# Scrum for Developers

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# Agenda

Day One :

- Myth and Facts about Scrum

- Agile values and Principles

- The five Scrum Values

- Scrum

- The Team

- Day Retrospective

# **Agenda**

Day Two

- The Inception Deck

- Product Backlog

- User Stories

- Estimating

- Scrum Simulation

- Day Retrospective

# Agenda

Day Three

- eXtreme Programming
- Unit Testing
- Clean Code, Smell & Refactoring
- Day Restrospective

# **Agenda**

Day Four

- Test Driven Development

- Continuous Integration

- Day Retrospective

# Agenda

Day Five

- 3 Iterations Micro Project
- Course Retrospective

# Practical Stuff

# Myth and Facts about Scrum

On the post-its in front of you, write 3 facts you already know and 3 myths you've heard about agile and/or Scrum. Write only one fact or myth per note, and don't indicate whether any particular note is a fact or a myth. Don't share them yet.

- 10 minutes to write
- Someone from each table gather post--its from your team and pass to the next table
- As a team, take the post--its from the other team and post on your flip chart as fact or myth (if you are not sure – put in the middle) – 10 minutes

# Agile Manifesto

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

**Individuals and interactions** over processes and tools
**Working software** over comprehensive documentation
**Customer collaboration** over contract negotiation
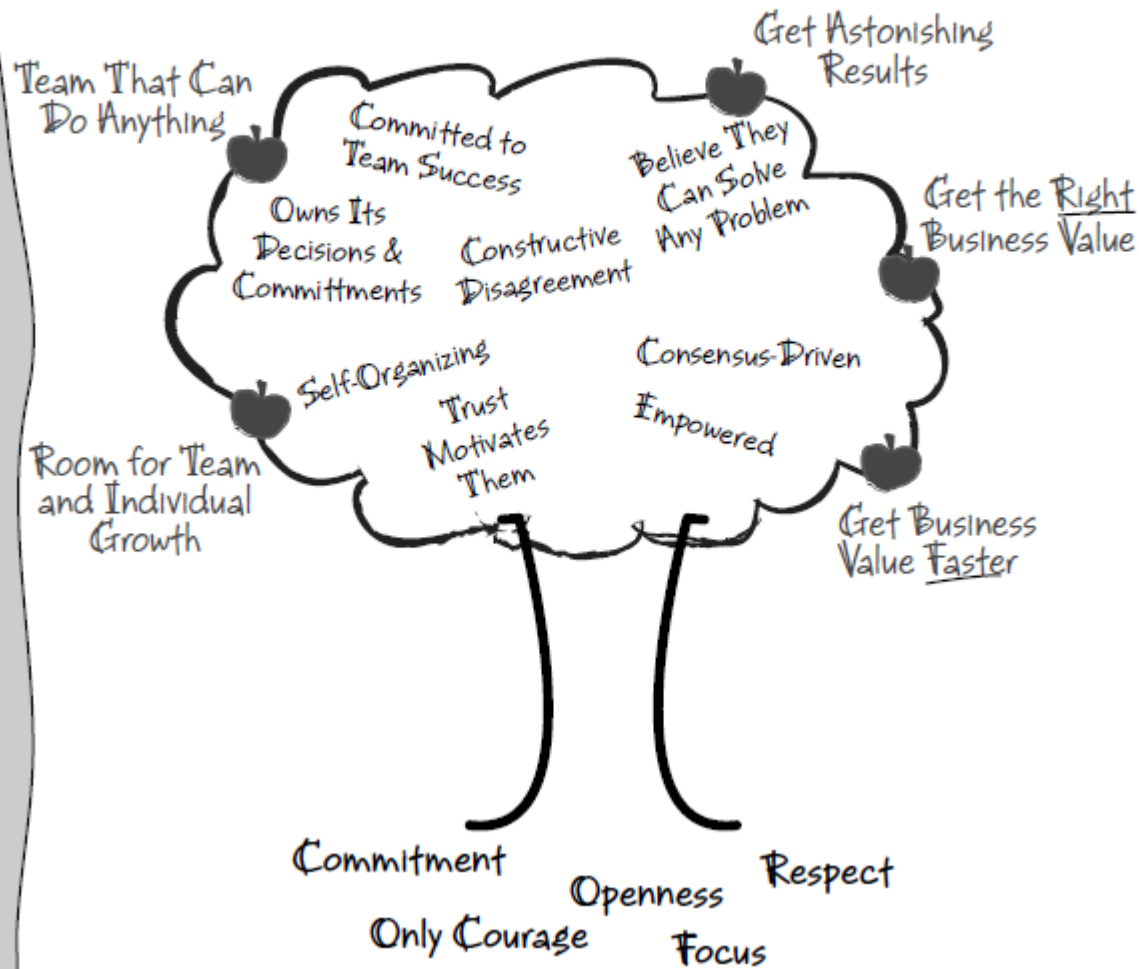**Responding to change** over following a plan

