Executing Essential Scrum Events

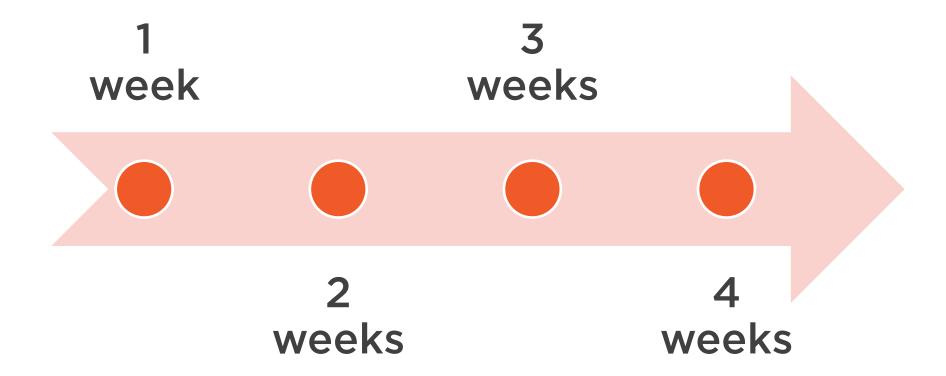


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The Sprint Time-box





The Sprint Container Event

Sprint Planning

Daily Scrum

Sprint Review

Sprint Retrospective



Scrum Events / Ceremonies

A time-box within which a Scrum Team will perform planning, coordinating, inspecting and adapting activities



Increment

The Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.



Releasing the Increment

- Always useable (meets the "Definition of Done")
- May be useful
- Scrum supports continuous deployment



The Sprint Planning Event



- a) Choosing the Sprint Goal
- b) Selecting the work to do in the sprint
- c) Evaluating the Development Team's capacity
- d) Planning how the sprint work will be done
- e) Selecting the length of the sprint



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Topic One: What Can Be Done in This Sprint?

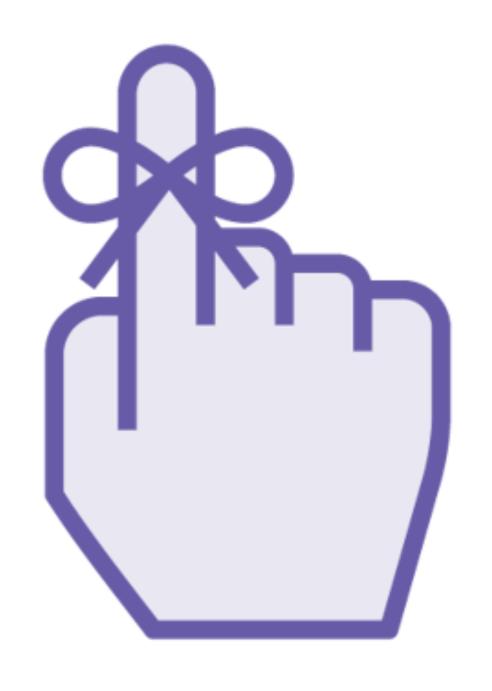


Product Owner



Development Team





A well-managed Product Backlog

An assessment of Dev Team's capacity

A history of work completed

A product increment



Topic Two: How Will Chosen Work Be Done?



Product Owner

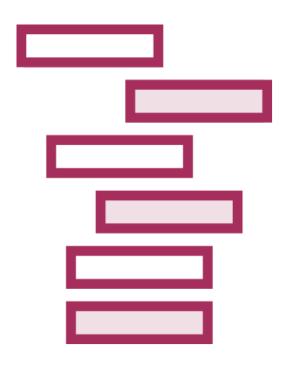


Development Team



Renegotiating the Work

Sprint Start



Later On







Sprint Planning Guests





Sprint Planning Guests





Sprint Planning Success!

