

SCRUM

SCRUM

Roles

Artifacts

Sprint Lifecycle

Plannning Pitfalls

Tips and Tricks

Roles

Roles

Chickens

Pigs

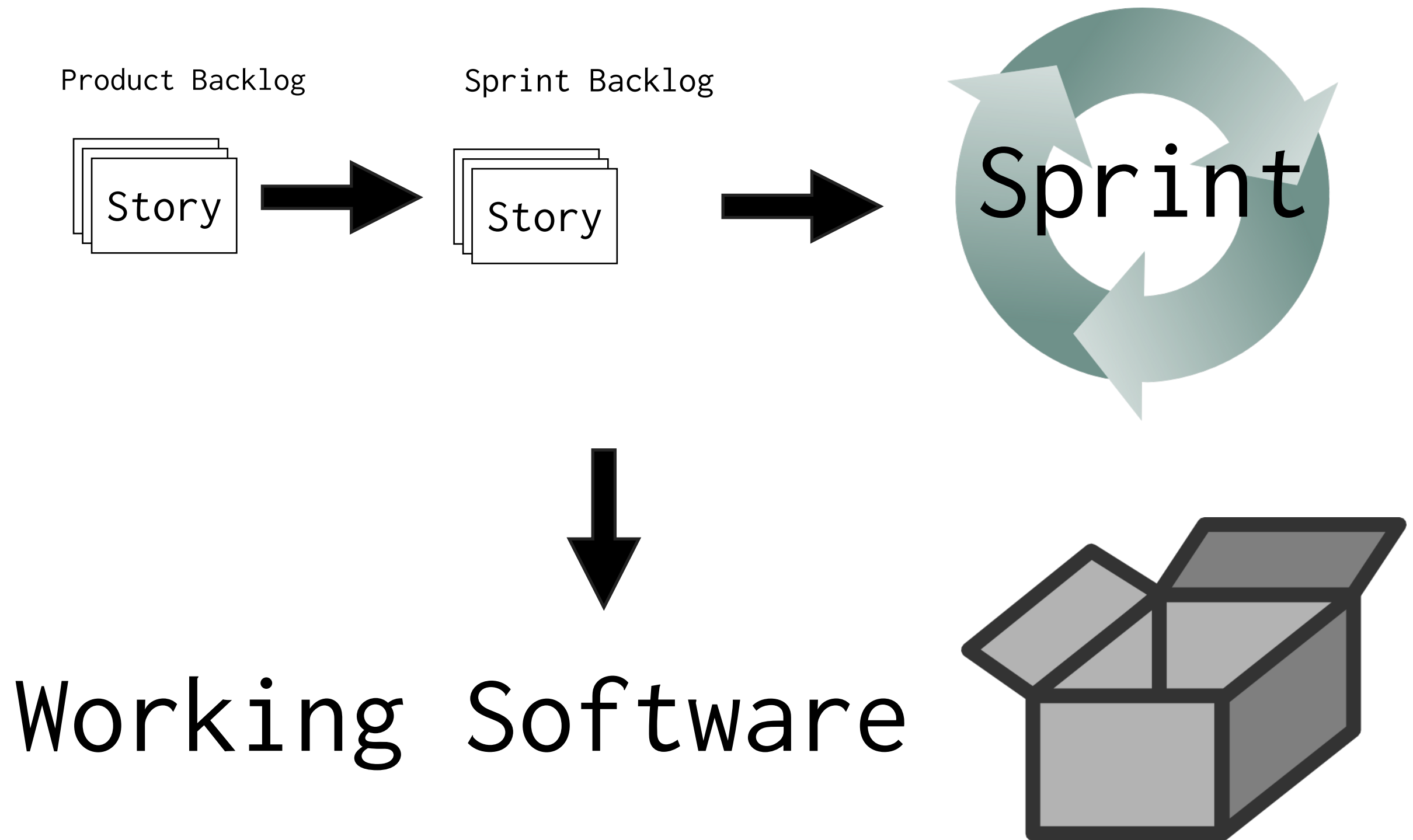
Artifacts

Artifacts

Product Backlog
Sprint Backlog
Burn Down

Sprint Lifecycle

Sprint Lifecycle



The Backlog

The Backlog

Prioritization

Estimations

New Stories

The Release

Sprint Planning

Sprint Planning

Planning Meeting
Discovery
Acceptance Criteria
Capacity Planning
Simplest Solution
Negotiations

