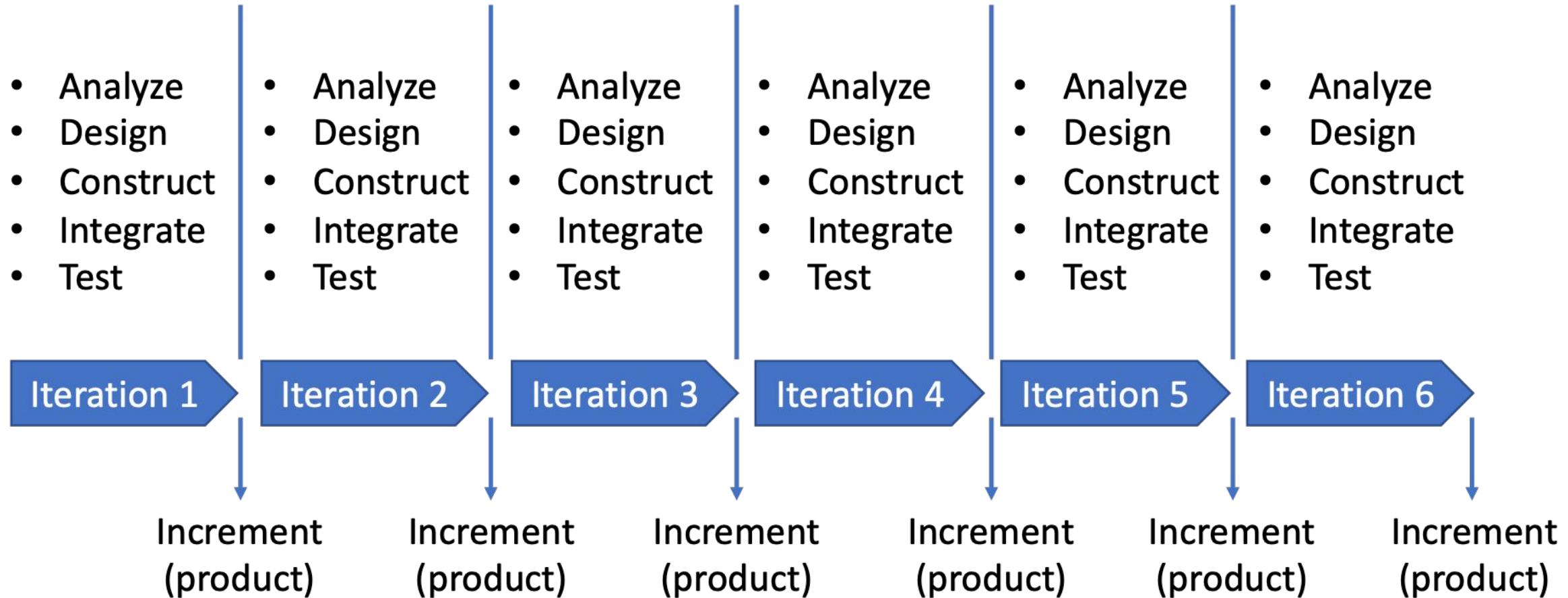
Activities / Meetings / Ceremonies



Topics/Agenda

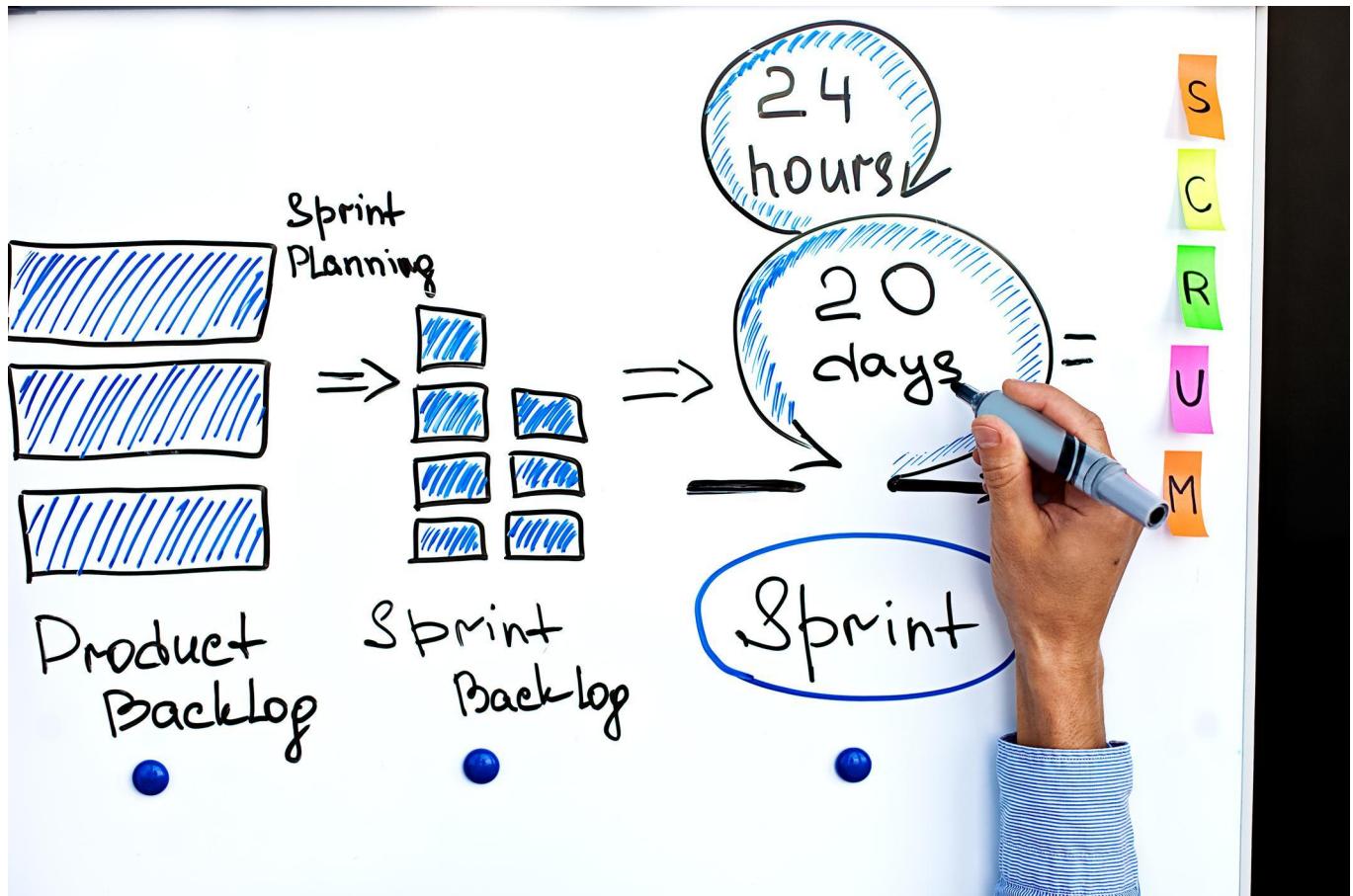
- Time Boxes and Iteration.
- Sprint.
- Sprint Duration.
- Rituals.
- Sprint Planning.
- Triangulation / Estimation.
- Planning Poker.
- Problems with Ideal Hours.
- Daily Standup.
- Pair Programming.
- Sprint Review.
- Sprint Retrospective.
- The Full Sprint Cycle.