Product Backlog



Sprint Backlog

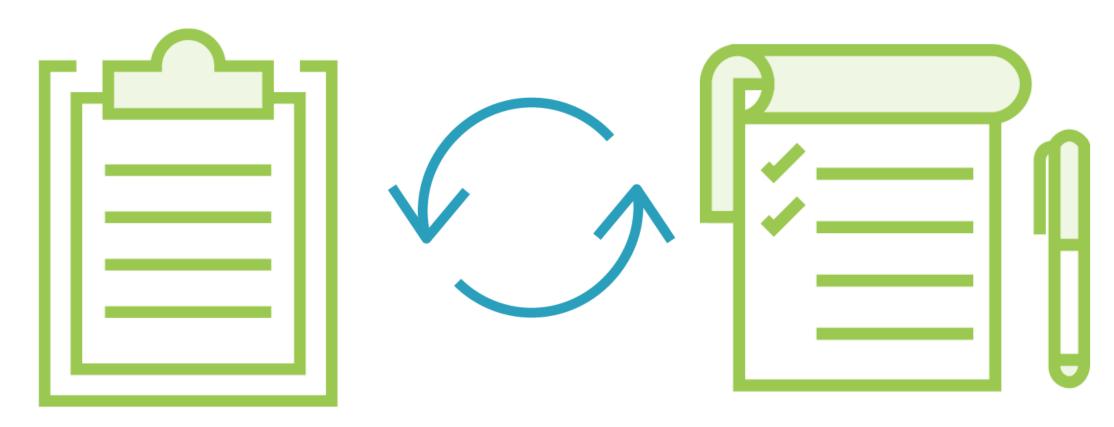




Sprint Planning's Two Topics

What Can We Do?

How Will We Do It?





Sprint Planning Time-boxes

If the sprint is... 4 weeks 2 weeks 1 week

The time-box is...

8 hours

4 hours

2 hours



Sprint Planning Participants







Product Owner

Scrum Master

Development Team



The Daily Scrum Event



Daily Scrum (aka Daily Stand-Up)





The Daily Scrum is NOT a status meeting!

Scrum doesn't have status meetings!



Daily Scrum

What did I accomplish since yesterday?



What am I planning to do today?

Any impediments?



Who are the mandatory attendees of the Daily Scrum?

- a) The Development Team
- b) The Scrum Master
- c) The Product Owner
- d) The Product Owner's manager
- e) The QA analyst



