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Scrum Open

Percentage: 96.7%

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Feedback

Congratulations! Your score on the Open assessment demonstrates you know some Scrum basics.

Scrum on,
Ken Schwaber

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29 correct


1 incorrect

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Question 1 of 30

The Developers should not be interrupted during the Sprint and the Sprint Goal should remain intact. These are conditions that foster creativity, quality and productivity.

(Which one the following answers is FALSE?)

- ☐ A. As a decomposition of the selected Product Backlog items, the Sprint Backlog changes and may grow as the work emerges.
- ☐ B. The Product Owner can help clarify or optimize the Sprint when asked by the Developers.
- ☒ C. The Sprint Backlog is fully formulated in the Sprint Planning event and does not change during the Sprint. 
- ☐ D. The Developers may work with the Product Owner to add or remove work if they find themselves with more or less capacity than expected.

Feedback

The Sprint Backlog makes visible all of the work that the Developers identify as necessary to meet the Sprint Goal. The Developers modify the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the Sprint.

Question 2 of 30

True or False: The Scrum Team must choose at least one high priority process improvement item, identified during the Sprint Retrospective, and place it in the Sprint Backlog.

☐ True

☒ False


**Feedback**

An earlier version of the Scrum Guide prescribed the practice of placing one improvement in the Sprint Backlog. This was removed in the 2020 update to the Scrum Guide because it was felt to be too prescriptive. However, if this practice provides value to you then you should adopt it. It is simply not prescribed anymore, but can still be valuable.

Question 3 of 30

Which of the following services is appropriate for a Scrum Master in regard to the Daily Scrum?

(choose the best answer)

- ☐ A. Lead the discussions of the Developers.
- ☒ B. Teach the Developers to keep the Daily Scrum within the 15 minute timebox. 
- ☐ C. Ensure that all 3 questions have been answered.
- ☐ D. Facilitate in a way that ensures each team member has a chance to speak.
- ☐ E. All answers apply.


Feedback

The Scrum Master ensures that the Developers have the event, but the Developers are responsible for conducting the Daily Scrum. The Scrum Master teaches the Developers to keep the Daily Scrum within the 15-minute timebox. The Scrum Master enforces the rule that only Developers participate in the Daily Scrum.

Question 4 of 30

Who is on the Scrum Team?

(choose the best three answers)

- ☒ **A.** The Product Owner. 
- ☒ **B.** The Scrum Master. 
- ☒ **C.** Developers. 
- ☐ **D.** Project Manager.

Feedback

The Scrum Team consists of the Scrum Master, the Product Owner and Developers. The Scrum Team is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

Question 5 of 30

Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

(choose the best answer)

- ☐ A. The Project Manager
- ☐ B. The Developers
- ☐ C. The Scrum Master
- ☒ D. The Product Owner

**Feedback**

The Product Owner is the sole person responsible for ordering the Product Backlog. Their responsibilities include making the Product Backlog visible, transparent, and clear to all.

Question 6 of 30

Who is responsible for managing the progress of work during a Sprint?

(choose the best answer)

- ☐ A. The most junior member of the team.
- ☐ B. The Scrum Master.
- ☐ C. The Product Owner.
- ☒ D. The Developers.


**Feedback**

The Developers use the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.

Question 7 of 30

The length of a Sprint should be:

(choose the best answer)

- ☐ **A.** Short enough to keep the business risk acceptable to the Product Owner.
- ☐ **B.** Short enough to be able to synchronize the development work with other business events.
- ☐ **C.** One month or less.
- ☒ **D.** All of the above. 


Feedback

All of these choices are appropriate considerations in determining the length of a Sprint.

Question 8 of 30

What does it mean to say that an event has a timebox?

(choose the best answer)

- ☐ A. The event must take at least a minimum amount of time.
- ☒ B. The event can take no more than a maximum amount of time. 
- ☐ C. The event must happen at a set time.
- ☐ D. The event must happen by a given time.


Feedback

Timeboxed events are events that have a maximum duration.

Question 9 of 30

The timebox for the Sprint Review is:

(choose the best answer)

- ☐ A. 2 hours.
- ☐ B. 1 day.
- ☒ C. 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 
- ☐ D. As long as needed.
- ☐ E. 4 hours and longer as needed.

