

SCRUM ONLINE TRAINING (DAY 2)

Jakarta, April 1st 2020



BECOME CERTIFIED SCRUM MASTER + PRODUCT OWNER IN 2 WEEKS

LIVE ONLINE TRAINING
6 SESSIONS BY 6 OF EKIPA'S
AGILE COACHES

START IN APRIL 6TH 2020
INVESTMENT START FROM
RP 1.000.000

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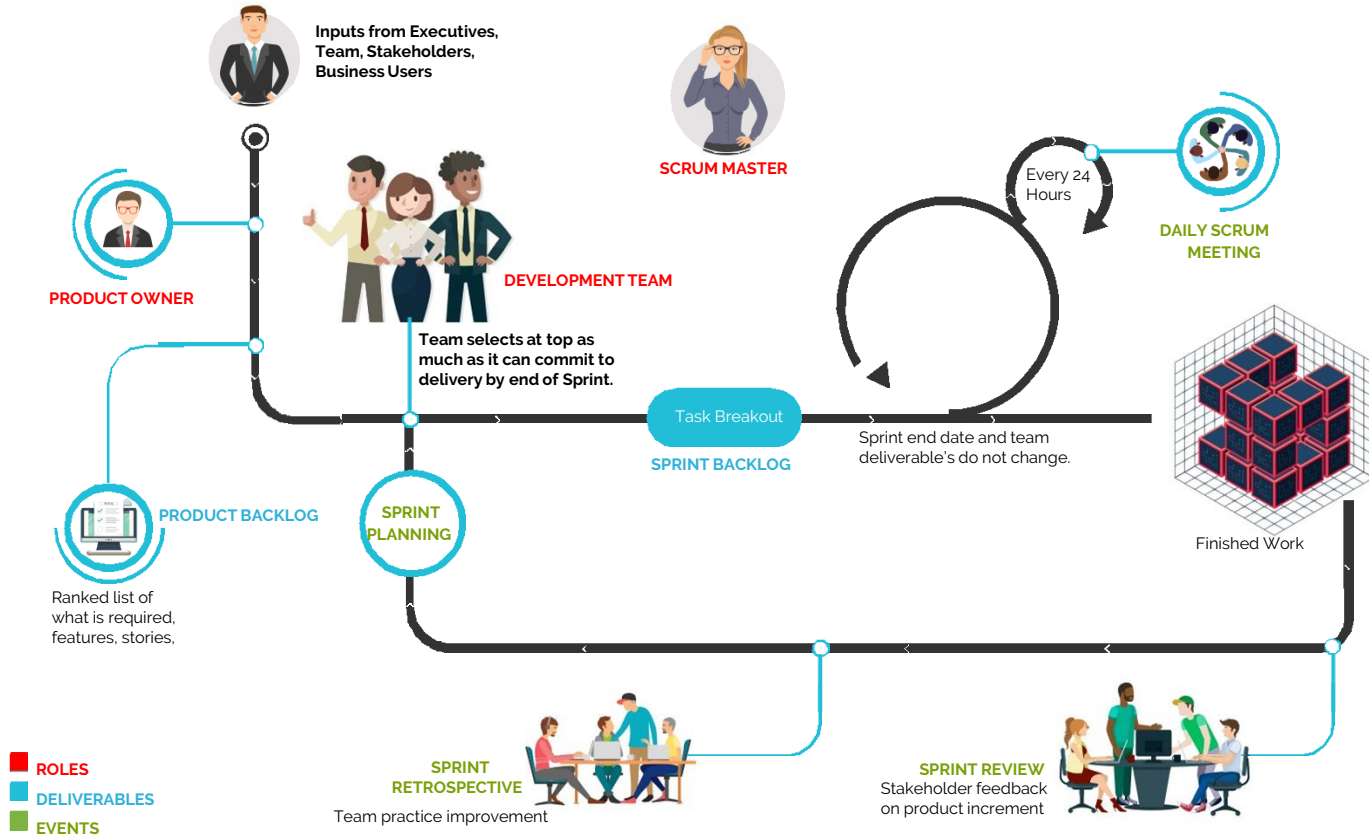