The Sprint

The Sprint

Daily Standup
Feature Development
Timeboxed
Feedback Cycle
Burnndown
Pace

Done is
DONE

Done is DONE

Acceptance Criteria
Tested
Verified
Signoff

The Demo

The Demo

Stakeholders Feature Demo

Planning Pitfalls

Planning Pitfalls

Speed Planning
Differing Expectations
No Negotiation
Missing Design
Missing Requirements
Uncommon Sense

Sprint Pitfalls

Sprint Pitfalls

Lack of Comm.

Open Sprints

Sloppy Work

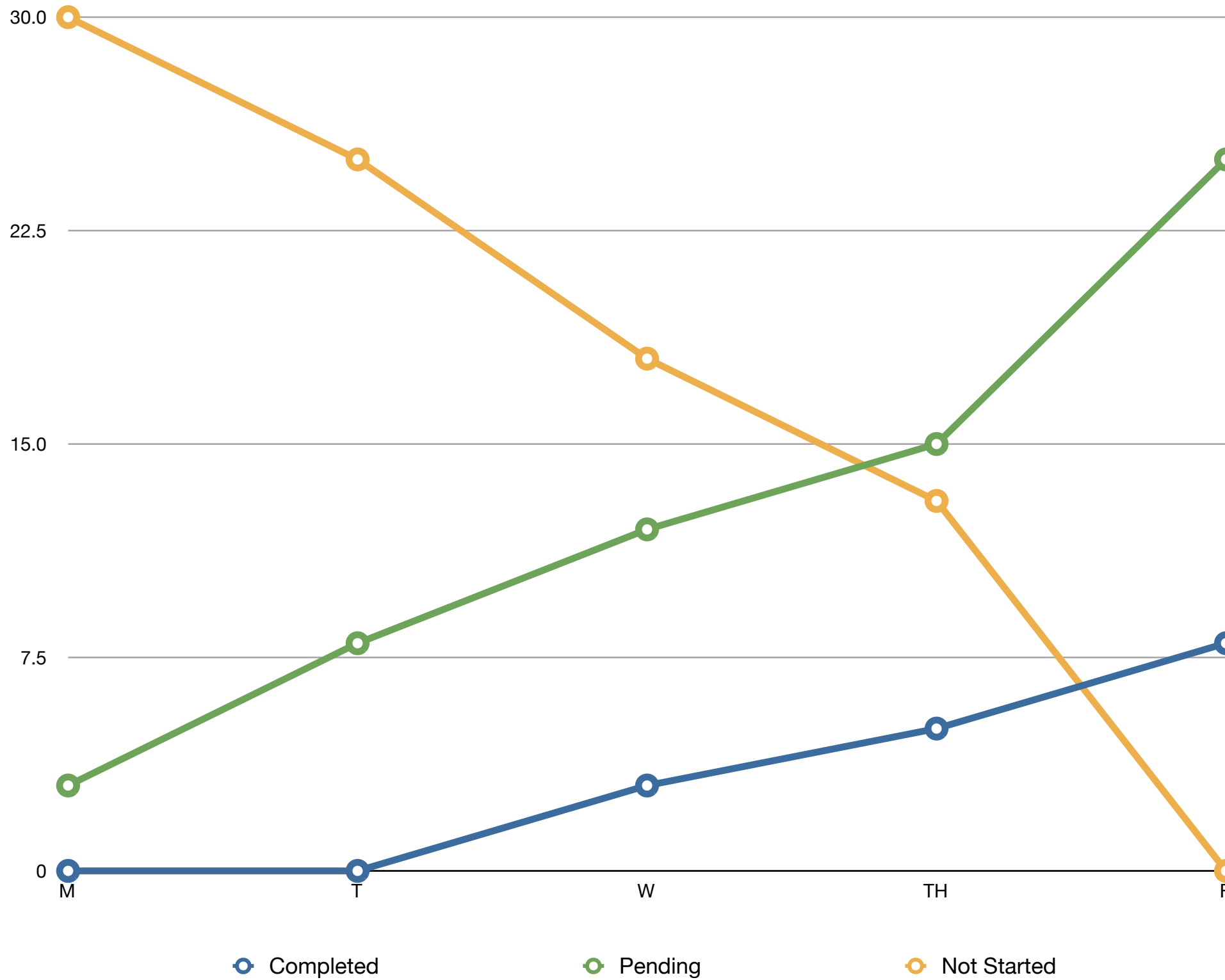
Time Sinks

Lack of Discipline

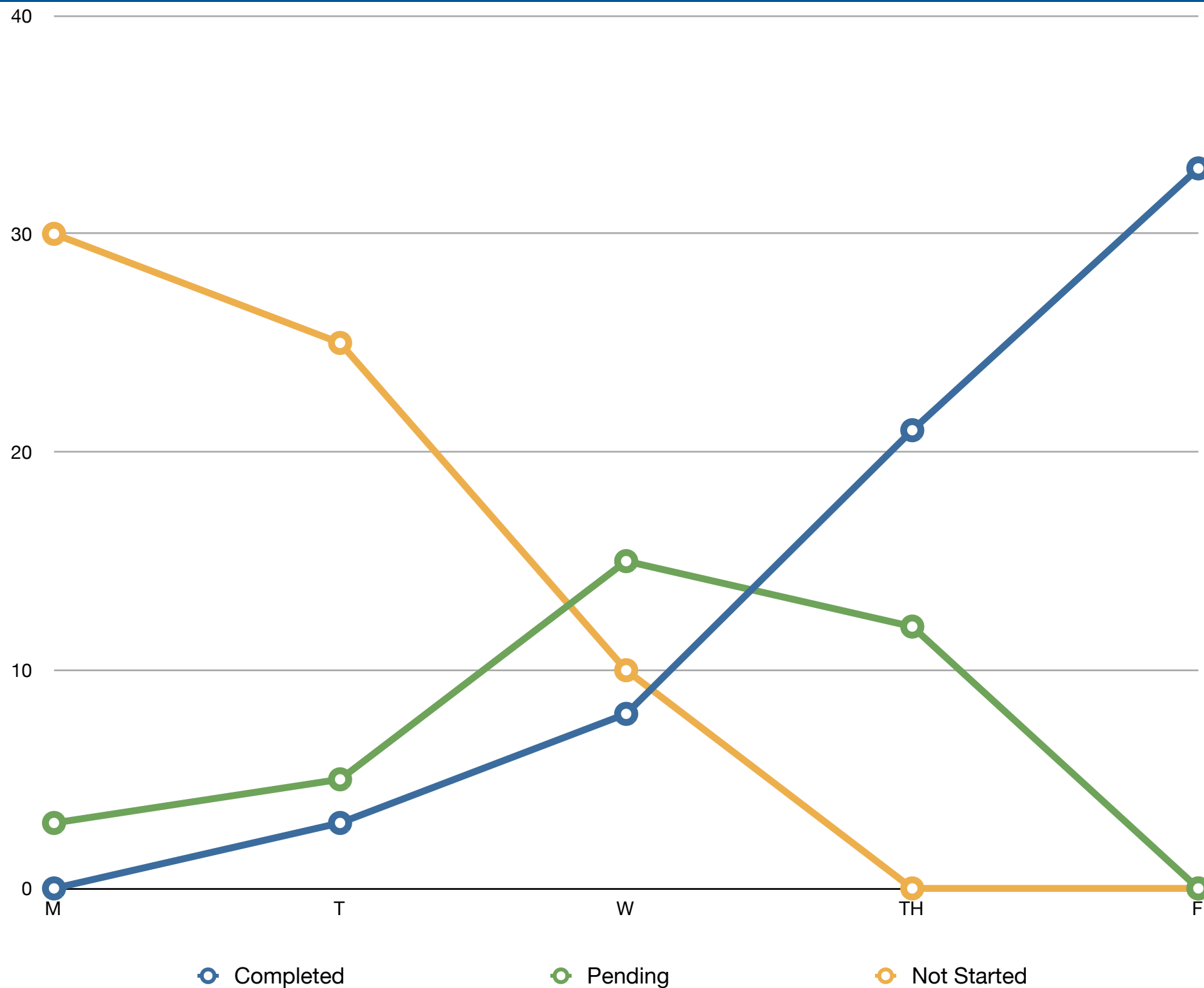
Not Done is NOT Done