That is, while there is value in the items on
the right, we value the items on the left more.
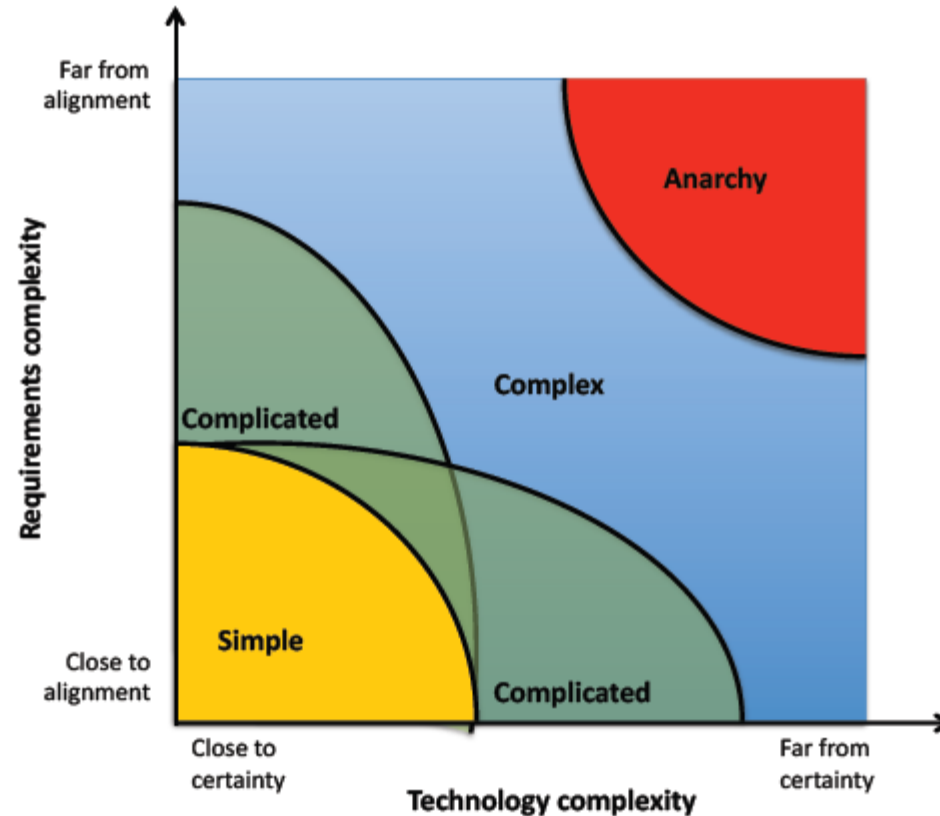
# Agile Principles