REFRESH

YOUR MEMORY



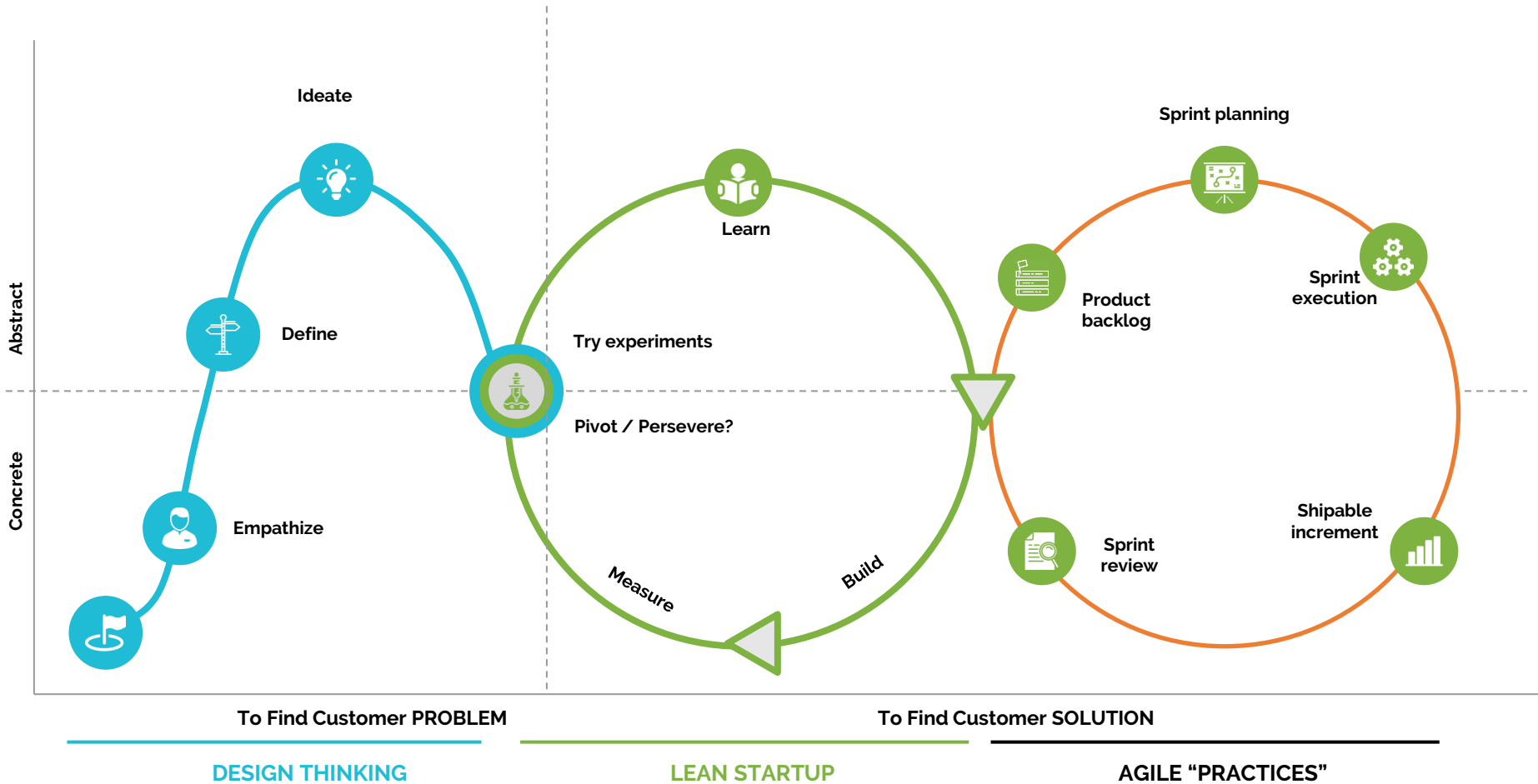
AGILE LIFECYCLE USING SCRUM



Put an X under the role who is responsible for each task

Task	Scrum Master	Product Owner	Team
Estimates the size of items on the Product Backlog			
Participates in Sprint Planning			
Updates the Release Burnup chart			
Ensures that the team follows Scrum practices			
Updates the Sprint Backlog when tasks are done			
Ensures impediments are removed			
Manages the budget and return on investment of the product			
Assigns tasks to team members			
Accepts the delivery of the sprint			
Must attend the Daily Scrum			
Communicates status of the release to stakeholders			
Updates the Sprint Burndown chart			
Educates the organisation about Scrum			
Decides how much will be delivered in a sprint			
Ensures each story meets the Definition of Done			

Task	Scrum Master	Product Owner	Team
Estimates the size of items on the Product Backlog			X
Participates in Sprint Planning	X	X	X
Updates the Release Burnup chart		X	
Ensures that the team follows Scrum practices	X		
Updates the Sprint Backlog when tasks are done			X
Ensures impediments are removed	X		
Manages the budget and return on investment of the product		X	
Assigns tasks to team members			X
Accepts the delivery of the sprint		X	
Must attend the Daily Scrum			X
Communicates status of the release to stakeholders		X	
Updates the Sprint Burndown chart			X
Educates the organisation about Scrum	X		
Decides how much will be delivered in a sprint			X
Ensures each story meets the Definition of Done	X		



User persona

Sebuah contoh tipe orang yang akan berinteraksi dengan fitur atau product tersebut. Identy adalah bahwa jika Anda ingin merancang perangkat lunak yang efektif, maka perlu dirancang untuk orang tertentu.

Name and Picture	Characteristics	Need
<p>What does the persona look like?</p> <p>What is the persona's name?</p>	<p>What are the persona's relevant characteristics?</p> <p>For instance, demographics, job, and lifestyle information.</p>	<p>Why would the persona want to buy or use the product?</p>

Who?

