Let’s imagine that you are a technical leader who is charged with switching a project from the spiral/iteration model to scrum. As part of that transition you need to inform your developers of what they should expect after the transition. Please cover the following issues in your email.

1. How will a scrum master differ from a traditional team leader (responsible for developers only, keeper of the schedule, etc.).
2. How will daily standups be different from the hour-long weekly status meetings that your development teams do now?
3. Give some (brief) suggestions for dealing with the non-software people on the teams (requirements engineers, testers, documentation writers. (I’m not looking for anything specific here, just some thoughts for dealing with non-developers on your team with you.)

Expected word count: 600-900. (Going shorter is okay so long as you cover everything. Going a bit longer is also okay, but if you find yourself a lot longer consider if you are going into too much detail?)

* Scrum leader vs spiral leader
* Scrum meetings vs spiral meetings
* Scrum dealing with non-software

Dear All My Employees,

I just want to reiterate how proud I am of the high-quality work all of you have completed during my time as your technical leader. However, there will be changes in our lifecycle procedures starting next month that I have to tell all of you about. For the longest time we have worked in a Spiral/Iterative model to complete our work, but that is just no longer cutting the mustard. Starting next month, we will switch to what’s now being called a “SCRUM” sprint style approach.

For years here at ~~Apple Inc~~ we’ve utilized the spiral/iterative model for software development. However, management has chosen to take another path. One key difference to know between our previous Spiral model and our new Scrum model is that in Scrum a scrum “master” is appointed in place of a self-organized and internally chosen team leader. Where a team leader previously would’ve guided each area of development (requirements, design, coding, and testing) to its satisfactory conclusion, our new “master” will be more a gatekeeper, protecting self-organized teams from outside interference by acting as the speaker for the team to management and the press, while also leading team meetings and promoting synergy between members.

Speaking of meetings, this is another crucial difference to understand between Spiral and Scrum. Because our iteration period is sped up, we will have more frequent meetings than in Spiral, about once every day. The meetings will be short (usually not exceeding 15 minutes; less than ¼ as long as our regular hour long, weekly meetings we currently have) during which every team member is made to stand and quickly explain their progress. You are required to stand so as to incentivize faster communication. This is all to accommodate the new sprint schedule, which requires new iterations every two weeks for our project as opposed to the old monthly or biyearly iterations in Spiral. These sprints will require both frequent experimentation and planning for the next series of sprints, which will allow for more experience iterating and refining our project.

You’ll also be responsible for explaining this new, faster cycle to our non-software staff. Because of the fast cycle, some jobs such as requirements designing and coding, will have to occur simultaneously. Because of that, you’ll be required to explain to closely communicate with your requirements team during the development cycle, continually implementing requirements made by our requirements team, and also alerting our requirements team to when something is not working.