ALTRAN

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must work together daily throughout the project.
5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity--the art of maximizing the amount of work not done--is essential.
11. The best architectures, requirements, and designs emerge from self-organizing teams.
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.
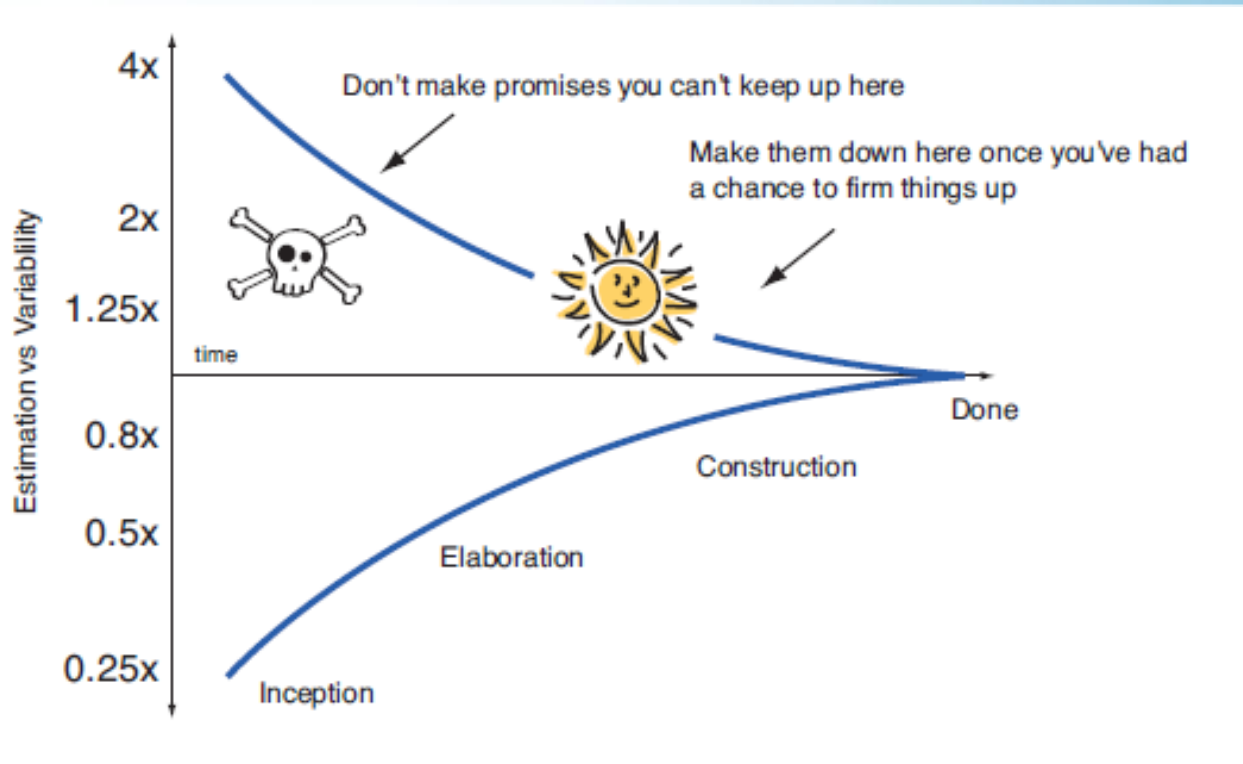
# Agiles Principles exercises

- Pocket Sized Principles
- In your groups on a flip chart paper, write the numbers 1 through 12.
- In a 15 minutes time-box, come up with three words maximum that effectively capture each of the twelve principles.
- Also as a team pick the three principle you feel are most valuable, if you could only keep 3
- Report back to the class – 10 minutes

Team That Can Do Anything

Get Astonishing Results

Committed to Team Success

Believe They Can Solve Any Problem

Owns Its Decisions & Commitments

Constructive Disagreement

Get the Right Business Value

Self-Organizing

Trust Motivates Them

Consensus-Driven

Empowered

Room for Team and Individual Growth

Get Business Value Faster

Commitment

Openness

Respect

Only Courage

Focus

COACHING AGILE TEAMS

Learning Framework

# SCRUM

**Scrum Master**

**Product Owner**

**Team**

How they work togethers!

# SCRUM ROLES

**Users**

**Customer**

**Manager**

# Scrum Roles Exercise   (1)

- Form groups
- On Post-It's write responsibilities and tasks that a project manager traditionally had

- Discuss where either each of the notes now belongs to the ScrumMaster, the Product Owner or the team.

