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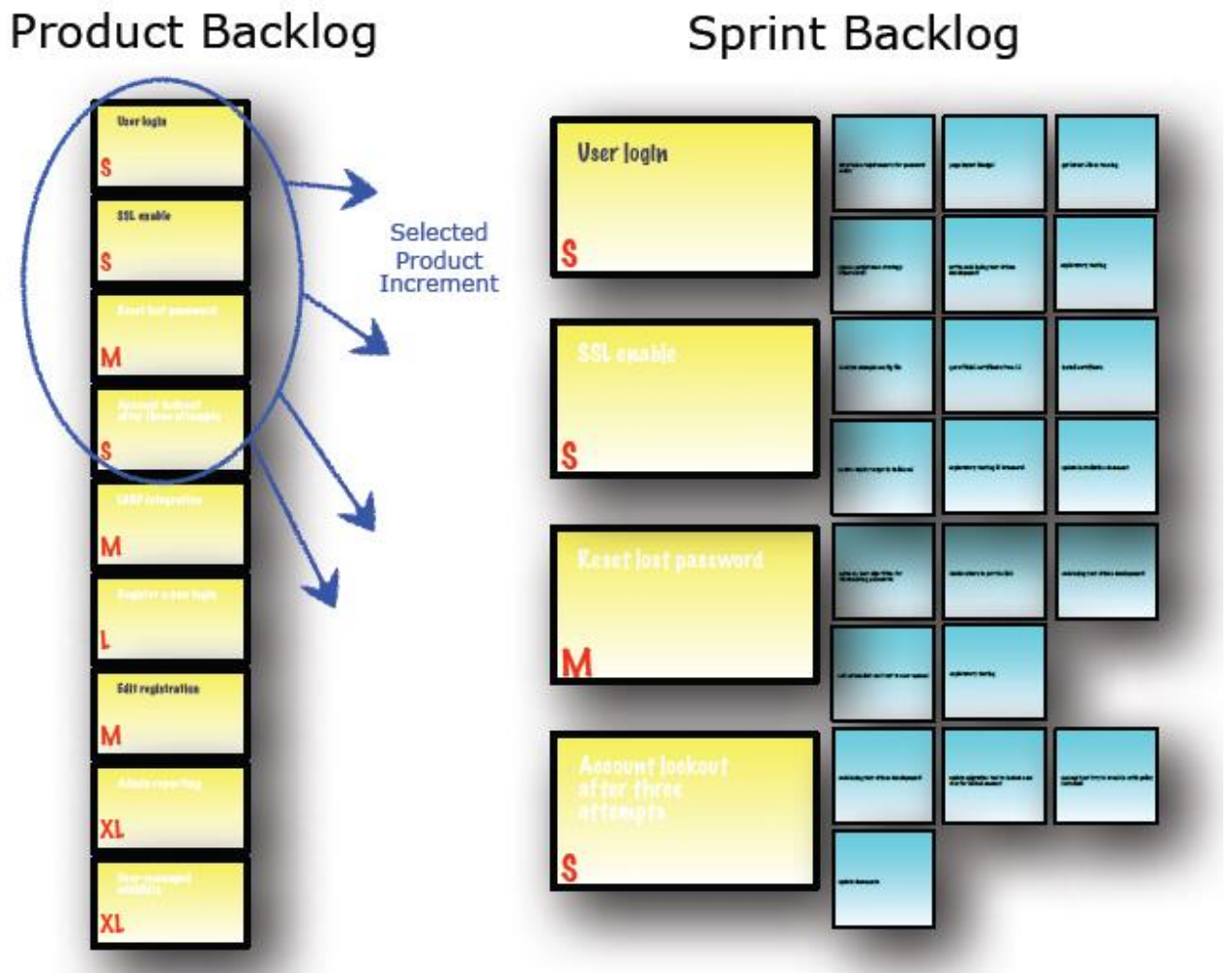
COPENHAGEN BUSINESS ACADEMY

Systems Development – Day 3

Agenda for Scrum Day 3

- Product Backlog
- Team Contract
- Sprint planning

From Product Backlog to Sprint Backlog



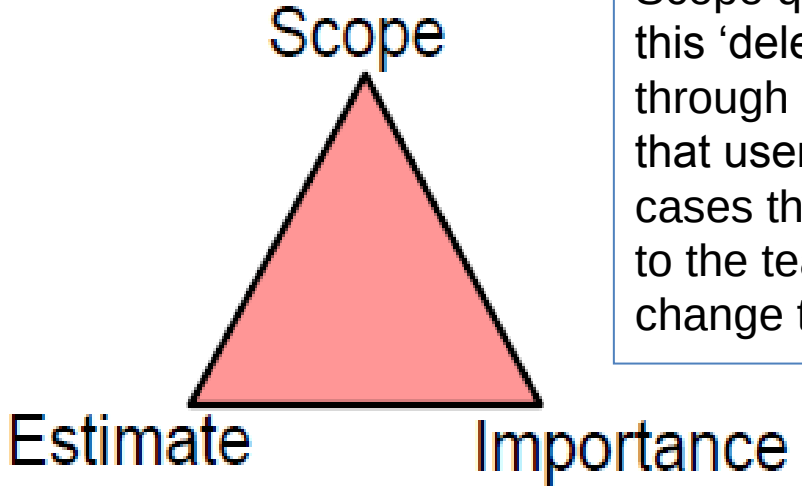
Source: http://scrumreferencecard.com/ScrumReferenceCard.pdf

Sprint Backlog

- Contains **committed stories** negotiated between the team and the Product Owner during the Sprint Planning Meeting
- **Initial tasks** are identified by the team during Sprint Planning Meeting
- Team will discover **additional tasks** needed to meet the fixed scope commitment during Sprint execution

Which stories to include in sprint? (Kniberg pp 15-16)

- Team decision based on:



Scope question example – “does this ‘delete user’ story include going through each pending transaction for that user and canceling it?’” In some cases the answers will be surprising to the team, prompting them to change their estimates

In some cases the time estimate for a story won’t be what the product owner expected. This may prompt him to change the importance of the story. Or change the scope of the story, which in turn will cause the team to re-estimate, etc, etc

Sprints

Story:

As **an online store owner**,
I want **to view my products**
so that **I can review what is current available on my site**