Why?

ROMAN'S PERSONA TEMPLATE

 PICTURE & NAME	 DETAILS	 GOAL
<p>What does the persona look like? What is its name? Choose a realistic and believable picture and name.</p>	<p>What are the persona's relevant characteristics and behaviours? For instance, demographics, such as age, gender, occupation, and income; psychographics, including lifestyle, social class, and personality; and behavioural attributes like usage patterns, attitudes, and brand loyalty. Only list relevant details.</p>	<p>What problem does the persona want to solve or which benefit does the character seek? Why would the persona want to use or buy the product?</p>



User persona



Peter

Works as product manager for a mid-sized company.

Is 35 years old, holds a marketing degree.

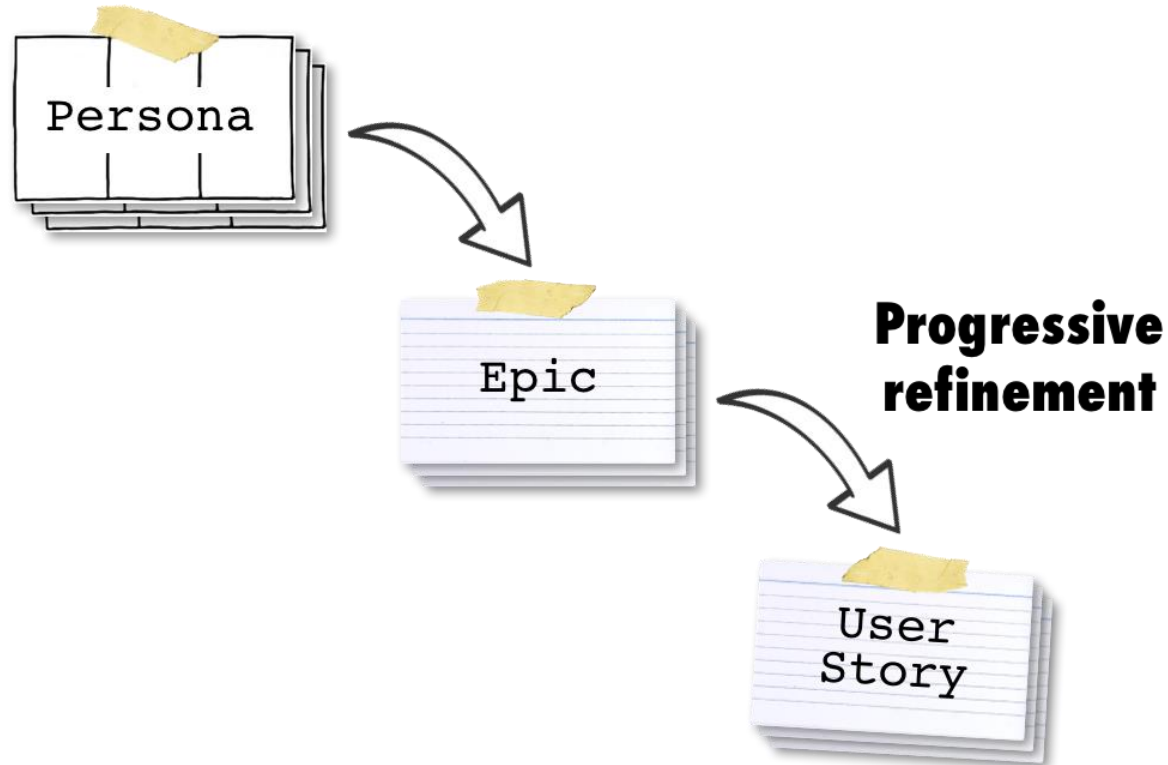
Has got experience working as a product owner on software products with agile teams.

Has had some Scrum training.

Has managed mature products successfully. Now faces the challenge of creating a brand-new product.

Wants to leverage his agile knowledge but needs advice on creating innovative product using agile techniques.

Flow of user stories



User stories and the 3Cs

CARD

Kartu ini adalah penjelasan singkat tentang siapa, apa, dan kenapa dari sebuah user story

“Sebagai User yang terdaftar, saya ingin untuk me-reset *Password* saya, supaya saya bisa kembali ke website ini apabila saya lupa *Password* saya.