- Put the notes on the board accordingly
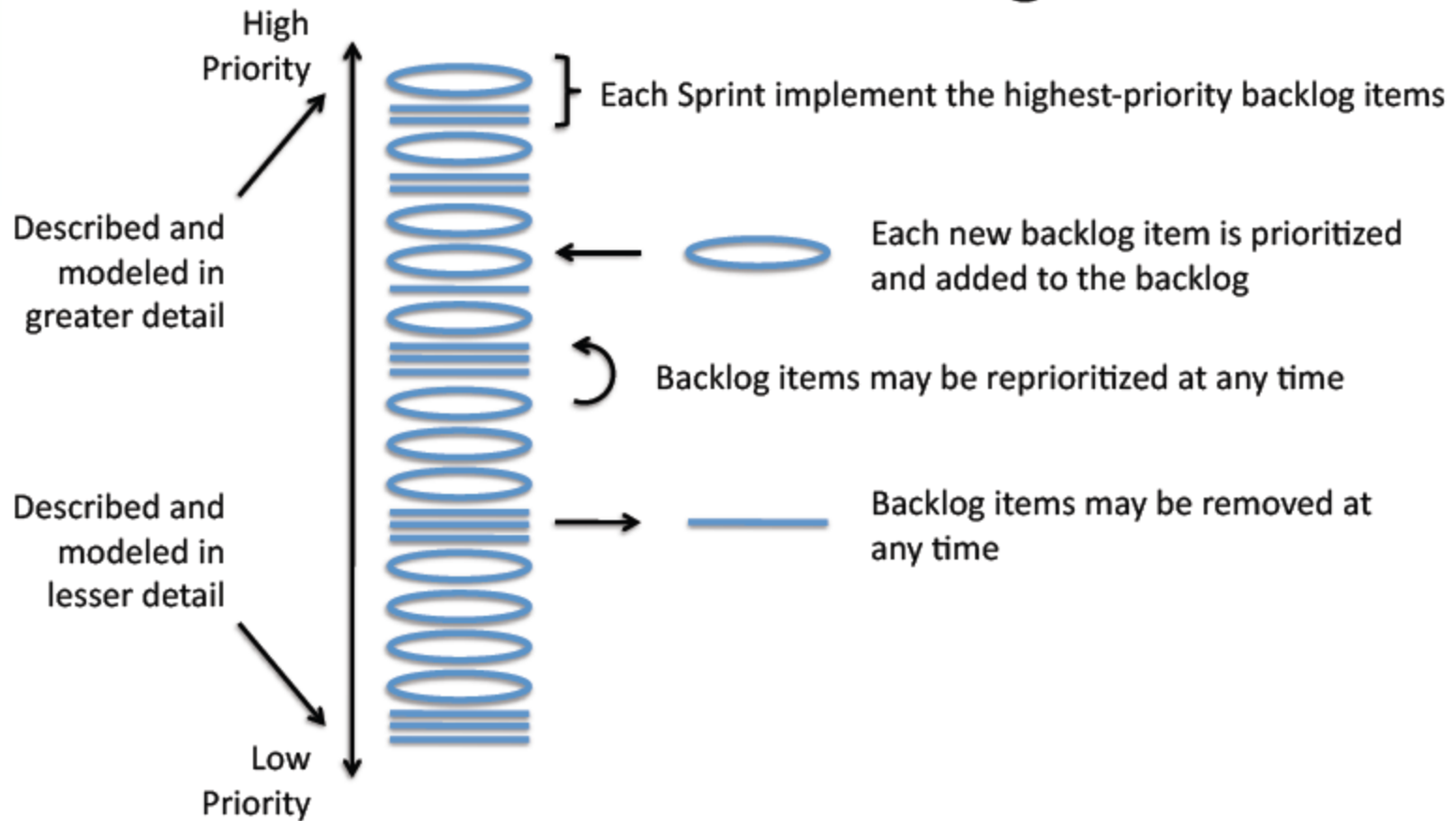
- 20 minutes timebox

# Scrum Roles Exercises Revisited (2)

- Asses the notes on the board again
- Are there any you like to relocate ?
- Are there any you would like to add ?
- 10 min timebox

