Scrum Roles

Objectives

At the end of this lesson, the learner will be able to:

- Name the Scrum Roles.
- Detail Activities of a Dev. Team.
- Detail Activities of a Product Owner.
- Detail Activities of Scrum Master.
- Define Velocity and Capacity.
- Describe Stakeholder interaction with Development Team members.

Introduction

This lesson will explore the dynamics of a Scrum team. The topics we will explore are:

- Scrum Roles.
- Scrum Team.
- Product Owner.
- Scrum Master.
- Scrum Master Action Plan.
- Velocity.
- Team Velocity.
- Capacity.
- Stakeholder interaction with team members.

Scrum Roles

Scrum Team

- Developers only.
- Self-organized
  - Self-directed, self-selective of the work to do from the product backlog and how to do it.
- Cross-functional
  - Self-contained with all the skills necessary to succeed.
- Responsible
  - Each team member commits their work to the team when delegated or “pulled.”
- Authority to commit as a team to the customer.
- Size 7 +/- 3

Product Owner

- Collects user stories.
- Manages Product Backlog (add, move, or delete items).
- Prioritizes the value of items in the Product Backlog.
- Monitors goals and vision.
- Explains items in Product Backlog for clarity to Dev Team.
- Performs constant updating of Product Backlog.
- Performs Product Backlog Grooming.
- Accountable to the customer regarding the ability of deliverables to fulfill customer needs.

Scrum Master

- Coaches the team (servant leader).
- Shields or protects the team.
- Removes obstacles blocking any team member from higher productivity.
- Deals with customer non-compliance.
- Acquires any new equipment or licenses.
- Runs interference for any issues the team is facing.
- Leads daily stand-up.
- Calculates, documents, and reports on team velocity.
- May assist Product Owner in Backlog Grooming.

Scrum Master Action Plan

- Constantly on the lookout for any issues that would adversely affect the development team.
- At the beginning of each sprint, evaluate:
  - Define the “definition of done.”
  - Establish actual capacity.
  - Decompose features into tasks.
  - Help the team to estimate each task.
  - Testing and acceptance by the Product Owner (and user).
  - Calculate new team velocity.

Velocity

Velocity: A measure of the average amount of work (in story points or any other unit) that is completed per unit of time (e.g., sprint, day, month).

Only items meeting the “definition of done” are included in the calculations. No partial credit given for work not completed.

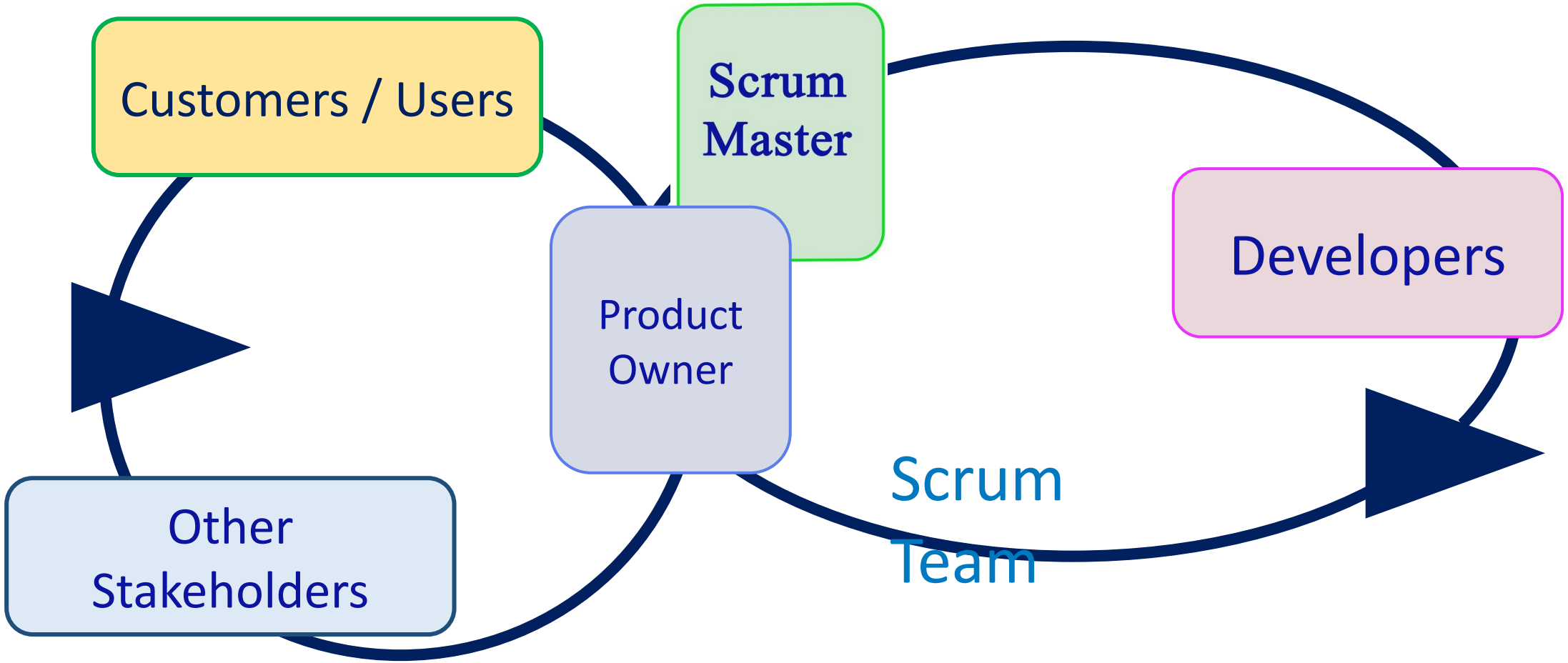
Team Velocity

- Used to define the work speed of the team.
- The average number of story points the development team completes each sprint.
- Only includes completed items.
- Requires historical data.
- Problem with changing situations (environment/complexity/team composition).
- Knowing the team velocity allows the Scrum Master to predict the final completion date of the project, and allows the team to make reasonable commitments regarding the number of story points to agree to work on the upcoming sprint.

Capacity

Capacity is a measure of the maximum amount of work that a development team expects to produce in a given sprint. This calculation is based on what resources are available at the specific time of the calculation.

Interaction Between Stakeholders



Summary

In this lesson we explored the different roles in a Scrum team and their involvement in the process. You should also understand the dynamics on how these teams work together through complex problems.