Iterative Time-Boxes



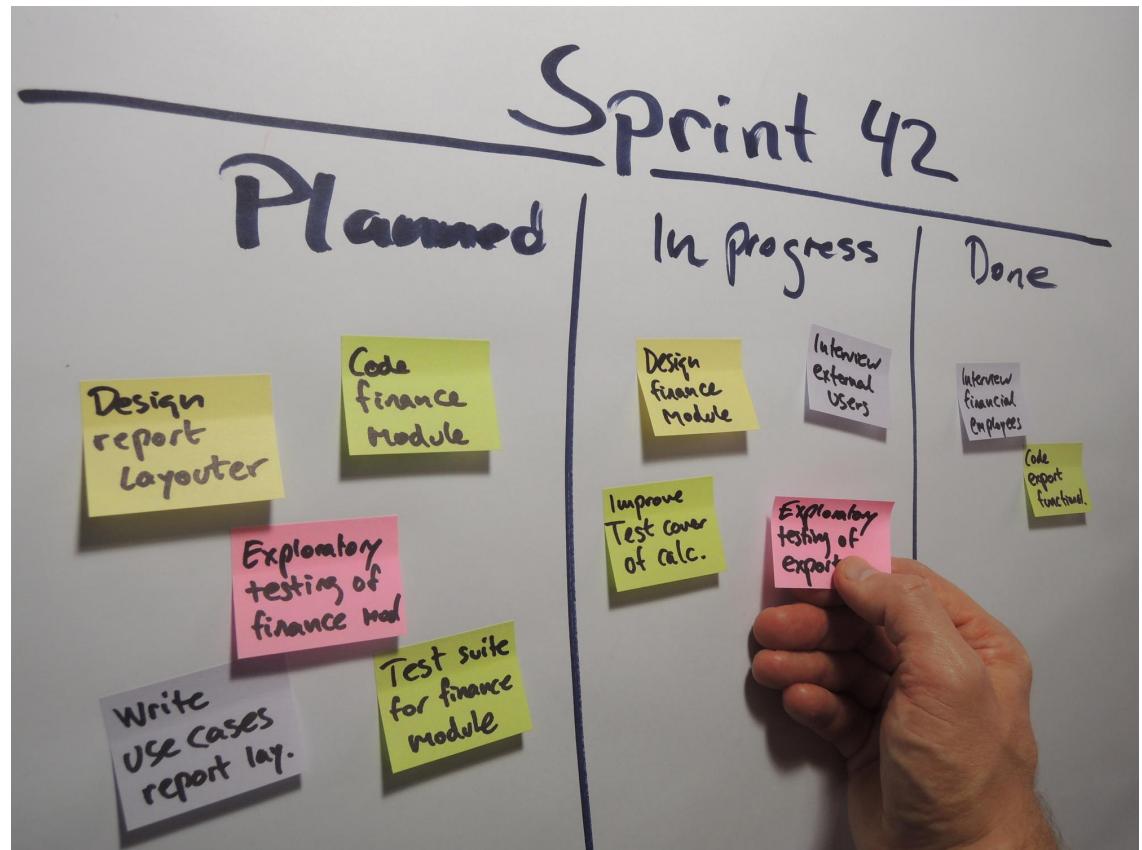
Sprint

- The heart of Scrum.
- One month or less.
- Time box for creating Increment.
- Team determines length based upon their belief of what would work best to enhance team productivity.

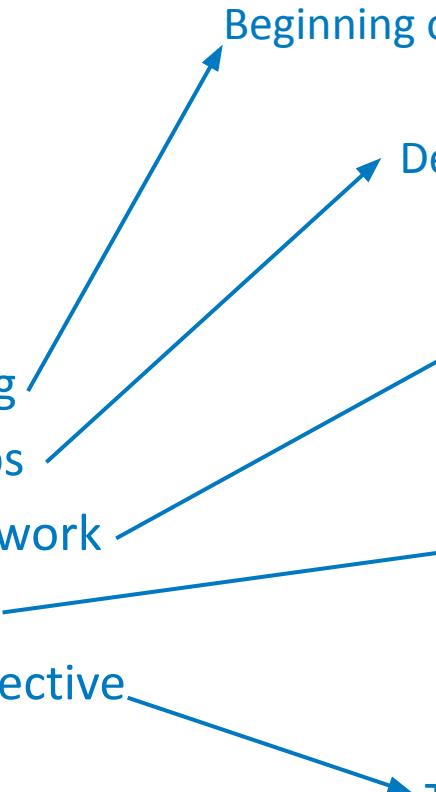


Sprint Duration

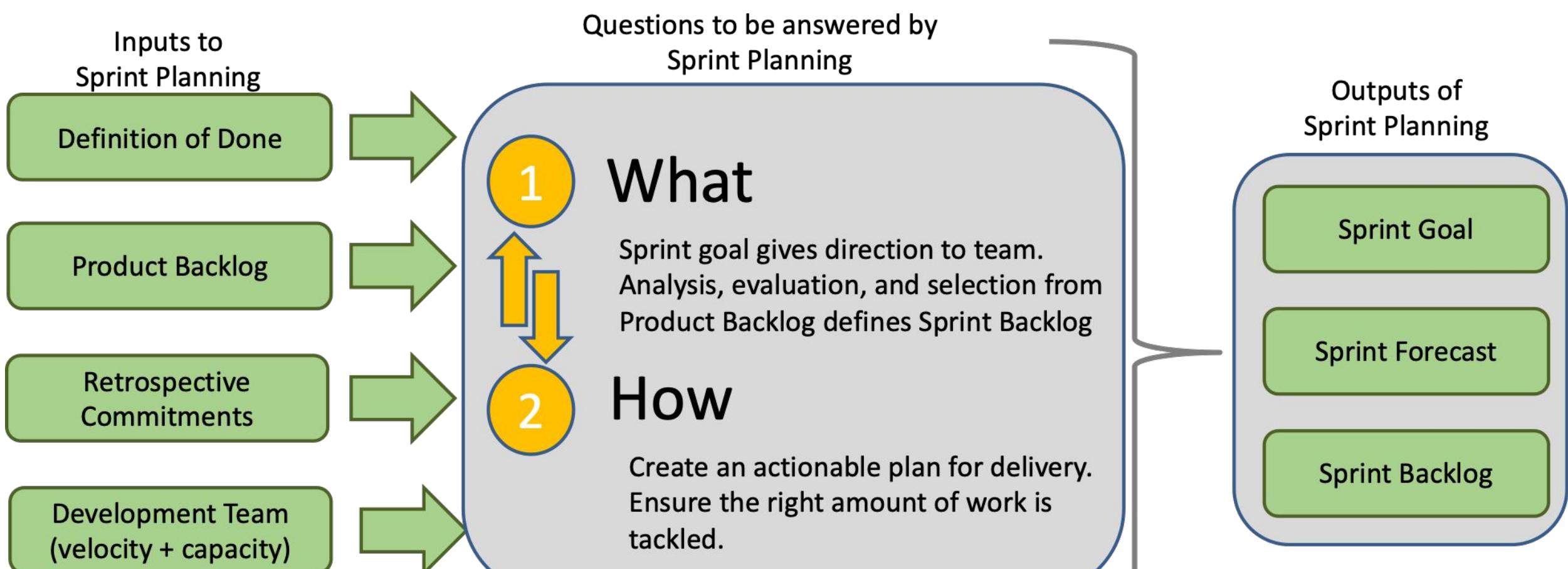
- Time-boxed.
 - 2 - 4 weeks.
- Short and consistent duration.
- Goal should not be altered after sprint begins.
- Attempts to reach the end state specified by the Definition of Done.
- Recurring timeframe could be changed only for a very good reason.



