Scrum Theory - Summary

- The Scrum Guide is the definitive guide to scrum

- Scrum is for delivering mainly complex products, but can be used for any

- Scrum is a framework, does not have all the answers

- Empiricism is about learning from the mistakes from the past

- Team members must be transparent and honest

- A sprint is an iteration of a calendar month or less in which a product increment is delivered

- Setting sprint length should give enough opportunities to inspect and adapt

Scrum Team Accountabilities - Summary

- Scrum Team consists of Product Owner, Scrum Master and Developers

- The Product Owner is accountable for maximising the value of the product and managing the backlog

- The Product Owner's decisions must be respected within the organization

- Developers are responsible for building the increment and self-managing

- Developers must be respected and trusted on development decisions

- The Scrum Master is responsible for facilitating, coaching and being a servant-leader

- The Scrum Master must be respected as the authority on scrum (not the people)

Scrum Events - Summary

- There are 4 formal events in Scrum. Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective

- The Sprint is the heart of scrum where an increment is created

- Only the Product Owner can cancel the sprint

- All events have specific maximum lengths (see scrum guide)

- Work out Developers capacity before planning

- Daily Scrum is held in the same place each day to make things easier

- The Developers alone are responsible for having daily scrum

- The Scrum Master coaches them and often facilitates

- The Sprint Review allows stakeholders to collaborate with the scrum team

- The retrospective allows teams to improve continuously

Artifact Transparency - Summary

- Product Backlog, Sprint Backlog and Increment should be visible to all to show progress

- Aids such as burn-downs aid this transparency

- The Product owner monitors progress towards the goal eg. release

- The Developers monitor progress towards the goal eg. sprint

- Scrum master needs to coach to ensure that all artefacts are transparent

- Daily Scrum is held in the same place each day to make things easier

- Bear in mind organization standards for definition of done

- Multiple Teams working on one product should mutually define the definition of done

Scrum Artifacts - Summary

- The Artifacts are Product Backlog, Sprint Backlog, Increment.

- The artifacts increase transparency

- The Product backlog is a living document and should be refined and prioritised regularly

- Progress can be monitored in many ways such as the Sprint Burndown and Release Burndown

- The Sprint Backlog consists of the items (eg. stories) and a plan (eg. tasks)

- Only Developers can update the sprint backlog during a sprint..however...

- The Product owner and team should negotiate any changes during a sprint