Scrum for Developers

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Day One Overview

- Myth and Facts about Scrum
- Agile values and Principles
- The five Scrum Values
- Scrum
- The Team
- Day Retrospective

- Any Hot questions ?

Agenda

Day Two

- The Inception Deck

- Product Backlog

- User stories

- Estimating

- Scrum Simulation

- Day Retrospective

Practical Stuff

Velocity

- To do a release plan, you need to know or have an estimate of velocity;

- Three ways to get velocity:
  - Use historical averages;
  - Run 1-2 iterations and see what you get;
  - Forecast it.

- Should be expressed as a range:
  - Size of range depends on familiarity of team, domain, and technologies.

Story Points and Ideal Days

Story Points

- The "bigness" of a task
- Influenced by
  – How hard it is
  – How much there is
- Relative values are what is important:
  – A login screen is a 2
  – A search feature is an 8.
- Point are unit-less
- Basic math properties should hold, e.g., 5+5=10

Ideal Days

- Not elapsed time
- The amount of time a user story may take to develop if there are no interruptions

Exercise: Dice Scrum Project (1)

- Form Development teams
- Release Planning
  - Estimate complexity for each story
  - Estimate how many iteration you need to complete the products
  - Prepare a Sprint Burndown
  - Prepare a Product BurnUp
- 30 min

Exercise: Dice Scrum Project (2)

- Sprints
  - For each Sprint, plan two sprints backlog
  - Then run your release
  - After each Sprint update your Sprint BurnDown and Product BurnUp

The Inception Deck

1. Ask why we are here
2. Create an elevator pitch
3. Design a product box
4. Create a NOT list
5. Meet your neighbors
6. Show the solution.
7. Ask what keeps us up at night.
8. Size it up
9. Be clear on what's going to give
10. Show what it's going to take.

The Elevator Pitch

- For [target customer]
- who [statement of need or opportunity]
- the [product name]
- is a [product category]
- that [key benefit, compelling reason to buy].
- Unlike [primary competitive alternative]
- our product [statement of primary differentiation].

Design the Box

Product Name here
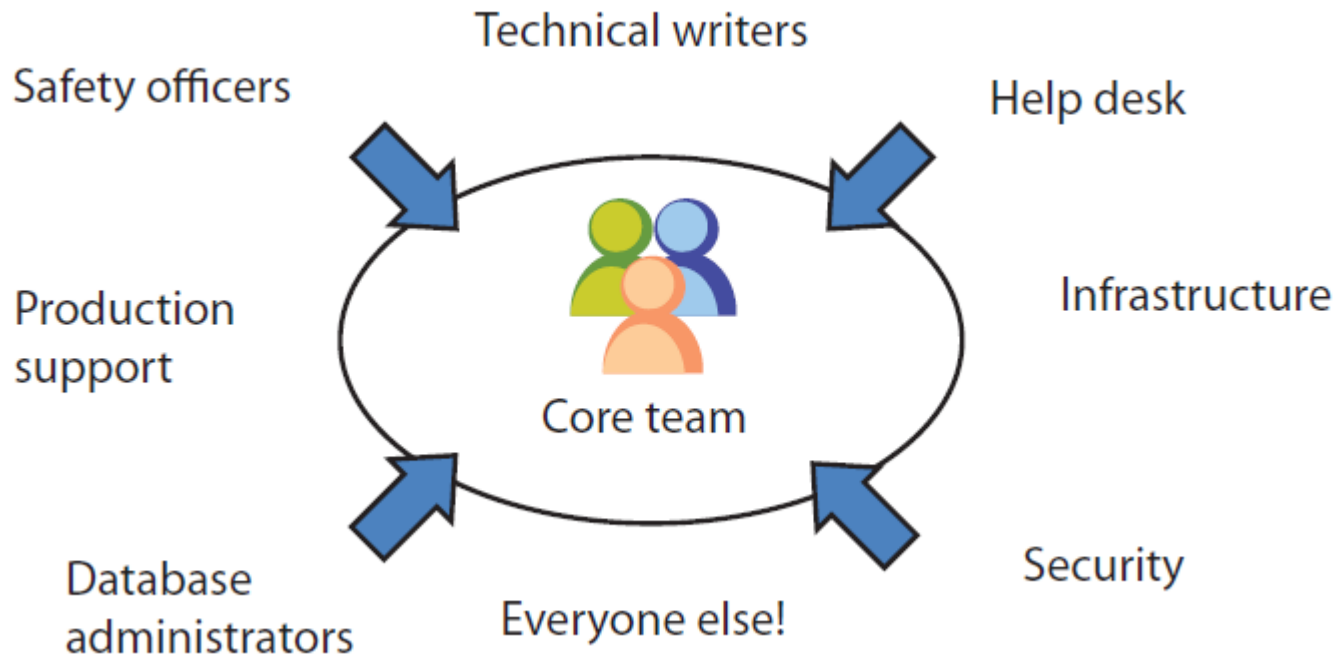
Cool picture

Best slogan here

Benefit #1 _____
Benefit #2 _____
Benefit #3 _____

Not List

IN	OUT
Big rocks we need to move	Stuff we aren't going to sweat
UNRESOLVED	
Things we still need to sort out	

Meet you neighbors

Technical writers

Safety officers

Help desk

Production support

Infrastructure

Core team

Database administrators

Everyone else!

Security

Exercise: Inception Deck

- Create the inception deck for a new product of your choice, for instance:
  - An air car
  - 6th generation programming language
- Focus on the customer needs and the key product attributes.
  - Consider design, usability, performance – maybe even making a prototype.
  - Assess that you have covered Basis, Performance as well as Delighter attributes.
- 20 minutes

What is a Product Backlog ?

