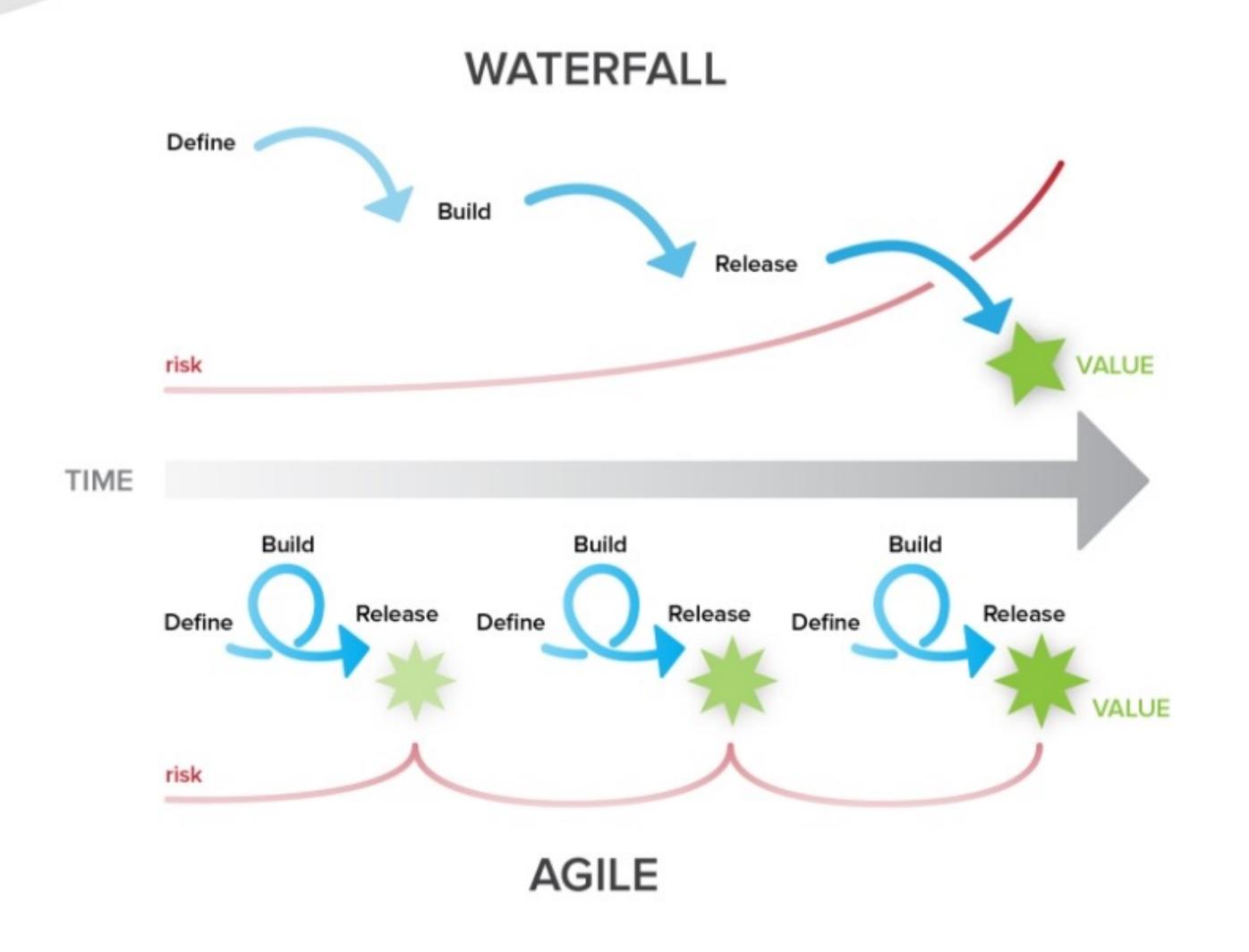


Difference between Agile and Waterfall







What is Scrum

- Framework that helps teams work together
- C Lightweight
- Simple to Understand
- O Difficult to Master



Scrum Team

O Developers

- Committed to creating Increment each Sprint
- Accountable for:
 - Quality by adhering to Definition of Done
 - Adapting their plan each day towardsSprint Goal
 - O Holding each other accountable as professionals.