Rituals During the Sprint

- Sprint Planning  Beginning of every sprint.
- Daily Stand-ups Designated time every day.
- Development work Team members perform work every day to move sprint forward towards achieving the sprint goal.
- Sprint Review A scheduled meeting where the completed increment is demonstrated to stakeholders and feedback about increment viability is received by the team.
- Sprint Retrospective The final meeting of a sprint where team members evaluate how well they performed as a team in this sprint. The goal of this meeting is to look for ways that the team can improve their productivity and increase their velocity.

Sprint Planning Session

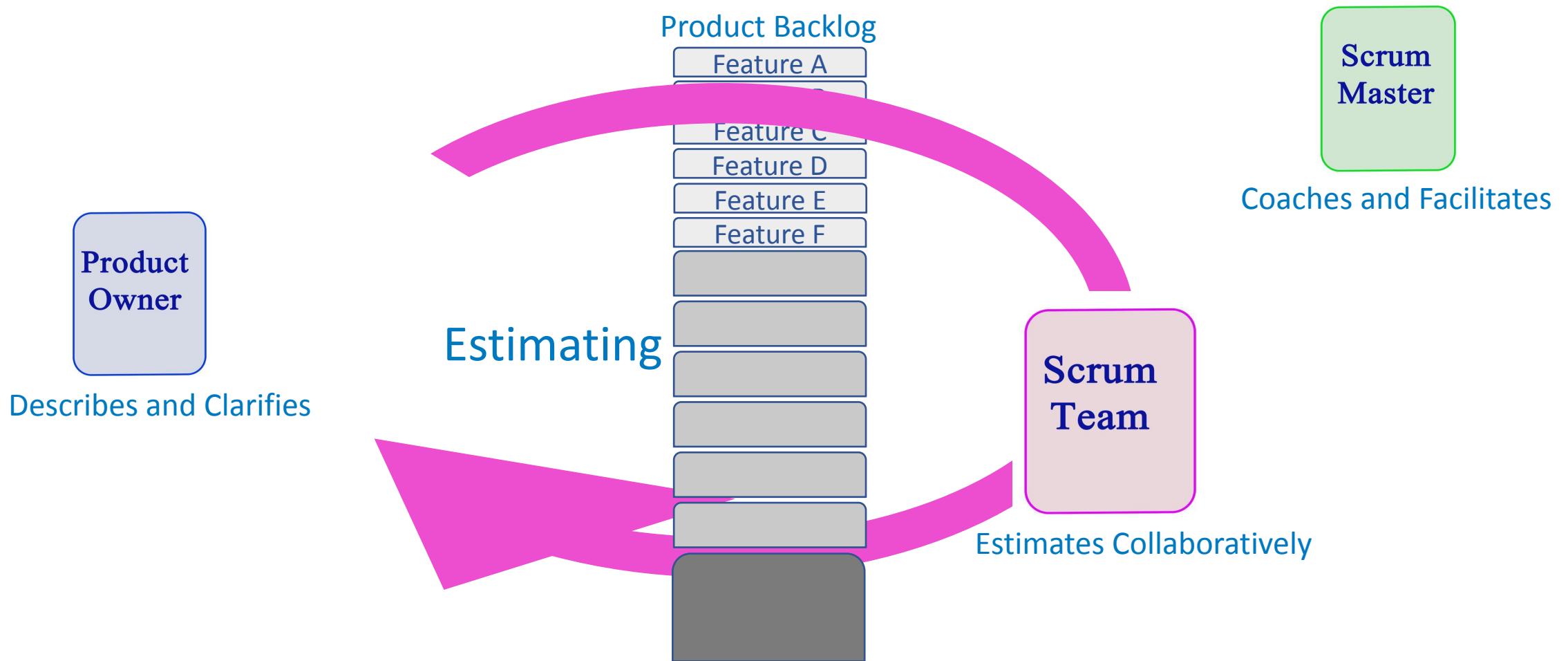


Sprint Planning Session (continued)

Estimation: The act of determining (guessing) the expected size of something. In Scrum, estimating helps to set expectations as to the amount of work that can be performed, or the length of time until something is finished.



Scrum Roles Involved in Estimation



Triangulation - Planning Poker®

Remember Planning Poker?

- Relate estimates.
- Consensus.
- Precision.