Time for Feedback

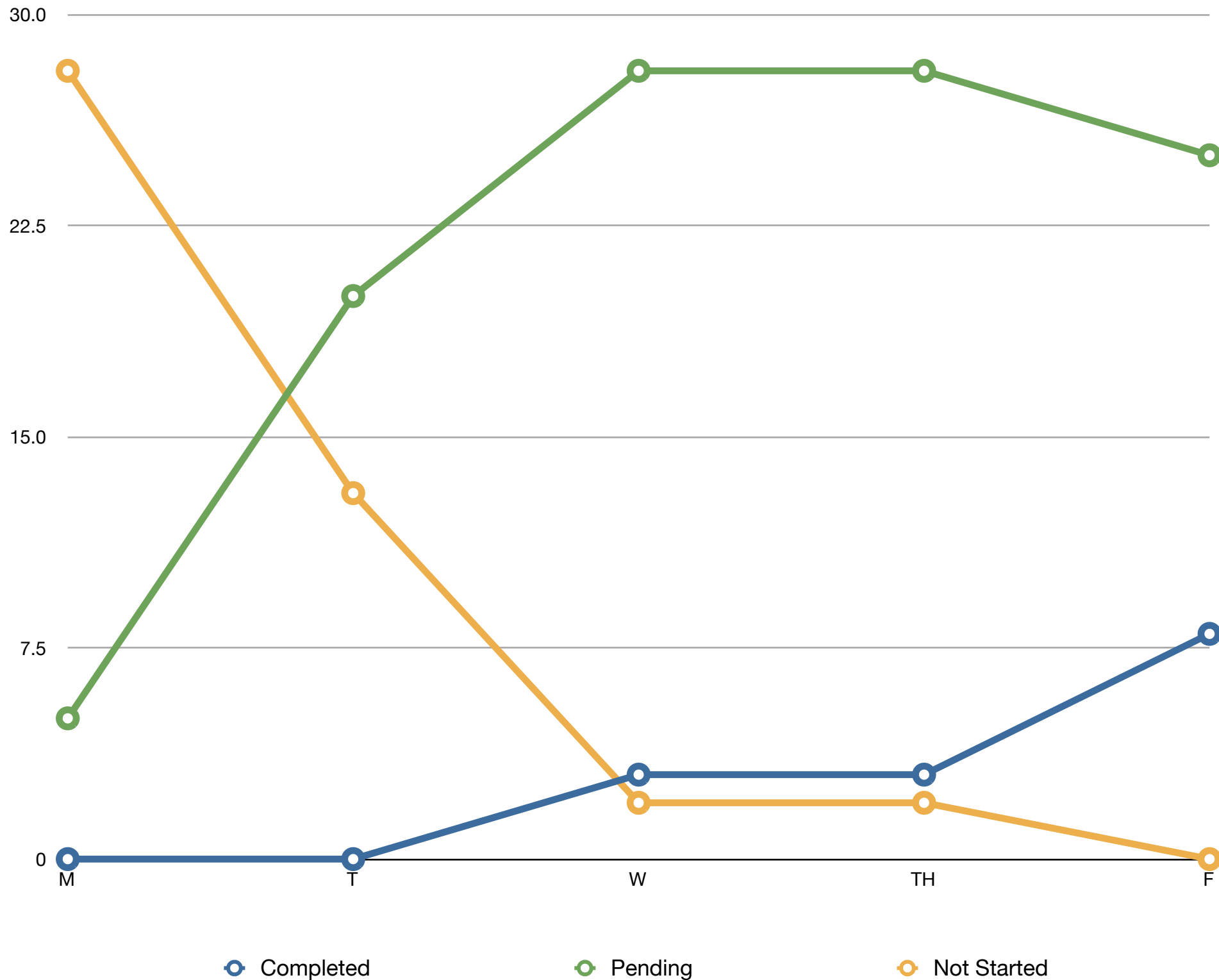
Sprint Pitfalls



Sprint Pitfalls



Sprint Pitfalls



Tips from the Trenches

Tips from the Trenches

Communicate

Be a Professional

Negotiate

Get Rapid Feedback

Done is Done

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