CONVERSATION

Melalui diskusi, Product Owner dan Scrum Team dapat memiliki pemahaman yang sama terhadap tujuan dan fungsi, serta hambatannya

Untuk fitur *Password Reset* kita, contoh pertanyaannya adalah :

- Autentikasi seperti apa yang kita butuhkan?
- Informasi apa saja yang kita butuhkan tentang user?
- Apakah ada tipe user berbeda yang harus kita pertimbangkan

CONFIRMATION/CRITERIA

Hasil dari diskusi diatas dapat dirangkum menjadi **Acceptance Criteria**. Sebuah User Story yang baik adalah yang dapat di test. Bagaimana product owner bisa setuju bahwa story tersebut telah terimplemen sesuai? Dan kapan sebuah story dapat menjadi “DONE”

Acceptance Criteria dari fitur *Password Reset* kita mungkin adalah :

- Username, Password, dan Email wajib diisi
- Password bisa 6 - 200 character
- Password disimpan pada sebuah database yang ter-enkripsi dan menggunakan standar AES-256

Sample user stories

- As a Group Admin, I want to create a new group, so that I can easily communicate with all group members.
- As a Group Admin, I want to assign Group Admin privileges to another group member, so that they can also administer the group.
- As a Group Member, I want to mute notifications for a group, so that I can minimize frequent notifications on my mobile device.

INVEST

Sebuah User Story yang baik, adalah User Story yang memenuhi kriteria INVEST.

I	Independent	Sebuah Product Backlog Item (PBI) bersifat independent dan tidak memiliki ketergantungan terhadap PBI yang lain
N	Negotiable	PBI bukanlah sebuah requirement eksplisit, dan masih bisa di diskusikan
V	Valuable	PBI memiliki value terhadap stakeholder
E	Estimate-able	PBI harus dapat di estimate
S	Small	PBI tidak terlalu besar sehingga sulit untuk mengestimasi story pointnya
T	Testable	PBI harus mengandung informasi untuk melakukan development test