# Scrum Flow



**Product Backlog**

**Sprint Planning 1**

**Selected Product Backlog**

**Sprint Planning 2**

**Vision**

**Retrospective**

**Sprint Backlog**

**Review Meeting Daily Scrum**

# Sprint Planning

- A one day session (on monthly sprints)
- First half (time boxed up to 4 hours): The team and the product owner are selecting user stories from the product backlog and defines goals for the sprint
- Second half (time boxed up to 4 hours): The team are making the detailed plan by defining tasks and note those down in the sprint planning
- Anyone can participate but it's primary a dialogue between the team and product owner

# Daily Scrum

- One daily 15 minute status meeting
- Same time and place every day
- The team is gathered standing around the task board
- Only pigs are allowed to talk – chickens may listen in
- Every team member is answering three questions
  - What have I done since last meeting?
  - What will I do until next meeting?
  - Are there anything in my way?
- The Scrum Master is responsible for removing impediments
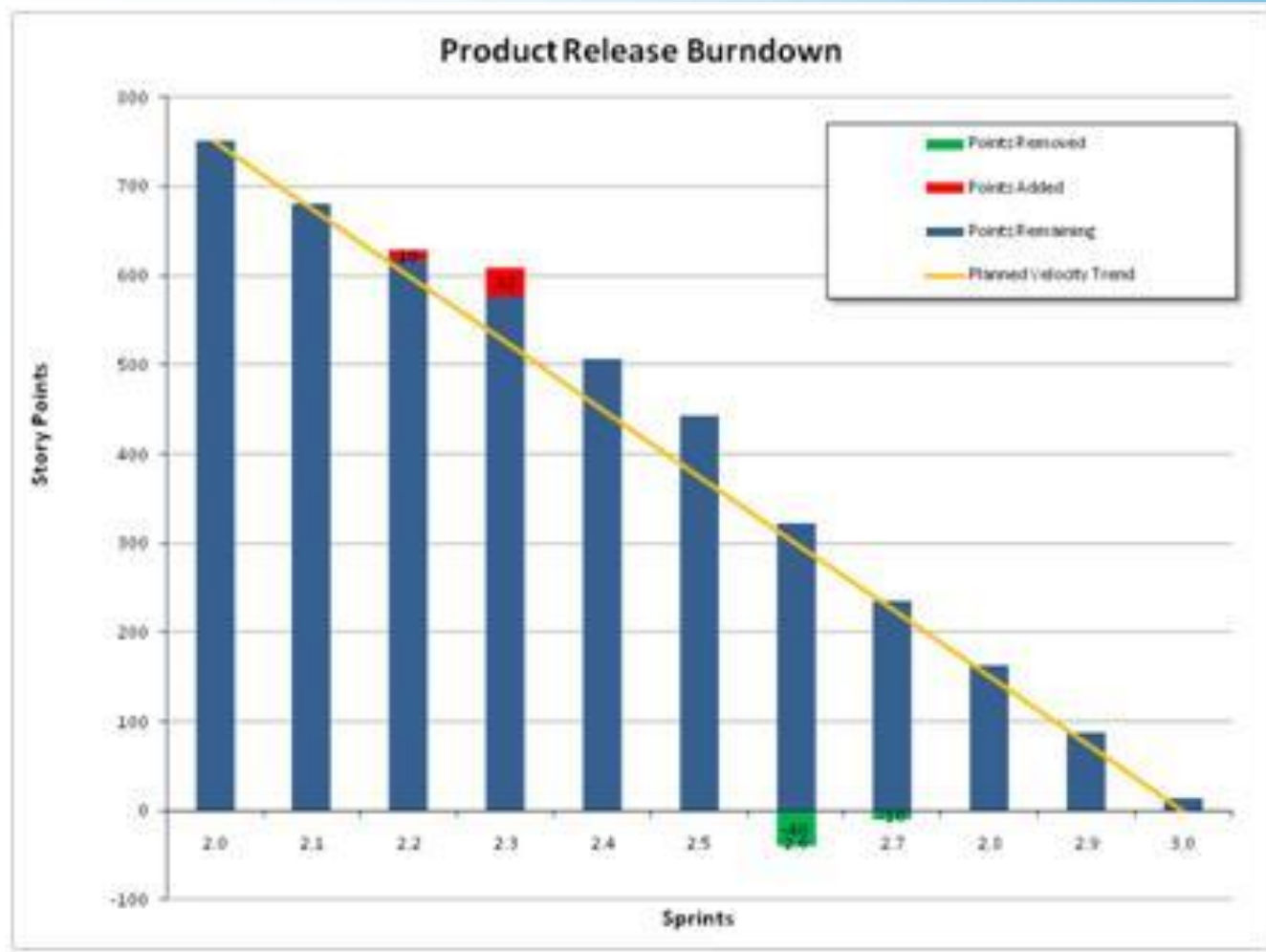- The team are making consensus decisions on which tasks to start