Planning Poker

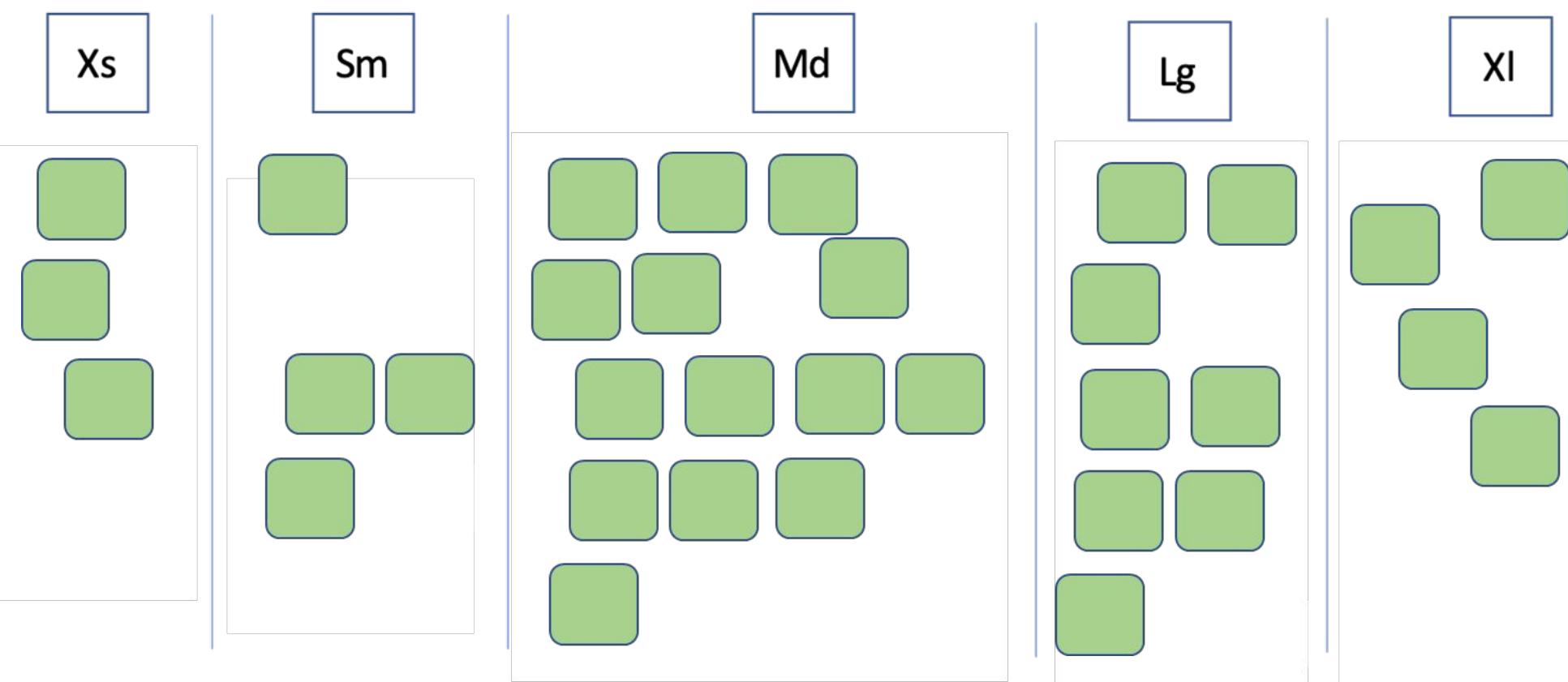


- Determining the amount of work each PBI entails.
- Based on the Fibonacci Sequence.
- Each development team member is issued one set of cards.
- If when hands are shown, there is not a clear agreement on the amount of work involved, then high and low bidders will explain why they chose that bid.
- The team will re-vote until they come to a consensus.

Triangulation Board: Another way of sizing user stories.