What is MVP or Minimum Viable Product

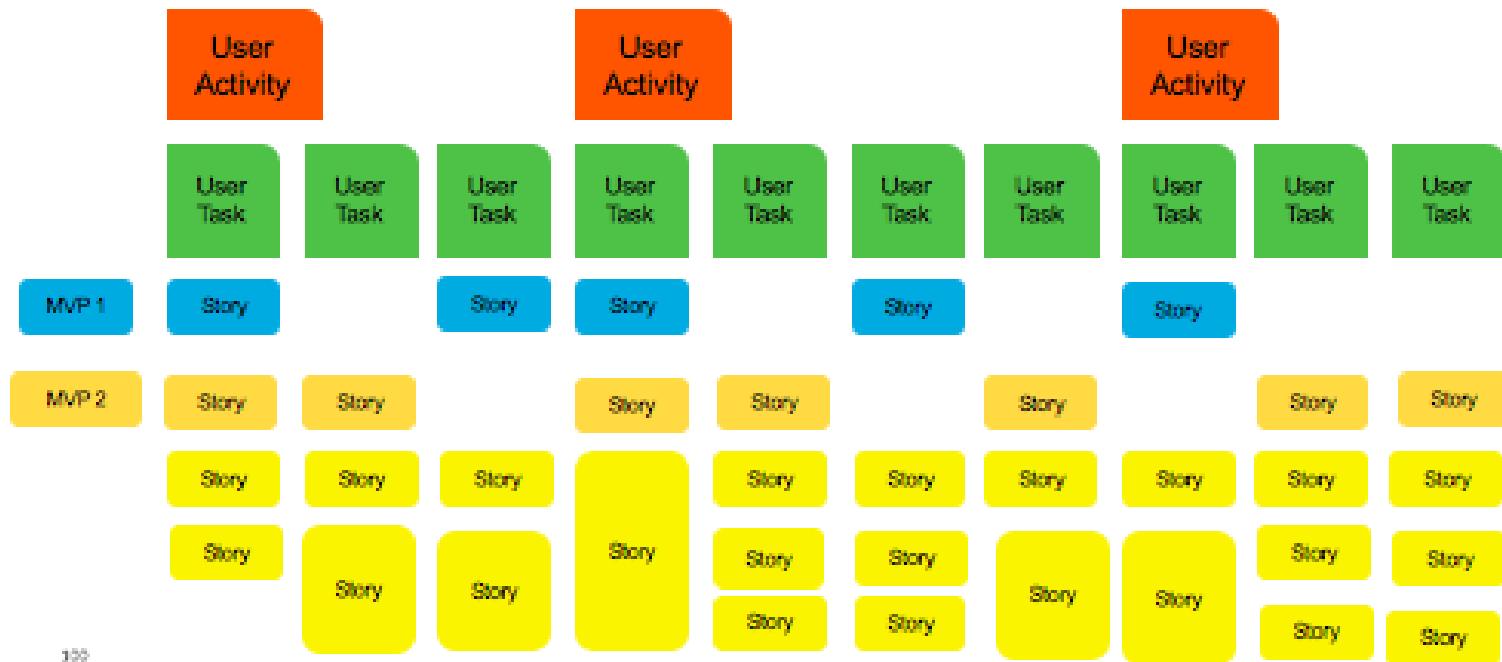
MoSCoW

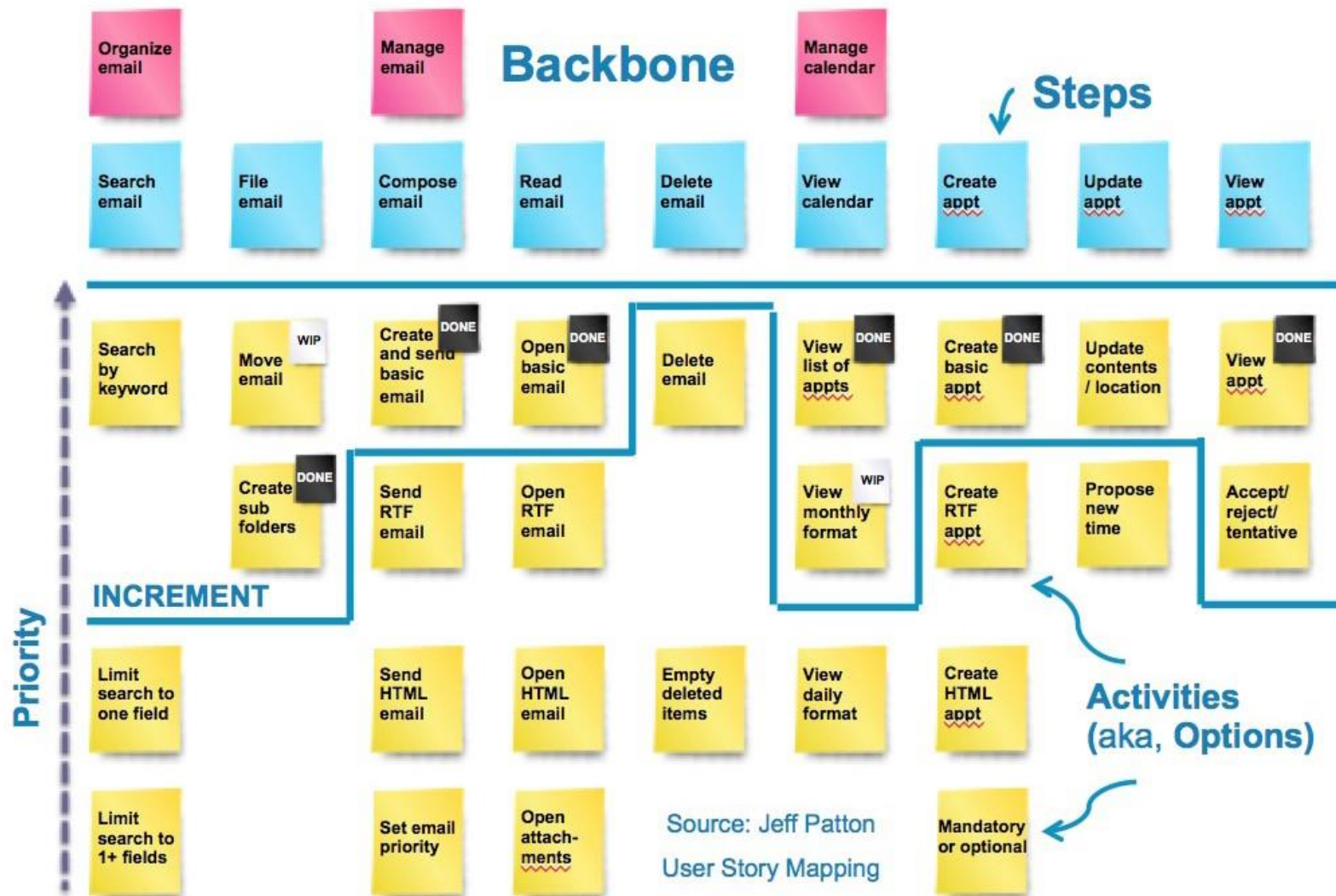
MoSCoW Method

- **M** – MUST have (Critical for success)
- **S** – SHOULD have if possible (If not time critical)
- **C** – COULD have if it does not affect anything else (Include if little development cost)
- **W** – WON'T have this time, but WOULD like in future

MoSCoW method - Dai Clegg of Oracle UK for OSDM


Map and Prioritize





ROAD MAP

THE GO PRODUCT ROADMAP

 DATE The release date or timeframe	Date or timeframe	Date or timeframe	Date or timeframe	Date or timeframe
 NAME The name of the new release	Name/version	Name/version	Name/version	Name/version
 GOAL The reason for creating the new release	Goal	Goal	Goal	Goal
 FEATURES The high-level features necessary to meet the goal	Features	Features	Features	Features
 METRICS The metrics to determine if the goal has been met	Metrics	Metrics	Metrics	Metrics



ESTIMATIONS IN SCRUM

Story Points (or not?)