Daily Scrum

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Daily Scrum



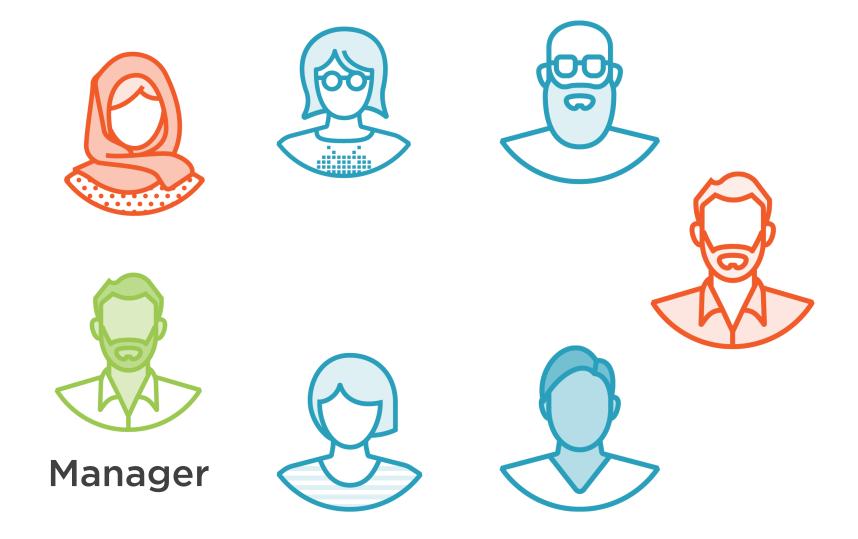


Daily Scrum Attendees

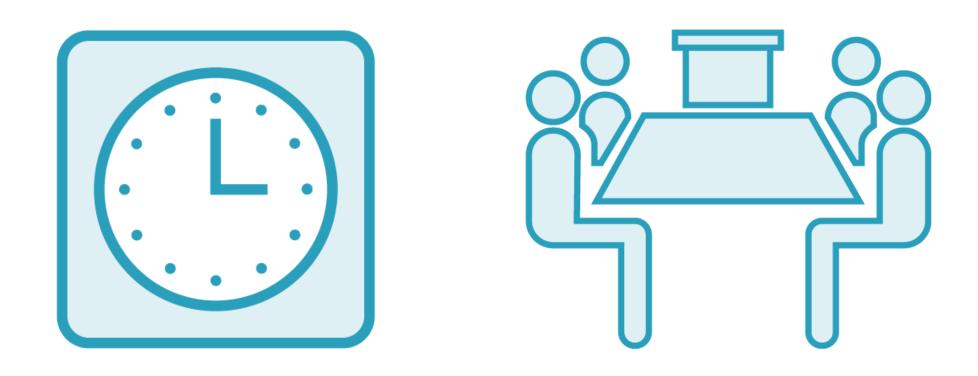




Daily Scrum Attendees



Daily Scrum Scheduling





- a) The Scrum Master should teach the team member techniques to estimate their work more accurately
- b) The Scrum Master should not get involved because they are an optional attendee to the Daily Scrum
- c) The Scrum Master should encourage the Development Team to assess how this might affect their Sprint Goal
- d) The Scrum Master should report the lack of progress to the Product Owner to ensure transparency



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The Sprint Review



Sprint Review Time-boxes

If the sprint is...

4 weeks

2 weeks

1 week







2 hours



1 hours

The time-box is...



Sprint Review Participants









External Stakeholders

Product Owner

Scrum Master

Development Team





Product Owner



Development Team





Development Team













Product Owner











- a) External stakeholder attendance (manager, directors)
- b) Formal Product Owner acceptance of the Dev Team's work
- c) Inspection of the "Done" work on the product Increment
- d) A burnup chart showing progress towards the future delivery date
- e) Adaptation activities, as needed, like revising the Product Backlog



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The Sprint Retrospective



Lessons Learned vs. Retrospectives

Lessons Learned in Waterfall

Often done only at the end of a project or a major phase of a project

Often done in a politically sensitive environment where participants are not free to speak safely

Often the "lesson learned" are not easily stored or managed

Often the "lessons learned" are not referred to in future project

Sprint Retrospective in Scrum

Done frequently – at the end of every sprint (so, at least once every 30 days, usually more frequently than that)

Done in a team-only environment free from outsiders, so the team can speak freely and safely

At least one specific action is included in the next sprint's Sprint Backlog

Encourages continuous improvement so the team's future work is enhanced



Sprint Retrospective Time-boxes

2 weeks 1 week 4 weeks If the sprint is... 3 hours 90 mins 45 mins The time-box is...



Sprint Retrospective Participants



Product Owner



Scrum Master



Development Team

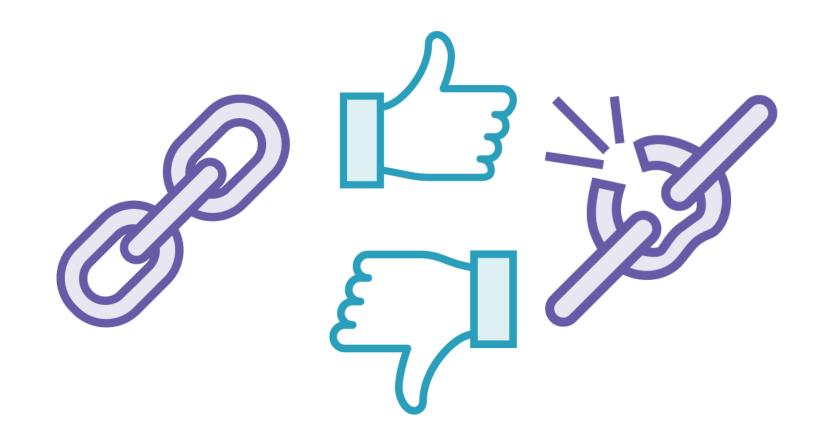


Sprint Retrospective

What went well for us?

What didn't go well?

How can we improve our way of working?