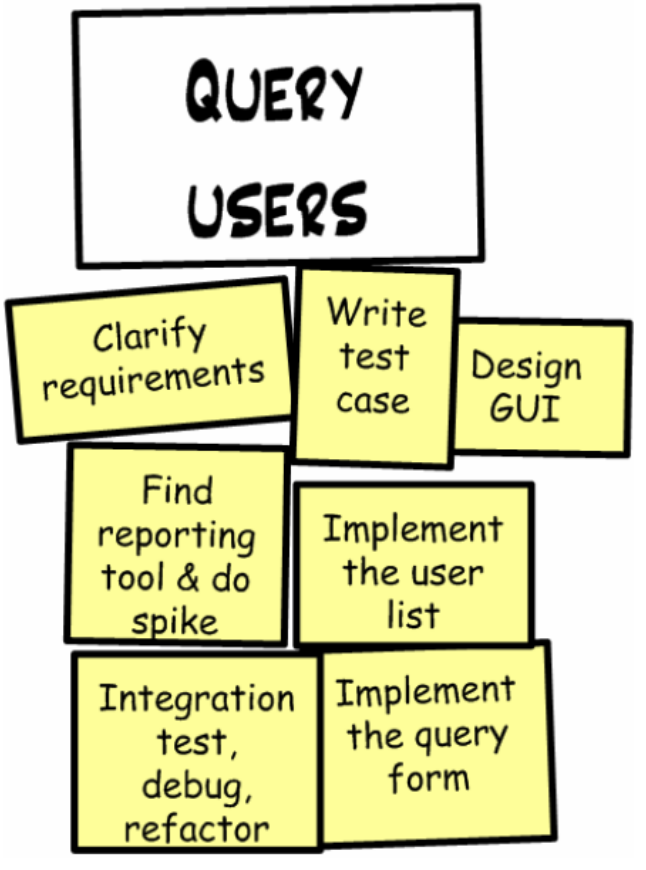
Split story into tasks (examples):

1. Create database table
2. Populate table with a few sample data
3. Create select SQL script
4. Create UI for viewing my products
5. …
6. Create automated functional tests for viewing functionality

Tasks

- **Stories:** deliverable things at PO (business value) level
- **Tasks:** non-deliverable things that PO doesn't care about.

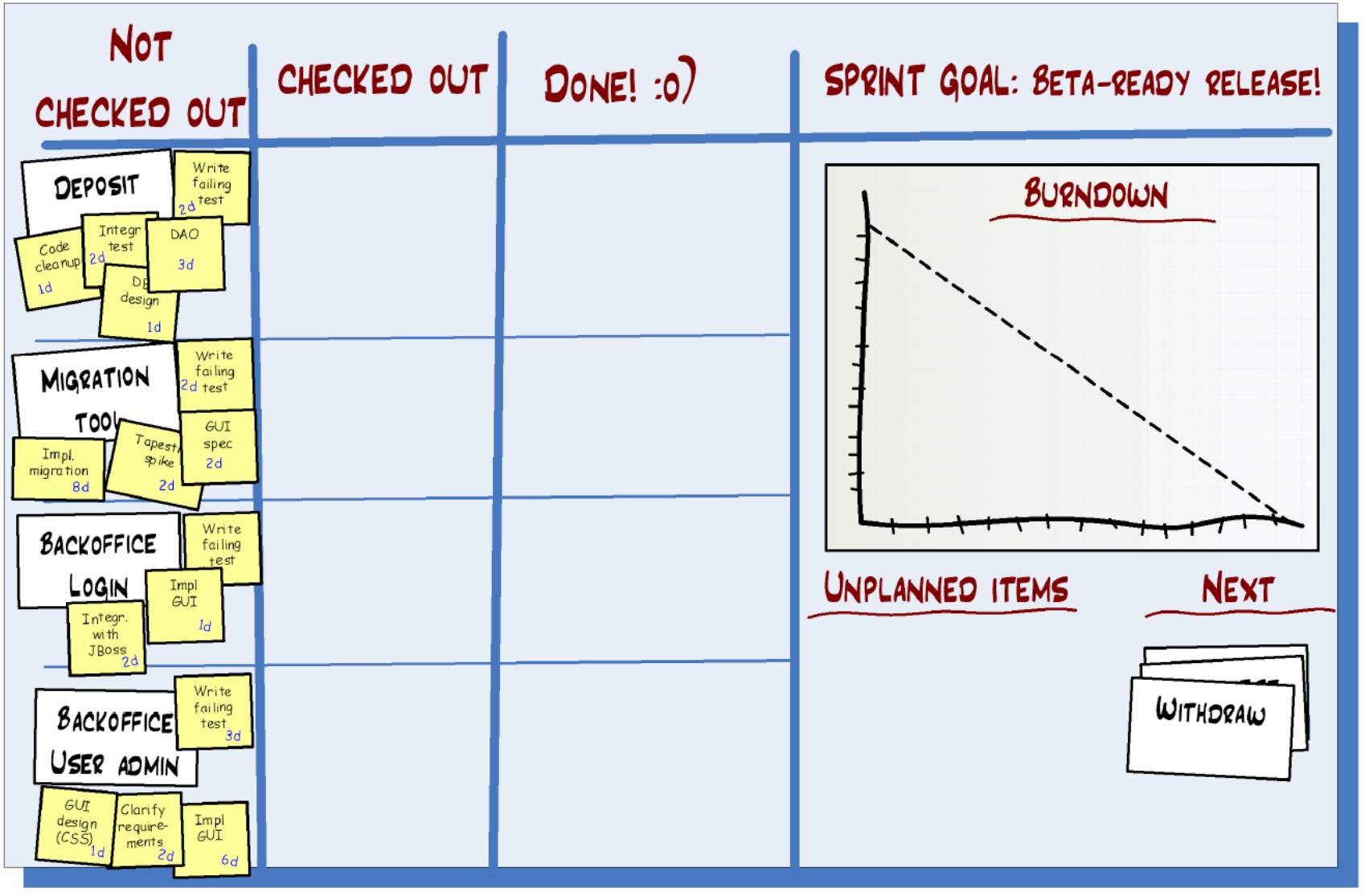
Example:



Sprint Backlog Format

Kniberg p. 46

- Taskboard + Burndown Chart (always visible to team):