Smaller

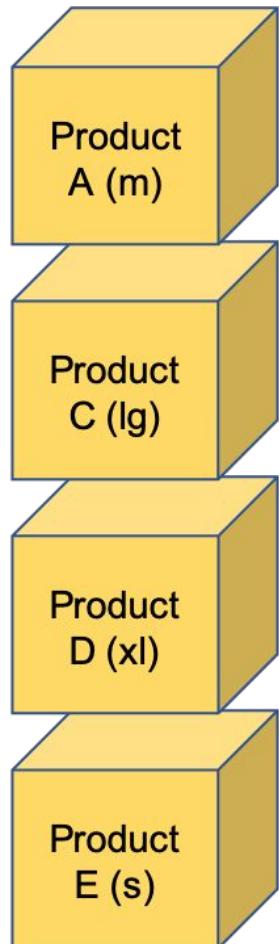
Larger



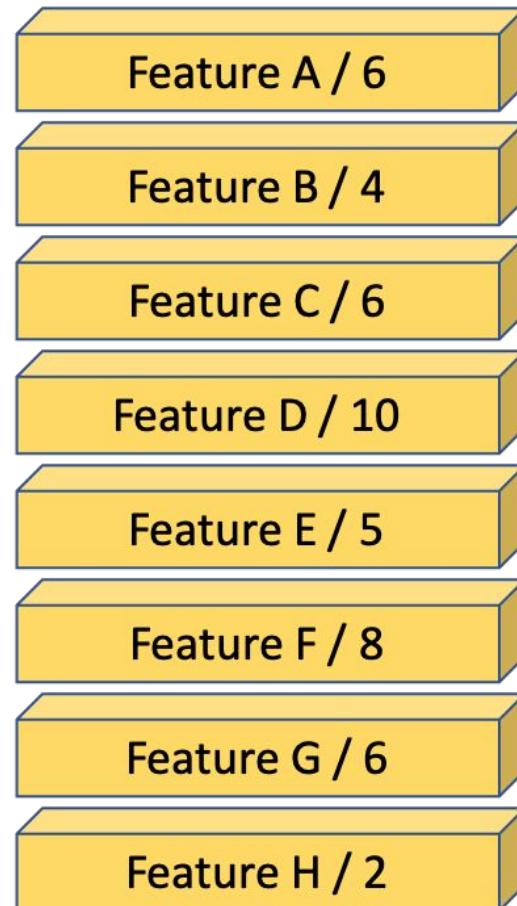
Each user story is placed into a bucket with like-sized user stories to help with estimation.