A prioritized list of outstanding work necessary to bring the product to life:

- Exploration of customer needs

- Description of functional and non-functional requirements

- The work necessary for launching the product, setting up development environment

- …

The qualities of the product backlog

- Detailed appropriately
- Estimated
- Emergent
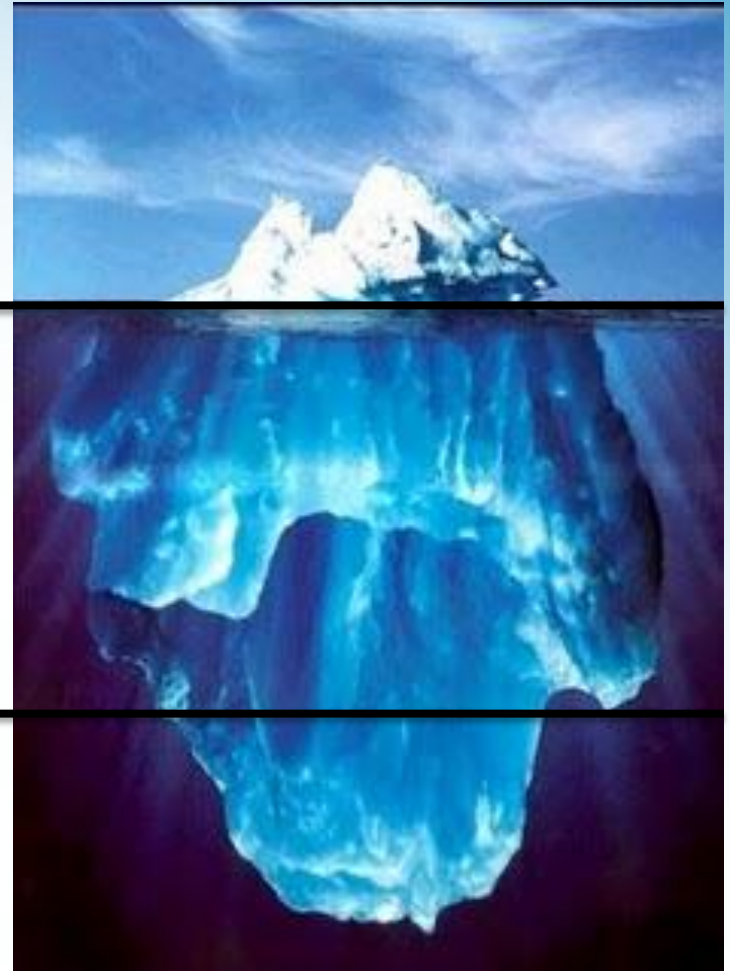- Prioritized

What is a User Story

- A user story describes functionality that will be valuable to either a user or purchaser of a system or software.

- User stories are composed of three aspects:
  - A written description of the story used for planning and as a reminder
  - Conversations about the story that serve to flesh out the details of the story
  - Test that convey and document details and that can be used to determine when a story is complete

Epics, Themes and User Stories

User Stories

Themes

Epics

Attributes of a good user story

- Independent
  - Avoid introducing dependencies cause this can lead to prioritization, estimating and planning problems
- Negotiable
  - Stories are short descriptions of functionality, the details of which are to be negotiated with the customer. Important details shall be annotated as they surface
- Valuable to users or customers
  - Avoid stories that only are valuable for developers
  - Have the customer user or their representative write the stories
- Estimable
  - If there are lack of knowledge, make a spike to gather further info
- Small
  - Split stories (or combine them) into the right size
- Testable
  - Developers must be able of determine when they are DONE

The three aspect of user stories

Card
- Stories are traditionally written on note cards
- Cards may be annotated with estimates, notes, etc.

Conversation
- Details behind the story come out during conversations between stakeholders, product owner and team

Confirmation
- Acceptance tests confirm that the story was coded correctly

Format of a user story

As a <user role>,
I want to <goal>
So that <benefit>

Examples of user stories

As a surfer, I want to ride the wave so that I will have great fun.

As a trader, I want open a position, so I can short a EURUSD pair.

Estimating using Planning Poker

- Planning Poker is an activity that helps you to quickly estimate the size of Backlog Items
- Size are measured in Story Points
- Planning Poker combines expert opinion, analogy and disaggregation into a single fun and effective approach
- Participants in Planning Poker include all developers on the team
  - Programmers
  - Testers
  - DB engineers
  - Analysts
  - User interaction designers
  - Technical writhers
- One Moderator facilitates the activity
- The Product Owner answers questions, but does not participate in the estimating process

How to play Planning Poker

- Each estimator are given a deck of cards that reads 0,½, 1, 2, 3, 5, 8, 13, 20, 40, 100 and ?
- The Moderator reads the product backlog item
- The Product Owner answer any questions the estimators have
- Each estimator privately selects a card representing his or her estimate
- When each estimator has selected a card, all cards are simultaneously turn over and shown to all
- If the estimates differ, the high and low estimators explain their estimates
- The team may discuss the estimates a few minutes before re-estimating the backlog item
- The estimates should converge after another couple of rounds

Exercise: Legos Scrum Project

- Form groups and decide who's the PO and who's the SM
- Time-line:
  - Prepare Exercise: 5 min
  - Release Planning: (15 min)
    - Present Product Vision: 5 min
    - Estimate Product: 10 min
  - 3 Sprints (3 x 25 min)
    - Sprint planning 1: 5 min
    - Sprint planning 2: 5 min
    - Sprint: 5 min
    - Sprint Review: 5 min
    - Sprint Retrospective: 5min
  - Release
    - Share with other teams

Day one Retrospective

- What went well
- What the two thing you will change for the day 2