Planning Poker to Collectively Estimate the Points

Hours?



estimation

- it will be wrong. Thats ok.
- relative estimation → they don't change if you get faster
- story points
- why? Make decisions

1

2

3

5

8

13

20

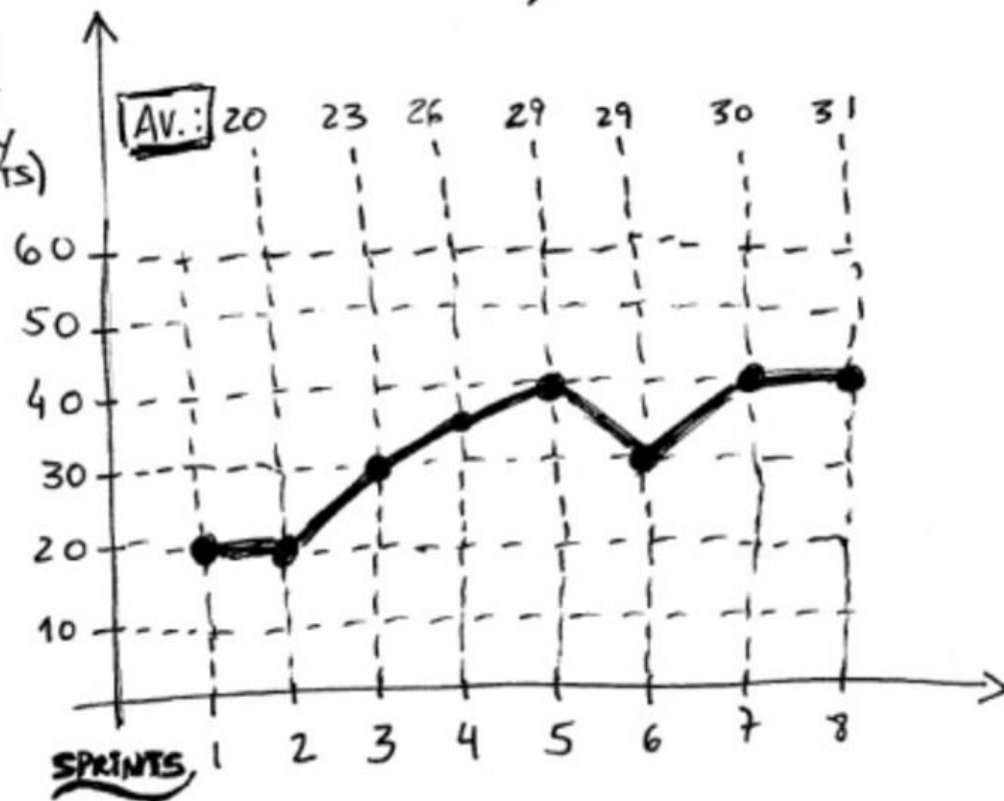
40

100

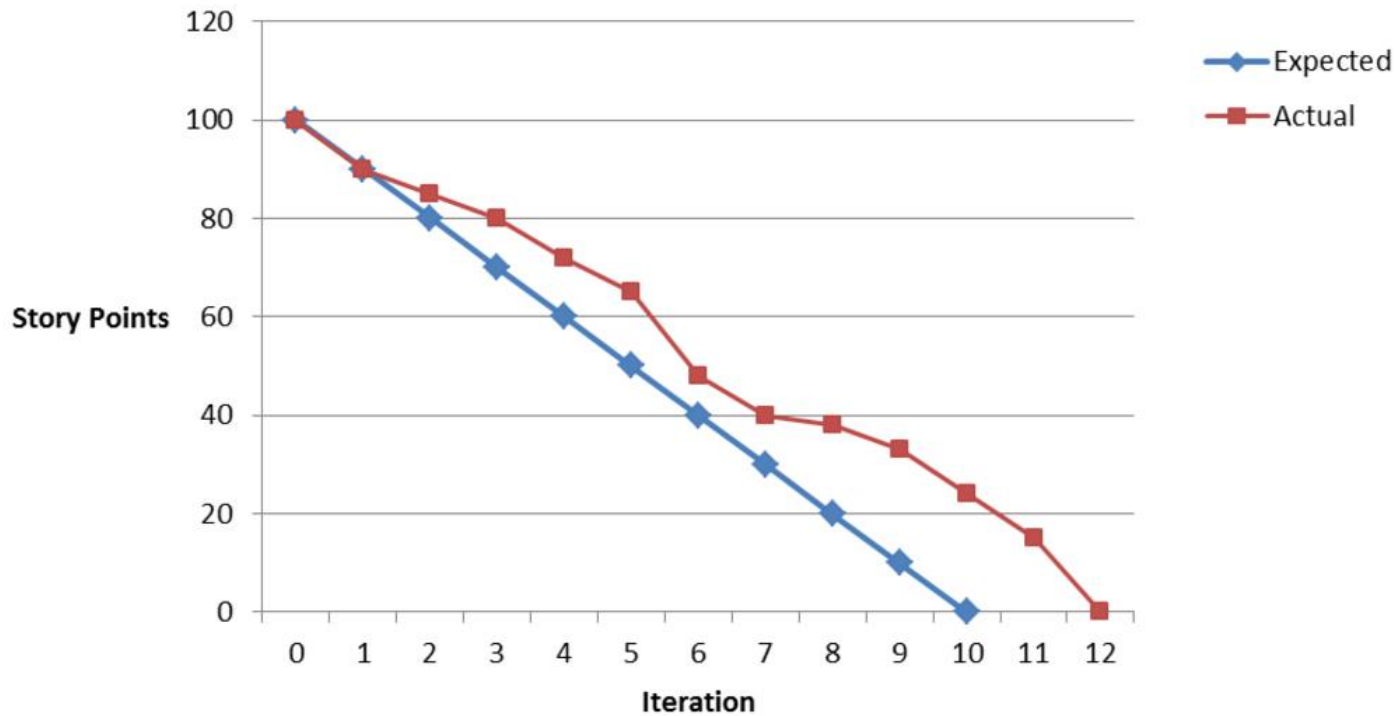
= VELOCITY =

US
DONE
(STORY
POINTS)

TEAM
XXL



BURN DOWN CHART



VELOCITY

- Velocity is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in Scrum.
- $\text{Velocity} = \text{No. of Story Points} / \text{No. Of iteration}$



Q&A



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SCRUM

TEST



1. When do development team members become the exclusive owner of a Sprint Backlog item?
 - ☐ Never. All Sprint Backlog items are “owned” by the entire development team, even though each one might be done by an individual development team member.
 - ☐ Whenever a team member can accommodate more work.
 - ☐ At the Sprint Planning meeting
 - ☐ During the Daily Scrum

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 - ☐ During the Daily Scrum

2. What is the main reason for the Scrum Master to be at the Daily Scrum?

- ☐ To write down any changes to the sprint backlog, including adding new items, and tracking progress on the burndown.
- ☐ He or she does not have to be there; He or she only has to ensure the Development Team has a daily scrum.
- ☐ To make sure every team member answers the 3 questions.
- ☐ To gather status and progress information to report to management.

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3. The time-box for the Sprint Planning meeting is?

- ☐ Monthly
- ☐ Whenever it is done
- ☐ 4 hours
- ☐ 8 hours for a monthly sprint. For shorter sprints it is usually shorter.

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4. The purpose of a Sprint is to produce a done increment of working product.

- ☐ True
- ☐ False

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- ☒ True
- ☐ False

5. What does it mean to say that an event has a time-box?

- ☐ The event must at least take a minimum amount of time.
- ☐ The event must happen at a given time.
- ☐ The event must take no more than a maximum amount of time
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6. When is a Sprint over?

- ☐ When all the tasks are completed
- ☐ When the time-box expires
- ☐ When the product owner says it is done
- ☐ When all the product backlog items meet their definition of done

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7. What statement best describes Scrum?

- ☐ A defined and predictive process that conforms to the principles of scientific management
- ☐ A cookbook that defines best practises for software development
- ☐ A complete methodology that defines how to develop software
- ☐ A framework within which complex products in complex environments are developed

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8. The maximum length of the Sprint Review(time-box) is