O Product Owner

- Responsible for Product Backlog
- Creating User Stories, prioritizing backlog

Scrum Master

- Promoting Scrum practices
- Smooth Operator" and Impediment buldozer
- NOT an assistant



Scrum Glossary

O Product Backlog

An ordered list of the work tobe done in order to create,maintain and sustain a product

O User Story

• Functional items on the Product Backlog

Openition of Done

Conditions that User story must fulfil to be considered DONE

Story Points

O Describe complexity of the User Story

Sprint

Short, time-boxed period when a scrum team works to complete a set amount of work

Sprint Goal

• An objective set for the Sprint

Sprint Board

Visible indicator of the status of your current sprint



User Story

• As a <role>

I want <functionality>

so that <use case>

• Acceptance criteria

Signup with Facebook



tach

Create subtask



Link issue



Link page

Description

As a non registered User I want to register with Facebook, so that I can access features available only for registered users.

Acceptance criteria:

- register and signup form opens when clicking the login area as non loggedin/registered user
- · signup/in with facebook is selectable
- clicking on it opens an overlay and follows the facebook signin process
- · if users cancels the process, nothing is stored and the user is not recognized
- Profile Picture, first and last name and email are transfered
- · if process was successfull, user is signed in
- creating the user profile area is not part of the story.

Design Desktop:

https://xd.adobe.com/spec/a92fd624-4016-4f6f-a479-1da6a4d2eb98-fc7c/screen/204bca2b-1fa8-4208-8f97-17b187a6fea8/FHD-Authorisation

Design Mobile:

https://xd.adobe.com/spec/a92fd624-4016-4f6f-a479-1da6a4d2eb98-fc7c/screen/6a3b520c-9936-4625-8576-7e35b0a0d998/MOBILE-Authorisation

Linked issues

is blocked by







DONE

STATUS

TO DO V

ASSIGNEE



REPORTER



DEVELOPMENT



LABELS

None

STORY POINTS



EPIC LINK

Signup / User Area

PRIORITY

Medium

Show 5 more fields
 Original Estimate, Time

Created March 21, 2019, 10 Updated January 7, 2020, 1

Backlog Refinement

- Adding details to backlog items
- C Estimating size of items Poker Planning



Poker Planning Rules

- Product Owner introduces User Story and discussion begins
- 2. Team checks if they understand the story, prerequisites, out of scope, ...
- 3. First round of independent estimation
- 4. MIN and MAX numbers present their arguments for numbers
- 5. Second round of estimation

























Poker Planning helps with:

- O More accurate estimates
- Oldentification of what needs to be defined
- Reduce misunderstandings
- Out of scope reminder
- Give space to less assertive people
- Helps Product Owner to understand the effort