What is the purpose of the Sprint Retrospective?

- a) Inspect how the last Sprint went with regards to people, relationships, process and tools
- b) Identify and order the major items that went well, and potential improvements
- c) Create a plan for implementing improvements to the way the Scrum Team does its work
- d) Create a report for senior management that explains what the Scrum Team will improve in the next sprint
- e) Assign action items to specific team members for follow-up in the next Retrospective meeting



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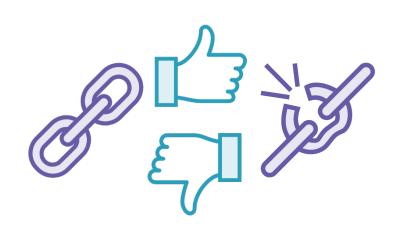


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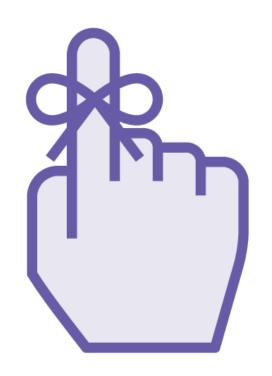
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Ensuring the Scrum Team Improves



End-of-sprint Retrospective





Next Sprint's Sprint Backlog



Retrospective Can Occur Any Time!

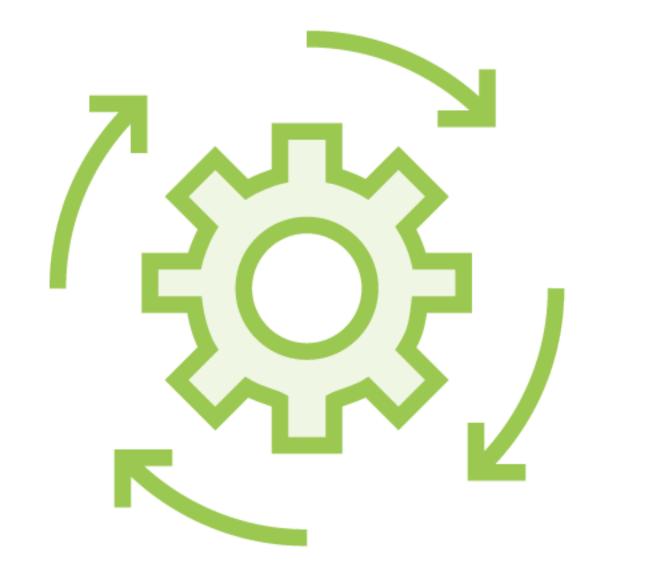




Product Backlog Refinement Activity

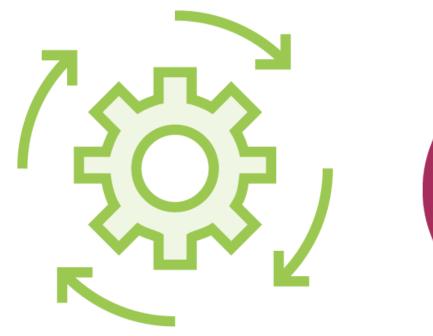


Product Backlog Refinement





Product Backlog Refinement

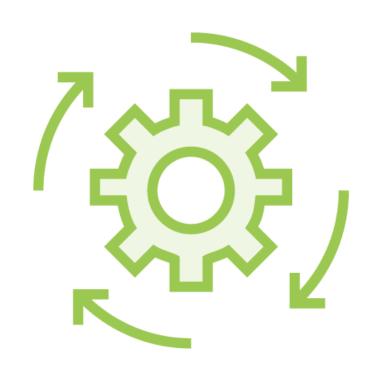




Not more than 10% of the Development Team's capacity



Product Backlog Refinement







Summary



A Sprint is a time-boxed container for the other time-boxed Scrum events

Sprint Planning addresses two topics: What can we do? How will we do it?

Sprint Review inspects the product Increment and adapts the Product Backlog. External stakeholders welcome!

Daily Scrum is a 24-hour planning, alignment, and accountability meetings

Sprint Retrospective inspect and adapts how the team is working together

There are no status meetings in Scrum!