Feedback

Sprint Review is a maximum four-hour timeboxed event for one-month Sprints. For shorter Sprints, the event is usually shorter.

Question 10 of 30

True or False: The purpose of a Sprint is to produce a valuable and useful Increment of working product.

☒ True



☐ False

Feedback

The heart of Scrum is a Sprint, a timebox of one month or less during which a done, useful, and valuable working product Increment is created.

Question 11 of 30

Which two things should the Scrum Team do during the first Sprint?

(choose the best two answers)

- ☐ A. Create the complete Product Backlog to be developed in subsequent Sprints.
- ☒ B. Develop and deliver at least one piece of functionality. ✓
- ☐ C. Deliver an Increment of useful and valuable product. ✓
- ☒ D. Develop a plan for the rest of the release. ✗
- ☐ E. Determine the complete architecture and infrastructure for the product.

i You did not select all available correct options.


Feedback

The heart of Scrum is a Sprint, which is one month or less during which a done, usable, valuable product Increment is created. This applies to every Sprint.

Question 12 of 30

When many Scrum Teams are working on a single product, what best describes the Definition of Done?

(choose the best answer)

- ☐ A. It depends.
- ☐ B. Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
- ☒ C. All Scrum Teams must have a Definition of Done that makes their combined Increment valuable and useful. 


Feedback

The Increment must be valuable and useful. This means that when many Scrum Teams are working on a single product, they are expected to adhere to a single Definition of Done for the Increment.

Question 13 of 30

Why is the Daily Scrum held at the same time and same place?

(choose the best answer)

- ☐ **A.** The place can be named.
- ☐ **B.** Rooms are hard to book and this lets it be booked in advance.
- ☒ **C.** The consistency reduces complexity. 
- ☐ **D.** The Product Owner demands it.


Feedback

The Daily Scrum is held at the same time and place each day to reduce complexity.

Question 14 of 30

Who creates the Definition of Done?

(choose the best answer)

- ☐ A. The Scrum Master since they are responsible for the productivity of the Developers.
- ☐ B. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.
- ☐ C. The Product Owner since they are responsible for the product's success.
- ☒ D. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product. 


Feedback

If the Definition of Done for an Increment is part of the standards of the organization, all Scrum Teams must follow it as a minimum. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product.

Question 15 of 30


An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done?

(choose the best answer)

- ☐ A. Without a new vocabulary as a reminder of the change, very little change may actually happen.
- ☐ B. The organization may not understand what has changed with Scrum and the benefits of Scrum may be lost.
- ☐ C. Management may feel less anxious.
- ☒ D. All of the above. 

Question 16 of 30

True or False: When multiple Scrum Teams work together on the same product, each team should maintain a separate Product Backlog.

- ☐ True
- ☒ False 


Feedback

Products have one Product Backlog, regardless of how many Scrum Teams are used. Any other setup makes it difficult for the Developers to determine what they should work on.

Question 17 of 30

When should a Developer on a Scrum Team be replaced?

(choose the best answer)

- ☐ A. Never, it reduces productivity.
- ☐ B. As needed, with no special allowance for changes in productivity.
- ☒ C. As needed, while taking into account a short-term reduction in productivity. 
- ☐ D. Every Sprint to promote shared learning.


Feedback

Scrum Teams typically go through some steps before achieving a state of increased performance. Changing membership typically reduces cohesion, affecting performance and productivity in the short term.

Question 18 of 30

Which statement best describes the Sprint Review?

(choose the best answer)

- ☐ A. It is a demo at the end of the Sprint for everyone in the organization to check on the work done.
- ☒ B. It is when the Scrum Team and stakeholders inspect the outcome of a Sprint and figure out what to do next. 
- ☐ C. It is a mechanism to control Developer activity during a Sprint.

Feedback

Every event in Scrum, besides the Sprint, which is a container for the other events, is an opportunity to Inspect and Adapt.

Question 19 of 30

Upon what type of process control is Scrum based?

(choose the best answer)

- ☐ A. Defined
- ☐ B. Complex
- ☒ C. Empirical
- ☐ D. Hybrid

**Feedback**

Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is observed.

Question 20 of 30

During a Sprint, a Developer determines that the Scrum Team will not be able to complete the items in their forecast. Who should be present to review and adjust the Product Backlog items selected?