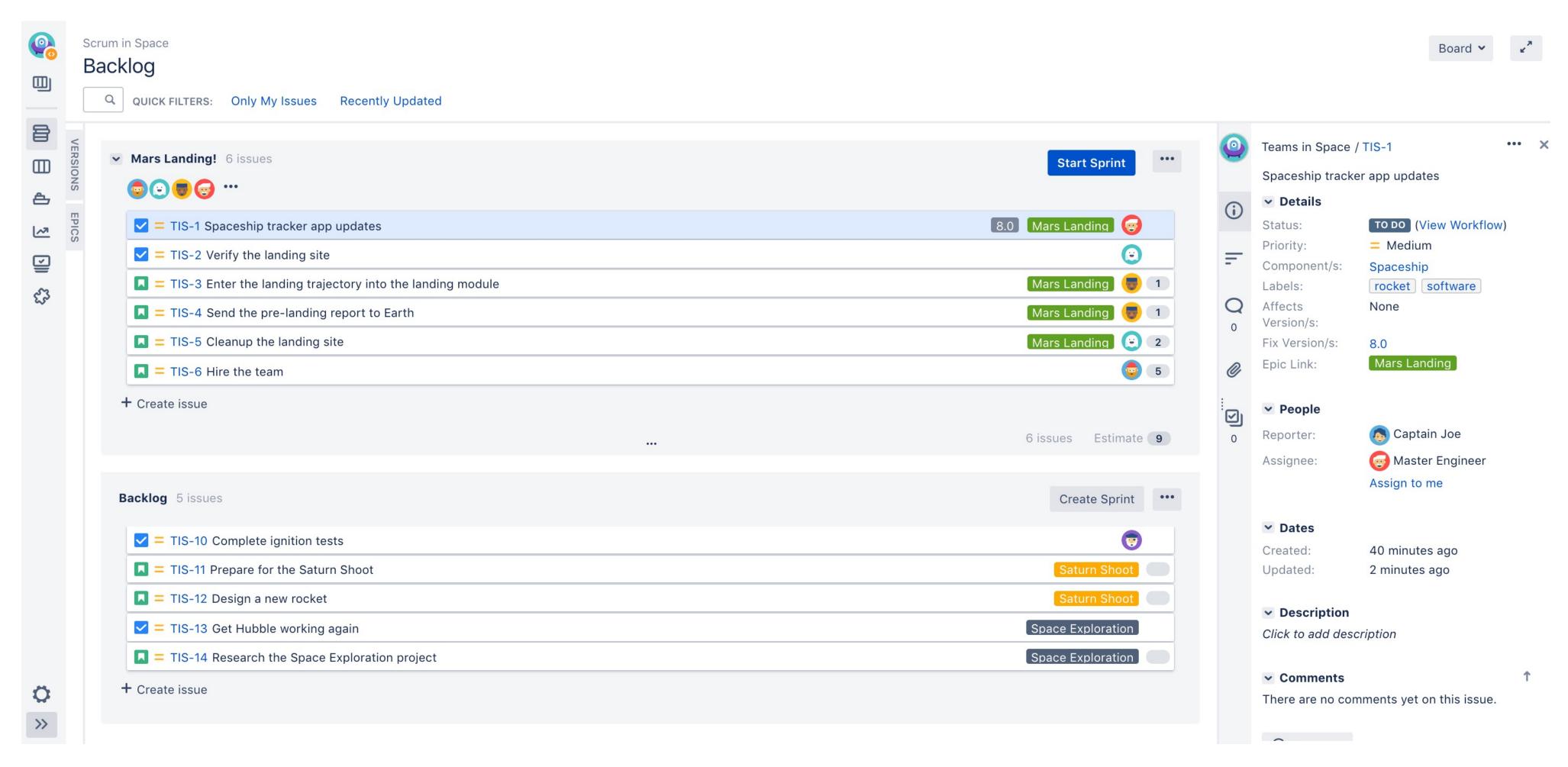


Sprint Planning

- Picking backlog items according to priorities
- Setting Sprint Goal
- Successful Planning depends on Quality Refinement