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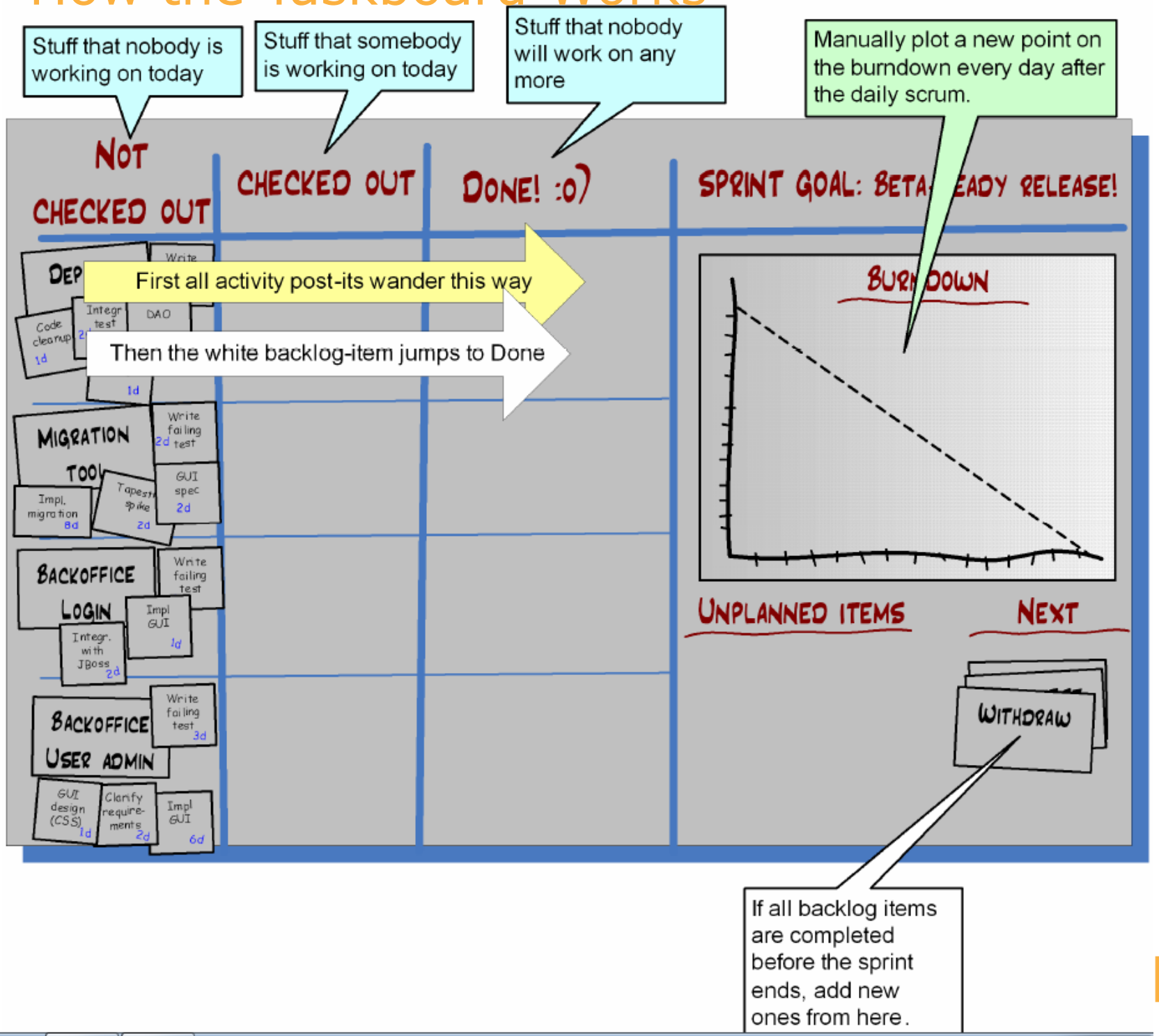
How the Taskboard Works



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An example of a real sprint backlog near the end of a sprint

Sprint Backlog 1 week

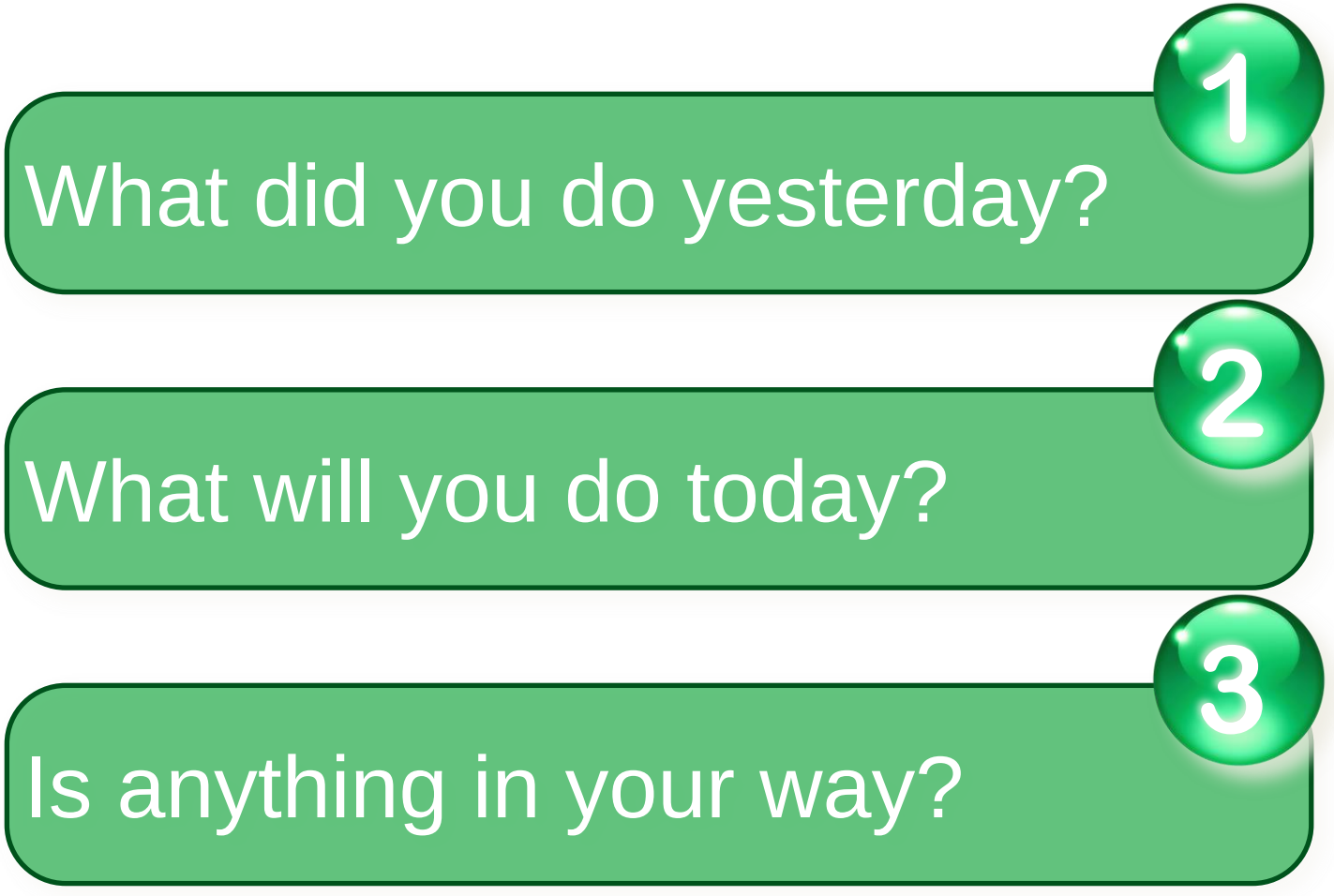
USER STORY	Tasks	Mon	Tues	Wed	Thurs	Fri
User Story ”name” ID: 7	Code the user interface	8	4	8		
	Code the middle tier	16	12	10	4	
	Test the middle tier	8	16	16	11	8
User Story ”name” ID: 8	Write online help	12				
	Write the foo class	8	8	8	8	8
	Add error logging			8	4	

Good idea to work with two user stories that are closely related ?

The daily scrum

- Parameters
  - Daily
  - 15-minutes
  - Stand-up
- Not for problem solving
  - Whole world is invited
  - Only team members, ScrumMaster, product owner, can talk
- Helps avoid other unnecessary meetings

Everyone answers 3 questions



- These are *not* status for the ScrumMaster
  - They are commitments in front of peers

”Done”

- When are we “done”?
  - It must be clear to both PO and team
- “Done” = Potentially Shippable Product Increment
  (G. Larmann et al. *The Scrum Primer*)
- “Done” = A complete story (otherwise increased technical debt)
  - (Kniberg *Scrum and XP from the Trenches* p. 32)
- Define “Done” for each story
  - When tested! Remember acceptance criteria, i.e. “How to demo” field
  - When deployed? Maybe ☺

Extract from Product Backlog:

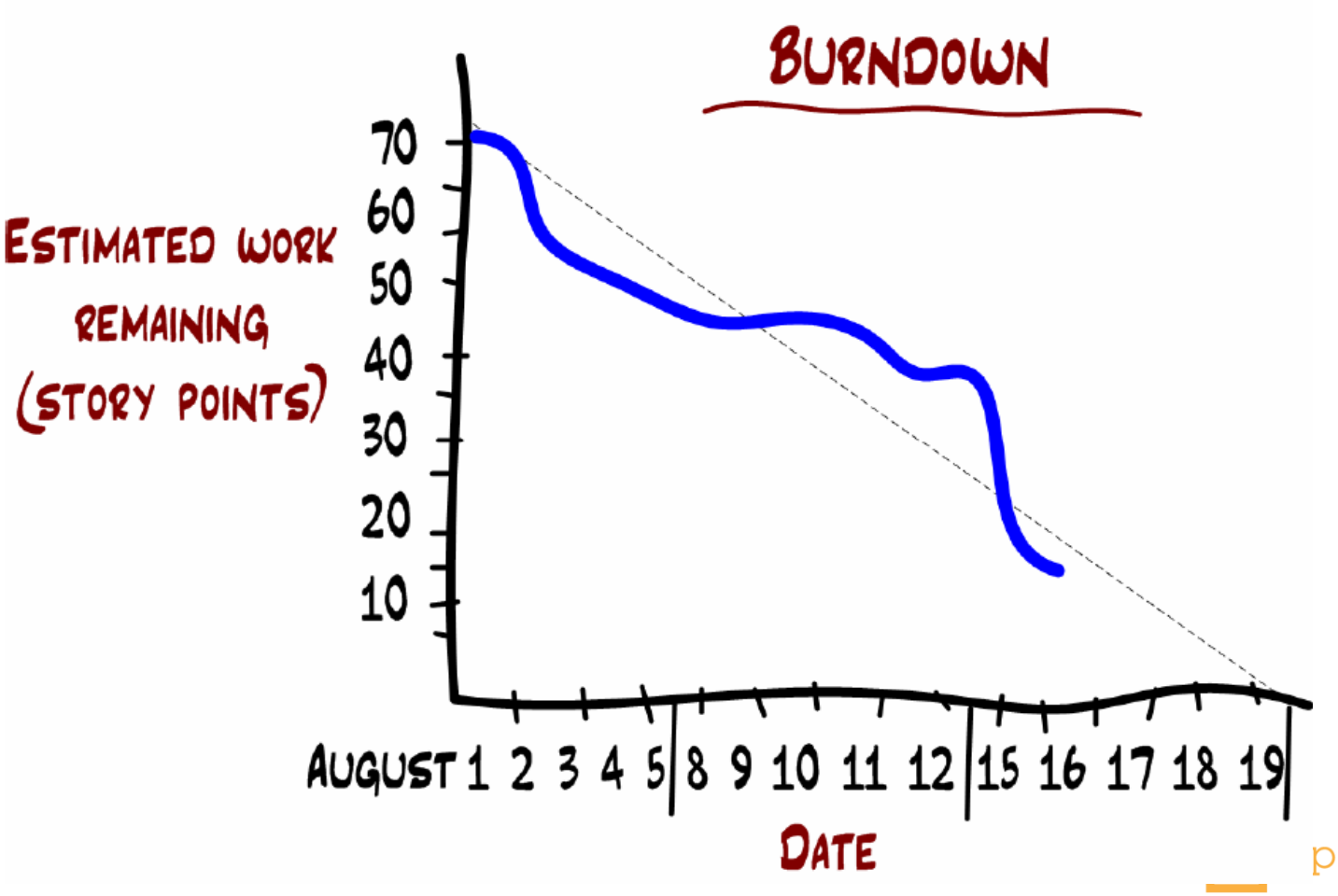
How to demo
Log in, open deposit page, deposit €10, go to my balance page and check that it has increased by €10.
Log in, click on “transactions”. Do a deposit. Go back to transactions, check that the new deposit shows up.

Sprint review (retrospective)

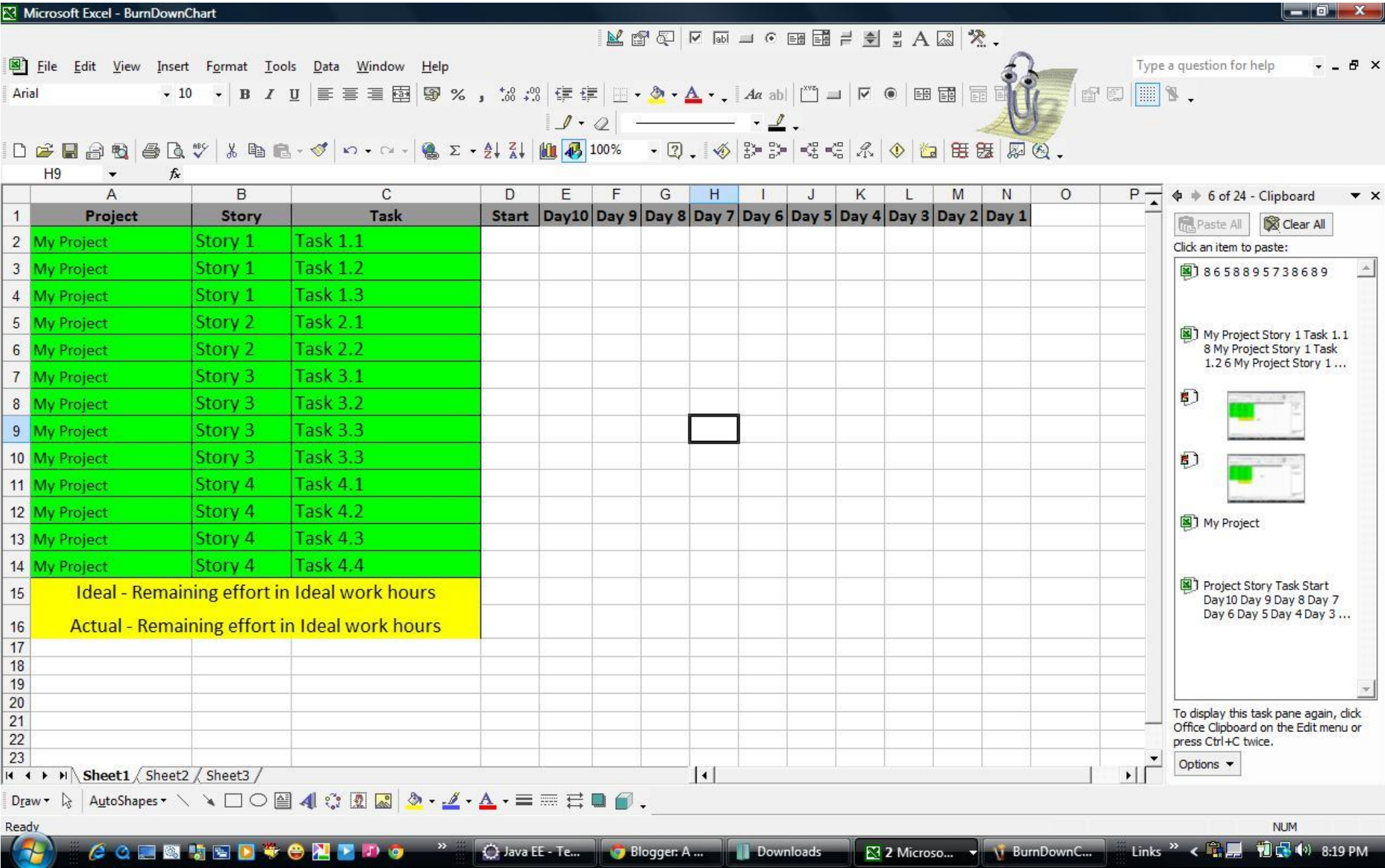
- What do you think about your UML?
- What did you actually deliver?
- Estimate how long you took to finish?
- What did you find most difficult?/What impeded you in the previous iterations/sprint?
- How did you overcome those difficulties?
- How will you overcome those difficulties in the future?
- What did you do in the previous iterations/sprint?
- What will you do in the next iterations/sprint?
- What do you think will impede you in the next iterations/sprint?
- How your worked as a team/How you will work in the next iterations/sprint?
- How would you like to review/revise your user case/UML diagram(s)? If necessary revise them.

Burndown Chart

- Tracking progress during sprint.
  - The graph shows, each day, a new estimate of how much work remains until the team is finished.



BurndownChart – using excel 1/5



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	Project	Story	Task	Start	Day10	Day 9	Day 8	Day 7	Day 6	Day 5	Day 4	Day 3	Day 2	Day 1		
2	My Project	Story 1	Task 1.1													
3	My Project	Story 1	Task 1.2													
4	My Project	Story 1	Task 1.3													
5	My Project	Story 2	Task 2.1													
6	My Project	Story 2	Task 2.2													
7	My Project	Story 3	Task 3.1													
8	My Project	Story 3	Task 3.2													
9	My Project	Story 3	Task 3.3													
10	My Project	Story 3	Task 3.3													
11	My Project	Story 4	Task 4.1													
12	My Project	Story 4	Task 4.2													
13	My Project	Story 4	Task 4.3													
14	My Project	Story 4	Task 4.4													
15	Ideal - Remaining effort in Ideal work hours															
16	Actual - Remaining effort in Ideal work hours															
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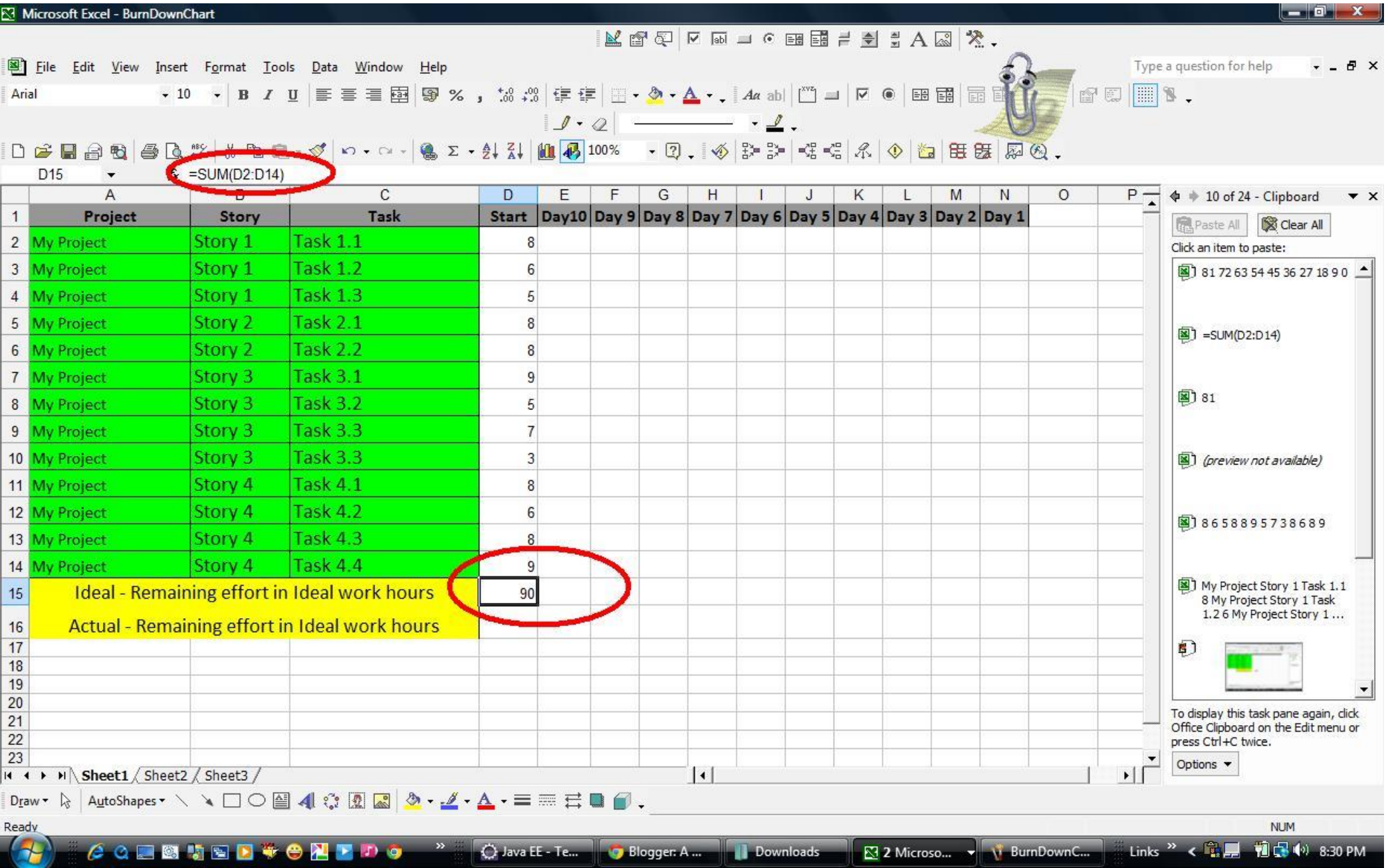
BurndownChart – using excel 2/5



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1	Project	Story	Task	Start	Day10	Day 9	Day 8	Day 7	Day 6	Day 5	Day 4	Day 3	Day 2	Day 1		
2	My Project	Story 1	Task 1.1	8												
3	My Project	Story 1	Task 1.2	6												
4	My Project	Story 1	Task 1.3	5												
5	My Project	Story 2	Task 2.1	8												
6	My Project	Story 2	Task 2.2	8												
7	My Project	Story 3	Task 3.1	9												
8	My Project	Story 3	Task 3.2	5												
9	My Project	Story 3	Task 3.3	7												
10	My Project	Story 3	Task 3.3	3												
11	My Project	Story 4	Task 4.1	8												
12	My Project	Story 4	Task 4.2	6												
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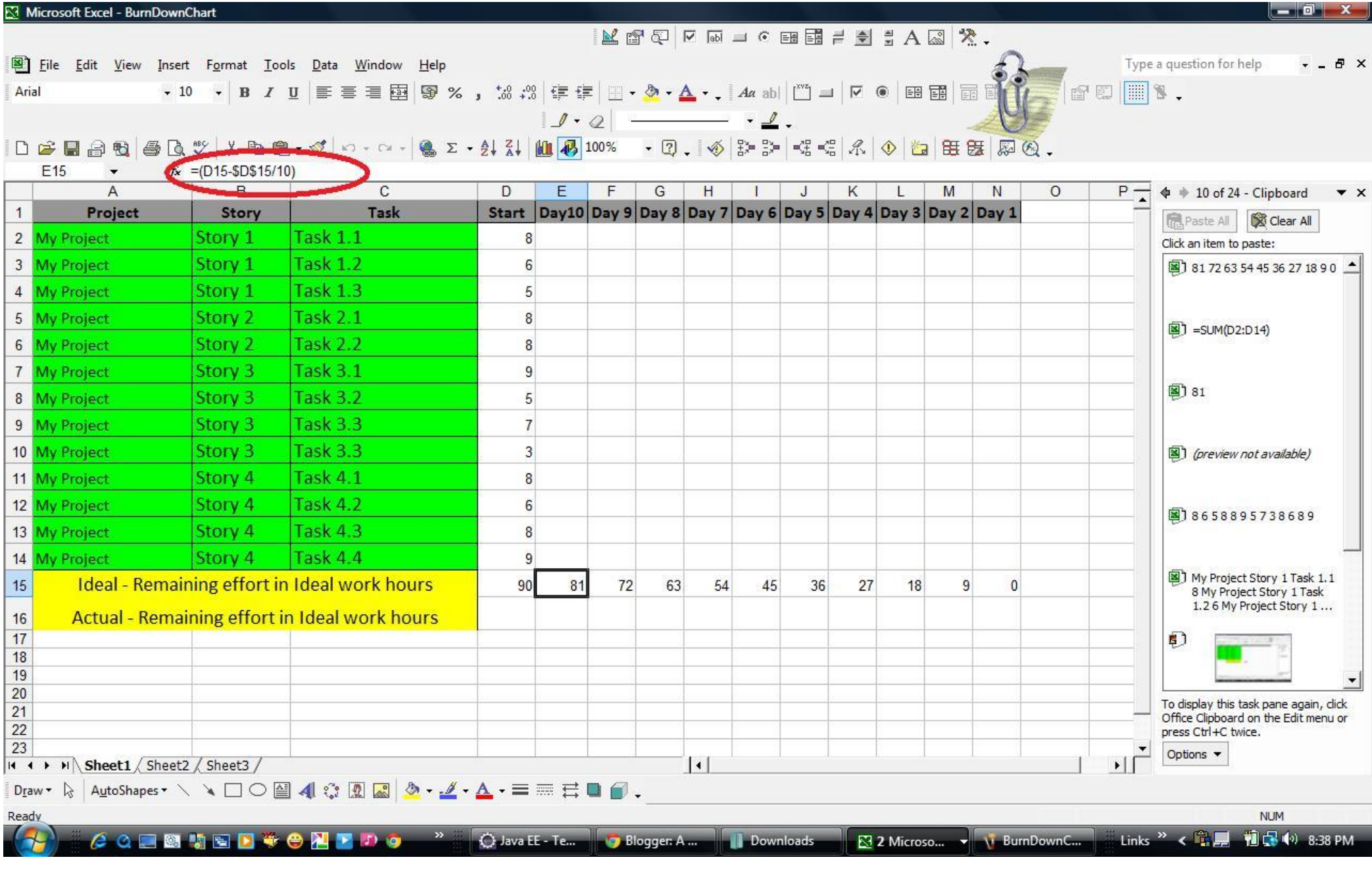
BurndownChart – using excel 3/5