Types of Estimation

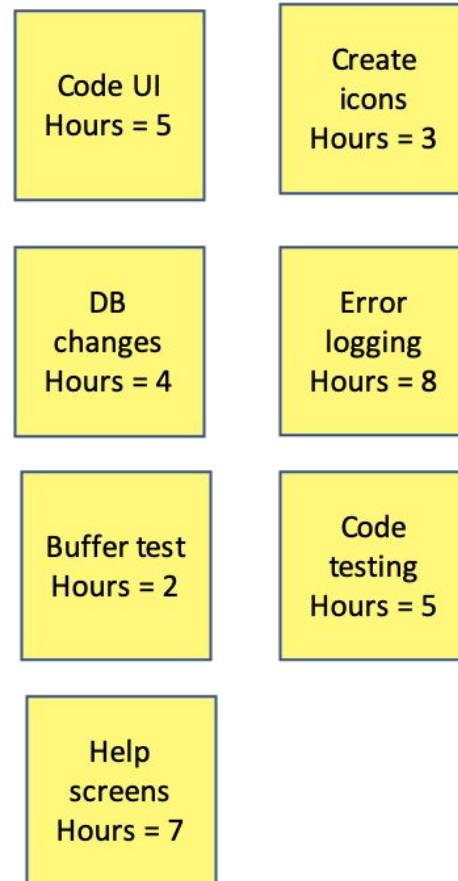
Portfolio Backlog



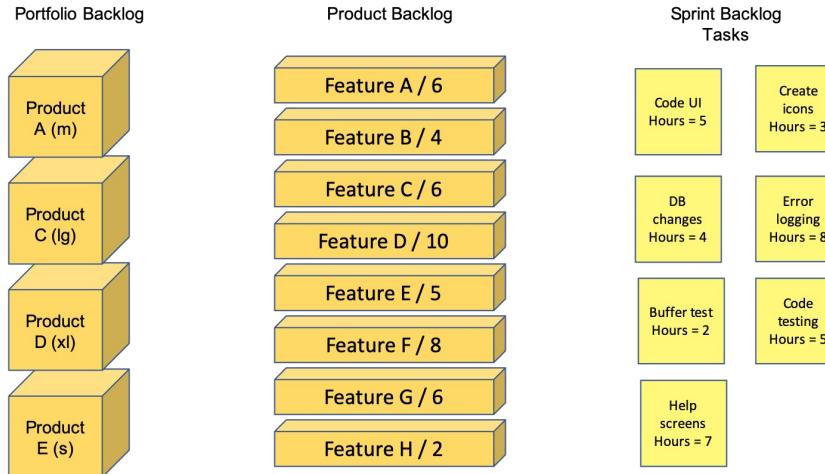
Product Backlog



Sprint Backlog
Tasks



When Estimation Occurs



When estimation
is performed

Portfolio Planning

Product
Backlog Grooming

Sprint Planning

Unit of measure

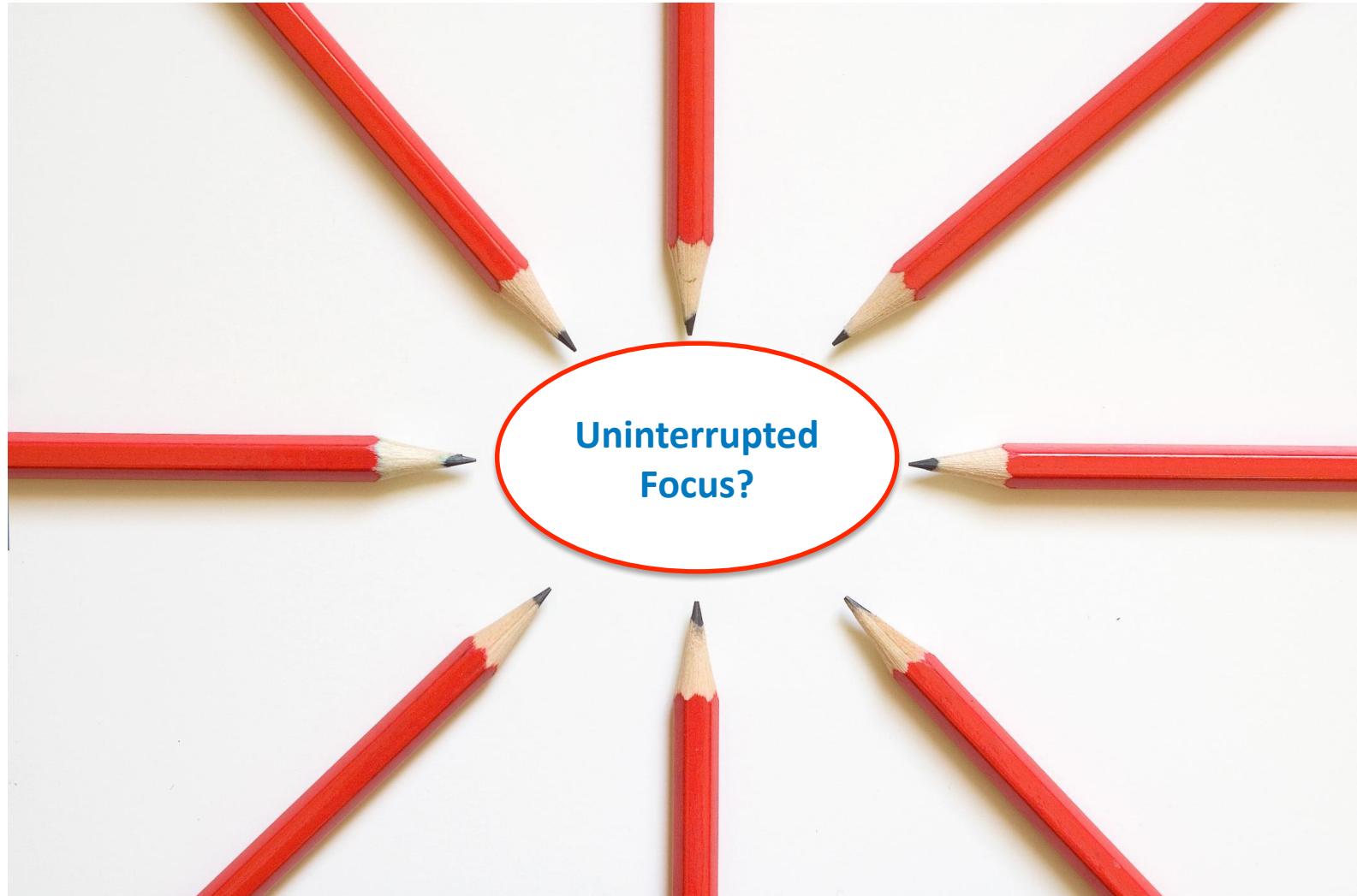
T-shirt sizes

Story points / ideal days

Ideal hours / effort-hours

Problems with Estimating in Ideal Days/Hours

- Ideal hour:
 - Focus on the task.
 - No interruptions.
- Ideal day:
 - Constantly able to focus.
 - No interruptions.



Daily Stand-up



Accountability and Support Questions

- What did you do since the last meeting?
- What are you planning to do before the next meeting?
- Do you experience any obstacles?

Adapt the plan for the next 24 hours to ensure that we move forward toward a successful increment.

Pair Programming

- Collective code ownership!
 - All team members understand the code.
- 2 team members, 1 task.
 - Driver and navigator.
- Constant reflection (“real-time reviewing”).
- Reduction of noise.



Sprint Review Meeting

- Informal: No PowerPoints!
- Demo meeting.
- 4 hours max.
- Elicit feedback.
- Foster collaboration.
- Story of the journey.



Sprint Retrospective Meeting

- Last activity in a sprint.
- 3 hours max.
- Reflect on sprint.
- Improvements of process for future.
- Review ‘Definition of Done.’

What worked well?

What could be improved?

What will the team commit to doing in the next sprint?

Scrum Team members make individual actionable commitments.