(choose the best answer)

- ☐ A. The Developers.
- ☐ B. The Product Owner and all stakeholders.
- ☒ C. The Product Owner and the Developers. 
- ☐ D. The Scrum Master, the project manager, and the Developers


Feedback

During the Sprint, scope may be clarified and re-negotiated between the Product Owner and the Developers as more is learned. It is important to be transparent when challenges arise since ultimately the entire Scrum Team is accountable for creating a valuable, useful Increment.

Question 21 of 30

How much work must the Developers complete for each Product Backlog item they select for a Sprint?

(choose the best answer)

- ☒ **A.** Enough so that each Product Backlog item they select meets the Definition of Done. 
- ☐ **B.** Analysis, design, programming, testing and documentation.
- ☐ **C.** As much as it can fit into the Sprint.
- ☐ **D.** All development work and at least some testing.


Feedback

The purpose of each Sprint is to deliver useful and valuable Increments that adhere to the Scrum Team's current Definition of Done.

Question 22 of 30

Which statement best describes Scrum?

(choose the best answer)

- ☒ **A.** A framework for creating complex products in complex environments. 
- ☐ **B.** A complete methodology that defines how to develop software.
- ☐ **C.** A defined and predictive process that conforms to the principles of Scientific Management.
- ☐ **D.** A cookbook that defines best practices for software development.


Feedback

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Question 23 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

- ☒ **A.** The Developers. 
- ☐ **B.** The Developers and Product Owner.
- ☐ **C.** The Scrum Team.
- ☐ **D.** The Scrum Master and Product Owner.
- ☐ **E.** The Developers and Scrum Master.

Feedback

Only the people doing the work described on the Sprint Backlog need to inspect and adapt at the Daily Scrum. If the Product Owner or Scrum Master are actively working on items in the Sprint Backlog, they participate as Developers, they will need to be at the Daily Scrum.

Question 24 of 30

What is the typical size for a Scrum Team?

(choose the best answer)

- ☐ A. 7 plus or minus 2.
- ☐ B. 9.
- ☐ C. Minimum of 7.
- ☒ D. 10 or fewer.


**Feedback**

A Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people. Generally smaller teams communicate better and are more productive

Question 25 of 30

The timebox for the Sprint Planning event is?

(choose the best answer)

- ☒ **A.** 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 
- ☐ **B.** 4 hours.
- ☐ **C.** Whenever it is done.
- ☐ **D.** Monthly.


Feedback

Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

Question 26 of 30

When does a Developer become accountable for the value of a Product Backlog item selected for the Sprint?

(choose the best answer)

- ☐ A. Whenever a team member can accommodate more work.
- ☐ B. At the Sprint Planning Event.
- ☒ C. Never. The entire Scrum Team is accountable for creating value every Sprint. 
- ☐ D. During the Daily Scrum.



Feedback

All members of the Scrum Team share in the accountability for creating value every Sprint.

Question 27 of 30

What are two ways a Scrum Master serves to enable effective Scrum Teams?

(choose the best two answers)

- ☐ A. By starting and ending the meetings at the proper time.
- ☒ B. By facilitating Developer decision-making. 
- ☒ C. By removing impediments that hinder the Scrum Team. 
- ☐ D. By keeping high value features high in the Product Backlog.


Feedback

The Scrum Master serves the Scrum Team in several ways. Facilitation and removing impediments are examples of ways a Scrum Master helps a team become more effective.

Question 28 of 30

When does the next Sprint begin?

(choose the best answer)


- ☒ **A.** Immediately after the conclusion of the previous Sprint. 
- ☐ **B.** Immediately following the next Sprint Planning.
- ☐ **C.** When the Product Owner is ready.
- ☐ **D.** Next Monday.

Feedback

A new Sprint starts immediately after the conclusion of the previous Sprint.

Question 29 of 30

True or False: Scrum has a role called "project manager."

- ☐ True
- ☒ **False** 


Feedback

A Scrum Team has a Scrum Master, a Product Owner and Developers. As a whole they have all controls needed.

Question 30 of 30

When might a Sprint be abnormally cancelled?

(choose the best answer)

- ☐ A. When the Developers feel that the work is too hard.
- ☐ B. When it becomes clear that not everything will be finished by the end of the Sprint.
- ☐ C. When the sales department has an important new opportunity.
- ☒ D. When the Sprint Goal becomes obsolete. 

Feedback

A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint.