
Introduction to Scrum

- *Ball Point Game*

CS480 Software Engineering

<http://cs480.yusun.io>

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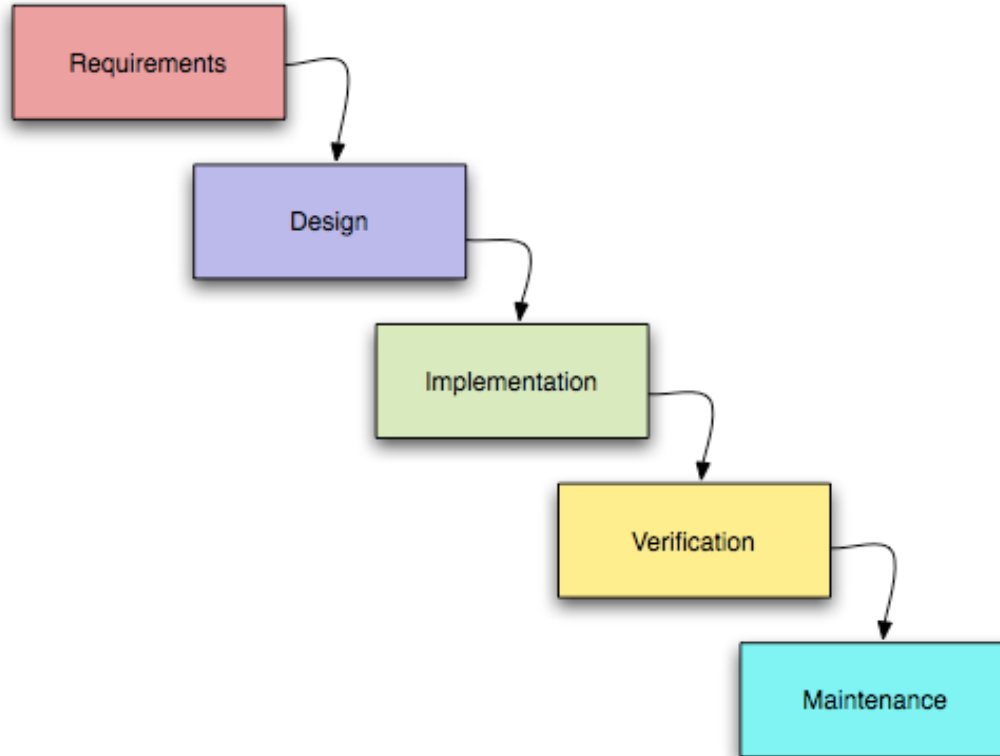
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CAL POLY POMONA

Waterfall Development Approach



The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Product Owner



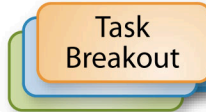
The Team



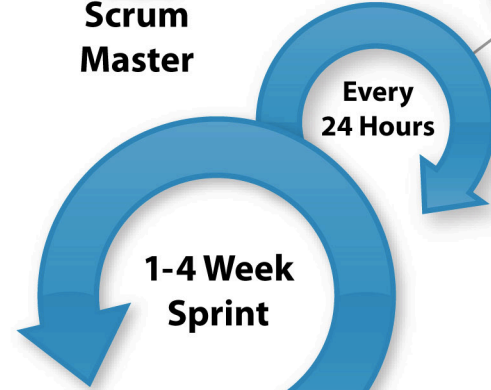
Product Backlog

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint Planning Meeting



Sprint Backlog

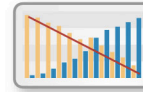


1-4 Week Sprint

Sprint end date and team deliverable do not change



Scrum Master



Burndown/up Charts



Daily Scrum Meeting

Every 24 Hours



Sprint Review



Finished Work



Sprint Retrospective

A game to feel what Scrum is

- ◆ Help teams to learn about iterations, continuous improvement, measurement, theory of constraints, flow and retrospectives



Rules

- ◆ You are one big team
- ◆ Pass the ball as MANY as possible
- ◆ Ball must have air-time
- ◆ No ball to your direct neighbor
- ◆ Everyone must touch the ball at least once
- ◆ Start Point = End Point

Rules

- ◆ 2 mins for preparation
- ◆ Get an estimate
- ◆ 3 mins for each iteration
- ◆ 4-5 iterations

Plan

Iteration	Estimate	Actual	Improvement
1	3	10	
2	20	33	
3	55	54	
4	65	68	
5	100	74	
6	100	119	