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11	My Project	Story 4	Task 4.1	8												
12	My Project	Story 4	Task 4.2	6												
13	My Project	Story 4	Task 4.3	8												
14	My Project	Story 4	Task 4.4	9												
15	Ideal - Remaining effort in Ideal work hours			90	81	72	63	54	45	36	27	18	9	0		
16	Actual - Remaining effort in Ideal work hours															
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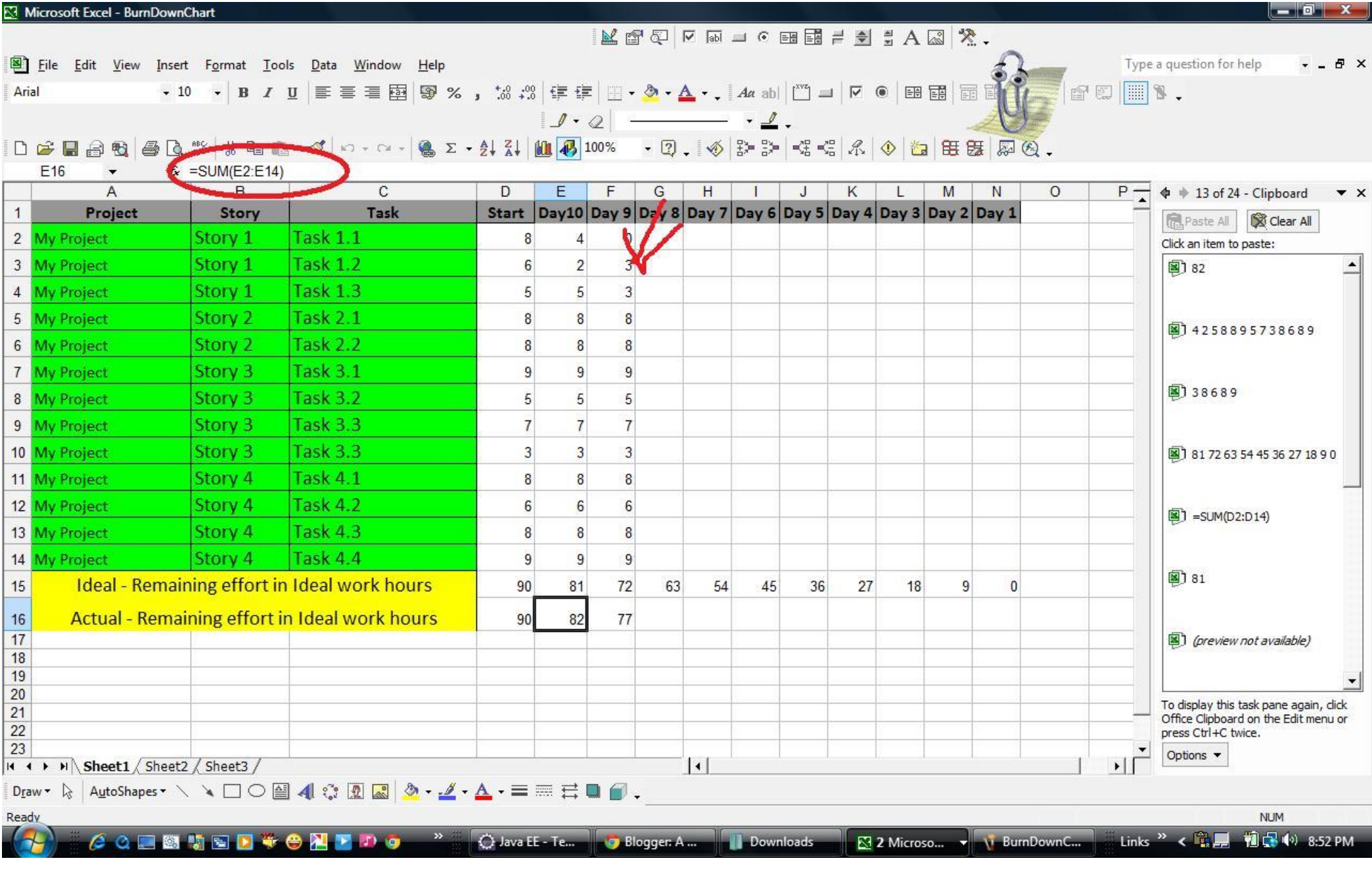
BurndownChart – using excel 4/5