- ☐ 4 hours for a monthly sprint. It is shorter for shorter sprints.
- ☐ As long as needed
- ☐ 1 day
- ☐ 4 hours and longer if needed
- ☐ 2 hours

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9. Who has the final say on the order of the Product Backlog

- ☐ The product owner
- ☐ The stakeholders
- ☐ The development team
- ☐ The scrum master
- ☐ The CEO

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10. Why is the daily scrum held at the same time and same place?

- ☐ The product owner demands it
- ☐ The consistency reduces complexity
- ☐ The place can be named
- ☐ Rooms are hard to book and this lets it be booked in advance

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11. When might a Sprint be abnormally terminated?

- ☐ When the sales department has an important new opportunity
- ☐ When the sprint goal becomes obsolete
- ☐ When it becomes clear that not everything will be finished by the end of the Sprint
- ☐ When the development team feels that the work is too hard

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12. The length of a sprint should be

- ☐ Short enough to keep the business risk acceptable to the product owner
- ☐ Short enough to be able to synchronize the development work with other business events
- ☐ No more than 1 month
- ☐ All of these answers are correct

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13, What are the 2 primary ways a scrum master keeps the development team working at its highest level of productivity

- ❑ By keeping high value features high in the product backlog
- ❑ By facilitating development team decisions
- ❑ By starting and ending the meetings at a proper time
- ❑ By removing impediments that hinder the development team

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14. It is mandatory that the product increment be released to production at the end of every sprint.

- ☐ True
- ☐ False

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☐ True

☒ False

15. The CEO asks the development team to add a very important item to the sprint that is in progress. What should the development team do?

- ☐ Inform the product Owner so he/ she can work with the CEO
- ☐ Add the item to the current sprint without any adjustments
- ☐ Add the item to the current sprint and drop an item of equal size
- ☐ Add the item to the next sprint

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16. The development team should have all the skills needed to

- ❑ Do all the development work, except for specialized testing that requires additional tools and environments
- ❑ Turn the product backlog items it selects into an increment of potentially releasable product increment.
- ❑ Complete the product as estimated when the date and cost are committed to the product owner

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17. What is the recommended size of a scrum development team?