# Task Board

# Sprint Planning

# Product Burdown
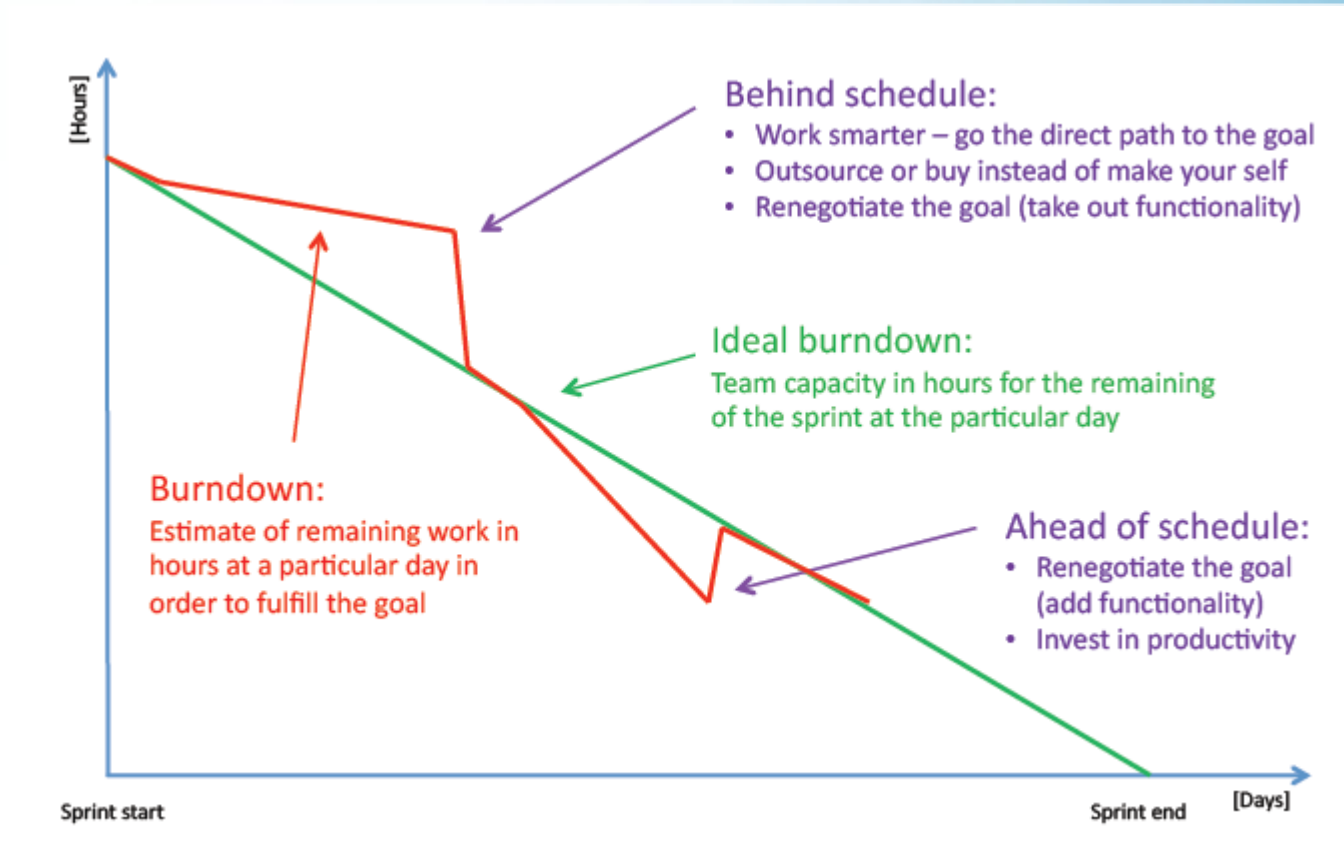


Product Release Burndown

# Sprint Review

Purpose:

- The team demonstrate DONE functionality for the product owner and other stakeholders
- Partly done functionality can't be demonstrated

Process:

- The team spend not more than one hour to prepare the presentation
- The meeting is time boxed to maximum four hours (when doing monthly sprints)
- The meeting is no formal ceremony:
  - No power Points for impressing managers is made
  - People are to roll up their sleeves, see what accomplished, play with the product and figure out what is the most clever thing to do from here
- The functionality is demonstrated on developer workstations

# Sprint Retrospective

- An reflection on the latest sprint
- Time for the team to take pride in the accomplished results
- Learn form the process and decide on improvements
- Facilitated by the Scrum Master
- The following is to be addressed:
  - What went well?
  - What can be improved?
- The team is to prioritize the most important issues, decide on specific actions and define tasks for the coming sprint

# Exercise: The Product Owner

- In your teams – make a list of what the Product Owner is responsible for based on what you know, what you have heard, what we told you in the Scrum overview, etc

- 10 minutes

- Share with the class

# **Exercise: The Scrum Master**

- In your teams – make a list of what the Scrum Master is responsible for based on what you know, what you have heard, what we told you in the Scrum overview, etc

- 10 minutes

- Share with the class

# Exercise: The Development Team

- In your teams – make a list of what the Development Team is responsible for based on what you know, what you have heard, what we told you in the Scrum overview, etc

- 10 minutes

- Share with the class

# Scrum Master

**Scrum Master**

*He protects the team from all disturbances. He is not part of the team. He improves the productivity of the Scrum-Team and controls the "inspect and adapt" cycles of Scrum. He makes sure that the agile ideals are understood and that they are respected by all stakeholders. He is not responsible for the delivery of the product.*

# Scrum Master

**Scrum Master**

➢ Protect your Scrum-Team

➢ Remove Impediments

➢ Run the Process

➢ Work with Product Owner

➢ Work with the Organization

# Product Owner

**Product Owner**

*She drives the Product Owner from the business point of view. She communicates a clear vision of the product and she defines its main*

*characteristics. She also accepts the product at the end of a Sprint. She makes sure that the team only works*

*on the most valuable Backlog Items. She has the same goal as the team. She is responsible for the return on*

*investment.*

# Product Owner

**Product Owner**

- ➤ Return on Investment
- ➤ Build and Communicate Vision
- ➤ Maintain product Backlog
- ➤ Acceptance of Delivery
- ➤ Establish and maintain Release plan

# The Team

**Team**

*They deliver the product and they are responsible for the quality. They work with End User, PO and Customers to understand the business requirements. The Teams performs its commitment voluntarily. They work continuously with the PO to define the strategic direction of the project.*

# The Team

**Team**

➢ Deliver

➢ Quality

➢ Estimate

➢ Commit

➢ Self-Organized

# The Customer

**Customer**

*She requests the product. She contracts the organization for developing products. Typically these are executive managers who by software development from external software development companies. In an internal product development organization this is the person who is responsible for approving the budget for product development.*

# The Customer

**Customer**

- ➢ Orders the product
- ➢ Pays the Product development
- ➢ Give feedback on reviews

# The Manager

**Manager**

*Management is essential in Scrum Organizations. It enables the Team to work by building the right work environment for Scrum Teams. Managers create structure and stability. He also works with the ScrumMaster to re-factor the structures of the organization and guidelines when necessary.*

# The Manager

**Manager**

➢ Makes sure a organizations will survive in case of failures

➢ Establish Rules and Guidelines

# The User

**Users**

*Can be played by lot of people. The End-User is the one who knows the requirements and with this knowledge he defines the product by telling the team what he needs from its functionality.*

# The User

**Users**

- ➢ Knows what he needs and want
- ➢ Gives Feedback in Reviews
- ➢ Participate in Sprint Planning 1

# Day one Retrospective

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