Product Backlog



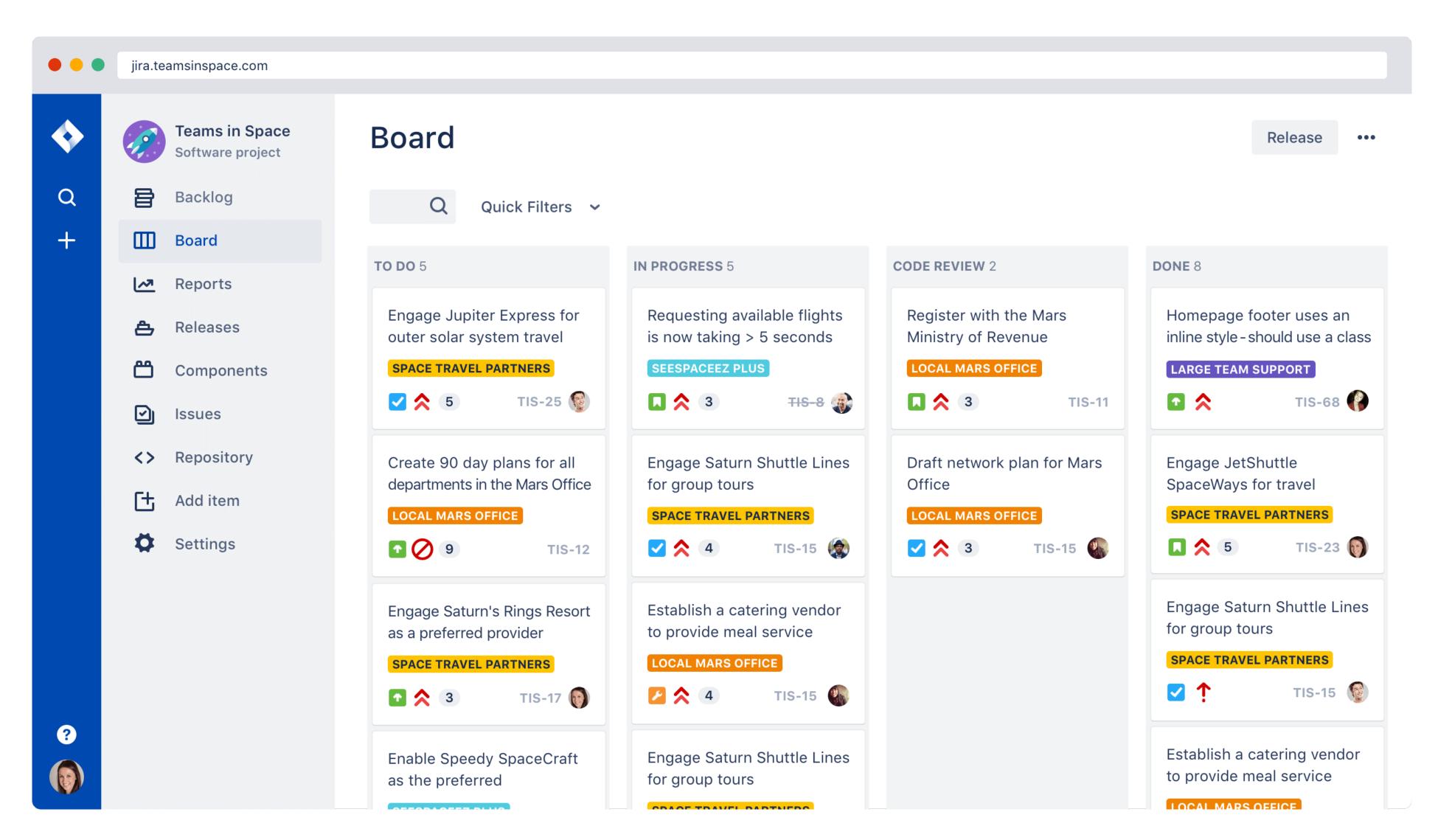


Daily Scrum

- O "Stand-ups"
- Everyday event for development team
- What did I do yesterday that helped the Development Team meet the Sprint Goal?
- What will I do today to help the Development Team meet Sprint Goal?
- O Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?



Sprint Board







Sprint Review

- DEMO = Presentation of the Work done during Sprint
- O PO, Dev. Team, Stakeholders, PO of other teams, End users
- Present stories from user point of view (Story/Use case)
- Sell also your effort on technical stories
- Be on meeting 10 min before = we are professionals



Sprint Retrospective

- O Inspect & Adapt
- Prepare points you want to present
- O Define action points
- START, CONTINUE, STOP



Last points...

- Scrum practices won't prevent problems from happening
- Scrum practices will help with communication and transparency and fast feedback cycles
- Share your troubles with your colleagues and Scrum Master





Resources

Scrum Guide
Atlassian: Scrum