- ☐ 9
- ☐ 3 - 9
- ☐ Minimum 7
- ☐ 7 plus or minus 2

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18. When does the next sprint begin?

- ☐ Immediately following the next sprint planning
- ☐ When the product owner is ready
- ☐ Immediately after the conclusion of the previous sprint
- ☐ Next Monday

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19. When multiple teams work on the same product, each team should maintain a separate product backlog.

☐ True

☒ False

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- ☐ True
- ☐ False

20. How much work must a development team do to a product backlog item it selects for a sprint?

- ☐ As much as it can fit into the sprint
- ☐ Analysis, programming, design, testing and documentation
- ☐ As much as it has told the product owner will be done for every product backlog item it selects in conformance with the definition of done
- ☐ All development work and at least some testing

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21, Which 2 things must the development team do during the first sprint?

- ☐ Develop a plan for the rest of the release
- ☐ Determine the complete architecture and infrastructure of a product
- ☐ Deliver an increment of a releasable software
- ☐ Develop and deliver at least 1 piece of functionality
- ☐ Create the complete product backlog to be developed in subsequent sprints

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22. When many development teams are working in a single product, what best describes the definition of “done”

- ☐ Each development team defines and uses its own. The differences are discussed and reconciled during hardening sprint.
- ☐ All development teams must have a definition of done that makes their combined work potentially releasable
- ☐ Each development team uses its own but must make their definition clear to all other teams so the differences are known
- ☐ It depends

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23. The time-box for a daily scrum is

- ☐ 4 hours
- ☐ The same time of day everyday
- ☐ 15 minutes
- ☐ 2 minutes per person
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24. The 3 pillars of empirical process control are

- ❑ Inspection, Transparency, Adaptation
- ❑ Planning, Inspection, Adaptation
- ❑ Transparency, Eliminating waste, Kaizen
- ❑ Planning, demonstration, retrospective

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25. Who is responsible for managing the work during a sprint?

- ☐ Product Owner
- ☐ Development Team
- ☐ Scrum Master
- ☐ The most senior member of the team

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26. An organization has decided to adopt scrum, but the management wants to change the terminology to fit the terminology already used. What will likely happen if this is done?

- ☐ Without a new vocabulary as a reminder of the change, very little change may actually happen
- ☐ The organization may not understand what has changed with Scrum so the benefits of Scrum would be lost
- ☐ Management may feel less anxious
- ☐ All of the above

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27. Which of the below are roles on a scrum team?

- ☐ Customers
- ☐ Development Team
- ☐ Product Owner
- ☐ Scrum Master
- ☐ Users

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- ✓ Development Team
- ✓ Product Owner
- ✓ Scrum Master
- ☐ Users

28. During the daily scrum, the scrum master's role is to

- ☐ All answers apply
- ☐ Teach the development team to keep the 15 minute time-box
- ☐ Manage the meeting in such a way that each member gets a chance to talk
- ☐ Lead the discussions of the development team
- ☐ Make sure that all 3 questions have been answered

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29. The development team should not be interrupted during the sprint. The sprint goal should remain intact. Based on this which of the following is FALSE

- ☐ The product owner can help clarify or optimize the sprint when asked by the development team.
- ☐ The sprint backlog is fully formulated during the sprint and does not change during the sprint.
- ☐ As a decomposition of the selected backlog items, the sprint backlog changes and may grow as the work emerges
- ☐ The development team may work with the product owner to remove or add work if it finds it has less or more capacity than expected.

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30. During a sprint the development team determines that they will not be able to finish the complete forecast. Who should be present to review and adjust the work selected?

- ☐ The scrum master, project manager and the development team
- ☐ The product owner and the development team
- ☐ The product owner and all stakeholders
- ☐ The development team

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31. Upon what type of process control is scrum based?

- ☐ Empirical
- ☐ Hybrid
- ☐ Defined
- ☐ Complex

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32. The product backlog is ordered by

- ☐ Size, where small items are at the top and larger ones at the bottom
- ☐ Risk, where safer items are at the top and riskier items at the bottom
- ☐ Least valuable items at the top and most valuable at the bottom
- ☐ Items are randomly arranged
- ☐ Whatever is deemed most appropriate by the product owner

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33. Which statement best describes a product owner's responsibility

- ☐ Optimizing the value of the work the development team does
- ☐ Directing the development team
- ☐ Managing the project and ensuring that the work meets the commitment towards the stakeholders
- ☐ Keeping stakeholders at bay

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34. Scrum does not have a role called “project manager”

- ☐ True
- ☐ False

34. Scrum does not have a role called “project manager”

☒ True

☐ False

35. A development sprint can be extended if the selected items are not completed.

- ☐ True
- ☐ False

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☒ False

Q&A



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