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	Project	Story	Task	Start	Day10	Day 9	Day 8	Day 7	Day 6	Day 5	Day 4	Day 3	Day 2	Day 1		
2	My Project	Story 1	Task 1.1	8	4	0										
3	My Project	Story 1	Task 1.2	6	2	3										
4	My Project	Story 1	Task 1.3	5	5	3										
5	My Project	Story 2	Task 2.1	8	8	8										
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7	My Project	Story 3	Task 3.1	9	9	9										
8	My Project	Story 3	Task 3.2	5	5	5										
9	My Project	Story 3	Task 3.3	7	7	7										
10	My Project	Story 3	Task 3.3	3	3	3										
11	My Project	Story 4	Task 4.1	8	8	8										
12	My Project	Story 4	Task 4.2	6	6	6										
13	My Project	Story 4	Task 4.3	8	8	8										
14	My Project	Story 4	Task 4.4	9	9	9										
15	Ideal - Remaining effort in Ideal work hours			90	81	72	63	54	45	36	27	18	9	0		
16	Actual - Remaining effort in Ideal work hours			90	82	77										
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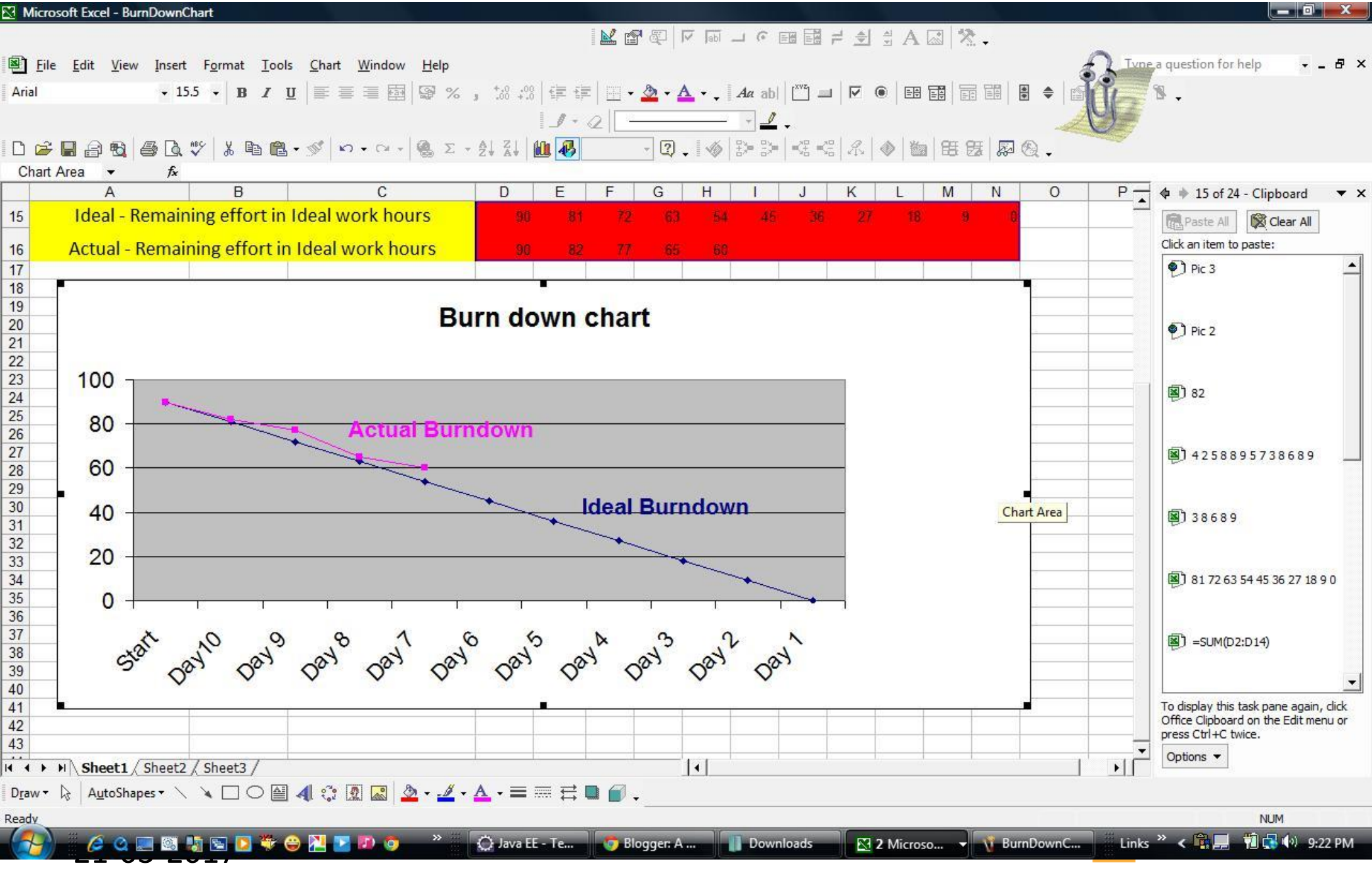
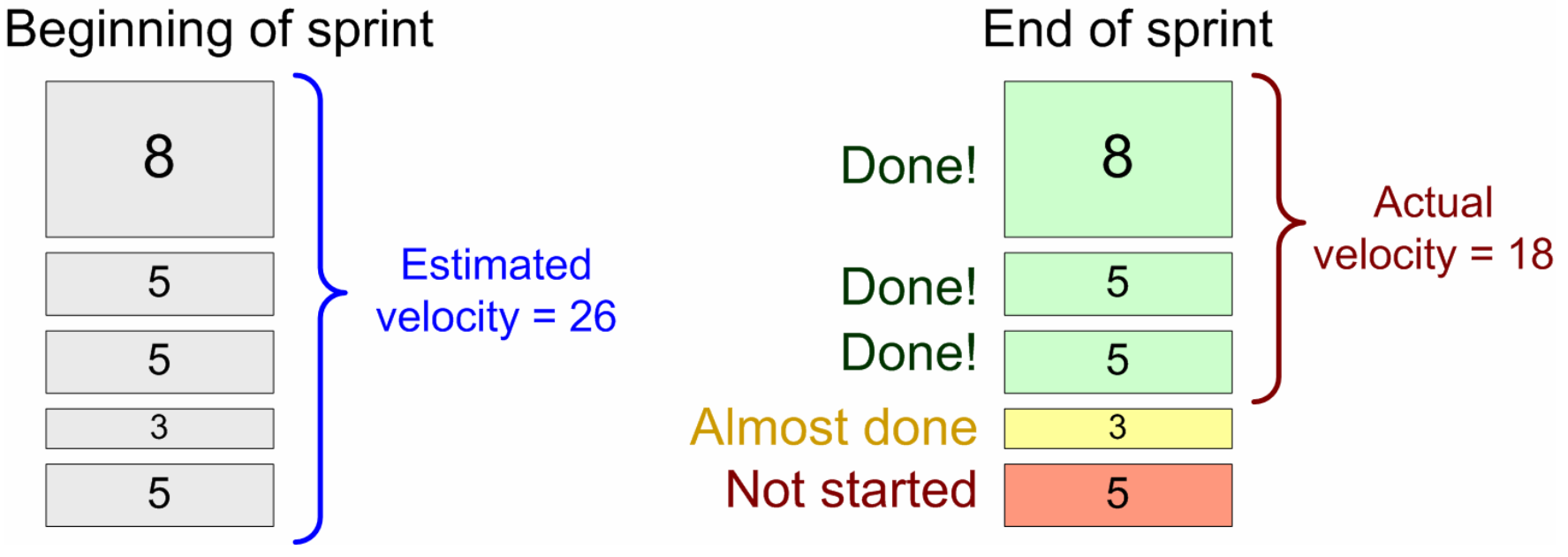
BurndownChart – using excel 5/5



Velocity estimations – Yesterday's Weather *Kan vi blive bedre til at estimere?*

- A simple way to estimate velocity is to look at the team's history.
  - What was their velocity during the past few sprints? Then assume that velocity will be roughly the same next sprint.



Tools Srumwise, Wafle, Trello

- https://www.scrumwise.com/scrum/#/projects/project/example-project/id-171152-0-5

Exercise work now – must be ready for Friday Sprint Planning Meeting

- Team contract

- Produce Product Backlog for Fog project
  - Identify user stories – will be prioritized with PO Friday
  - Identify initial tasks for each story