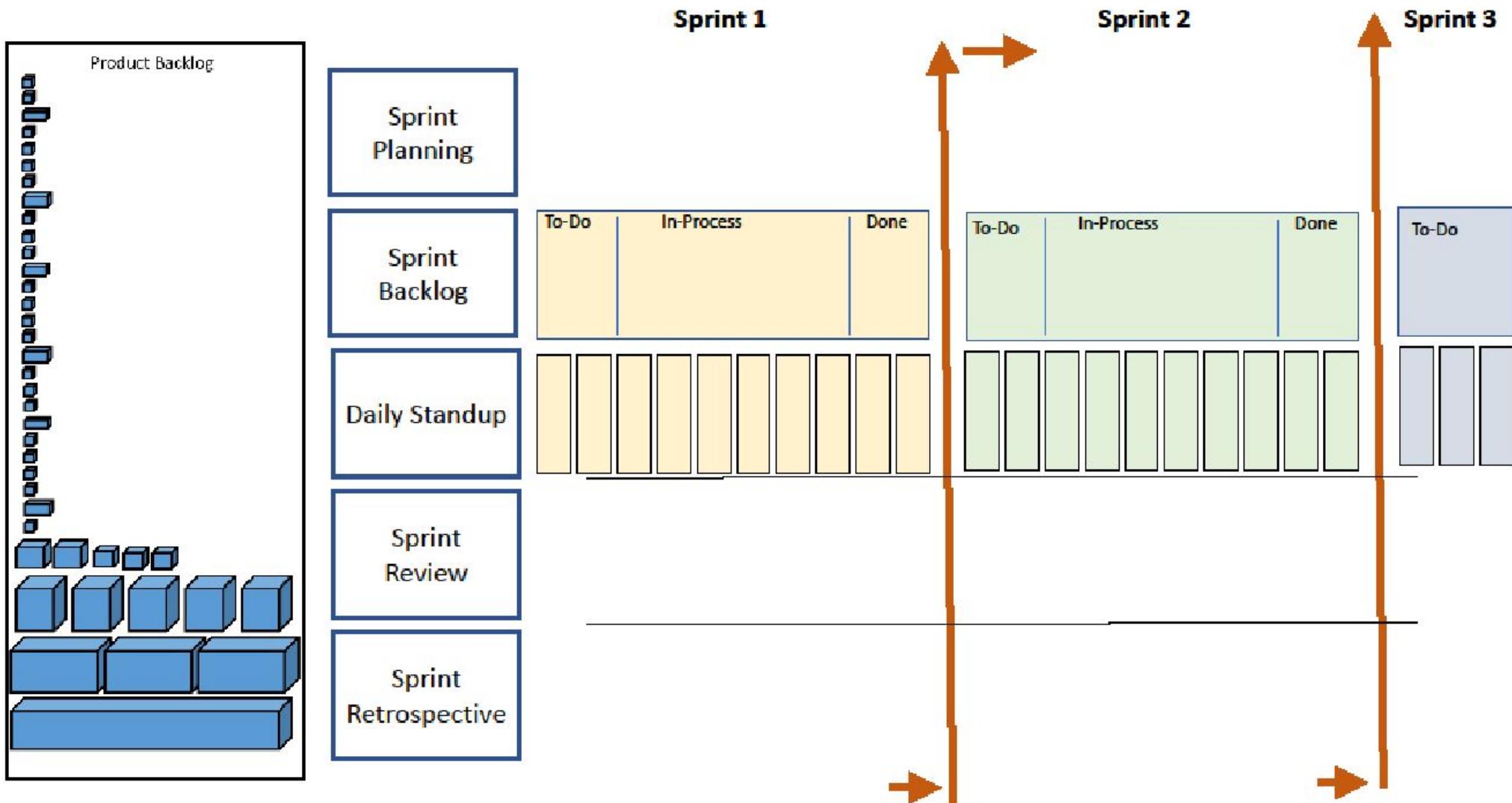
Ritual Timing

Maximum duration:

- Sprint: 1 month.
- Daily Stand-up: 15 minutes.
- Sprint Planning: 8 hours.
- Sprint Review: 4 hours.
- Sprint Retrospective: 3 hours.



Let's Review This



Scrum Process Review

Scrum Roles

Scrum Team

Product Owner

Scrum Master

Key Artifacts

Product Backlog

- Requirements – user stories
- Desired work
- Prioritized by Product Owner
- Anybody can add to it

Sprint Goal

- Summary of work focus in Sprint
- Declared by Product Owner
- Accepted by team

Sprint Backlog

- Team member chooses work – work never assigned
- Owned/managed by team
- Estimated work remaining updated daily.

Block List

- List of blocks or unmade decisions.
- Owned by Scrum Master
- Updated Daily.

Burndown Chart

- Shows effort spent over period.
- Stories/features complete

Ceremonies

Sprint Planning

- Hosted by Scrum Master.
- Highest priority items from Product Backlog become Sprint Backlog.
- Estimate Sprint Backlog by effort.
- Work Breakdown.
- Declare Sprint Goal.

Daily Standup/Daily Scrum

- Hosted by Scrum Master
- 15 mins – same time each day.
- Not for problem solving.
- 1) What did you do?
2) What will you do?
3) What's in your way?
- Team updates sprint backlog.

Sprint Review

- Hosted by Scrum Master 2-4 Hours
- Accomplishments.
- Entire team participates.
- Features demoed for feedback

Sprint Retrospective

- Hosted by Scrum Master 15-30 mins
- Discussions on What to “start doing”, “continue doing”, “stop doing”

Summary

In this lesson, we explored the activities that ensure that the Scrum master, product owner and development team are in-sync. Scrum requires self-organizing teams that can quickly adapt and solve problems. In order to achieve this regular communication will be required by all team members to ensure accountability.

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