Documentation - Getting started with iceScrum

- Home
- Getting started with iceScrum

Version: R5#1 – last update: 06/29/2012

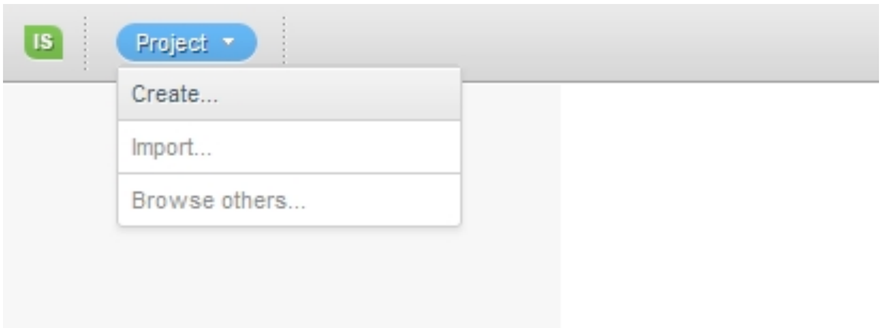
This document takes you and your team through the first steps to start agile development with iceScrum.

As an example, we simulate the development of a community web site for a non-profit organization that organizes events. This organization, Omega, organizes a public event every quarter. These events target professionals, students and teachers.

To create the Omega web site, let's imagine that omega members work half time on this development. They organize some face-to-face meetings, but work at home most of the time. Clodio takes the role of Product Owner, at least at the beginning of the project. He connects to iceScrum and creates the project.

Create and setup your project

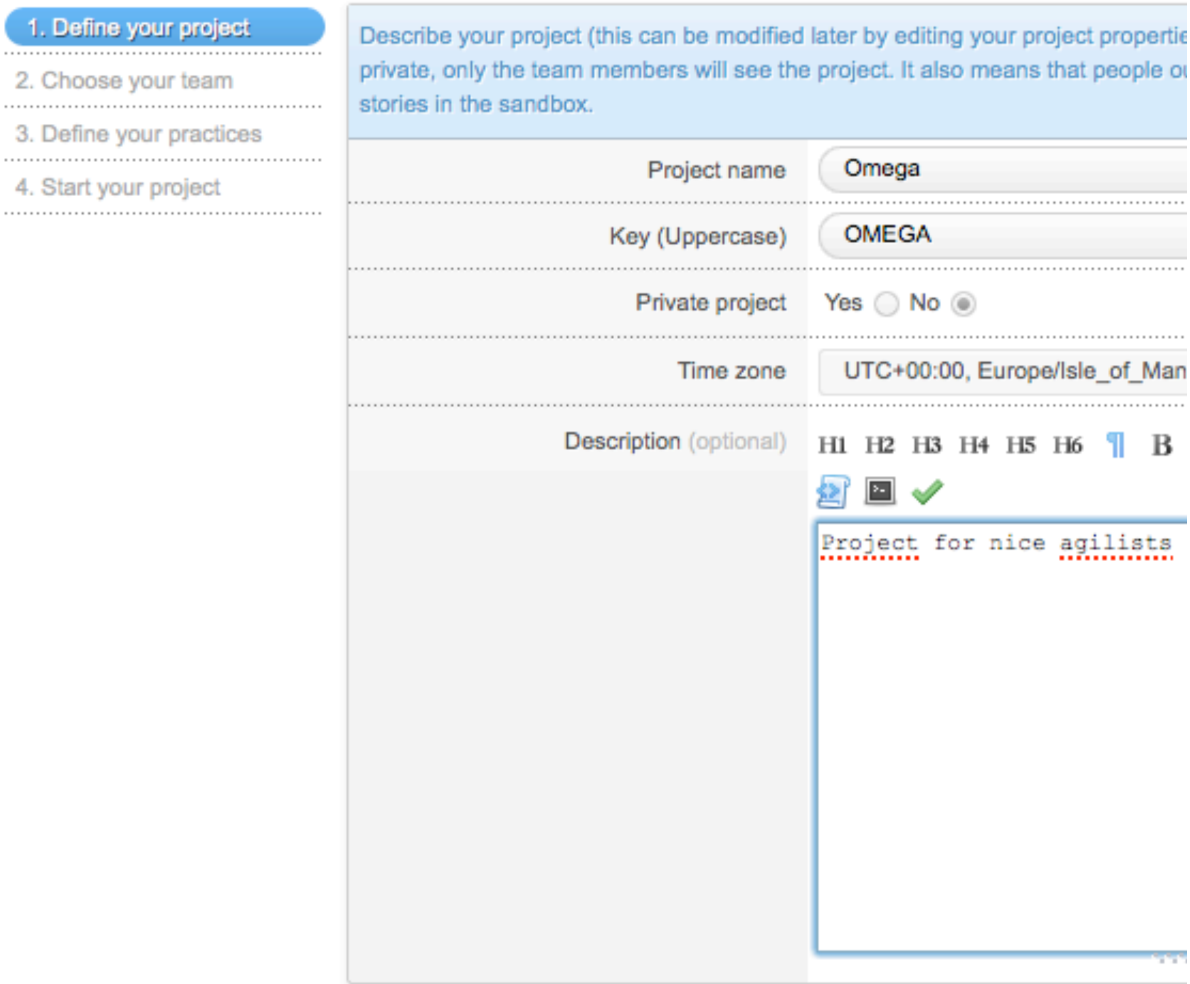
The creation wizard eases to start with iceScrum by quickly creating what's essential. It is possible to start a new project in 4 clicks, one click for each of the 4 steps of the wizard. It is obviously possible to later change the properties defined in this wizard.



Create a new project

Define your project

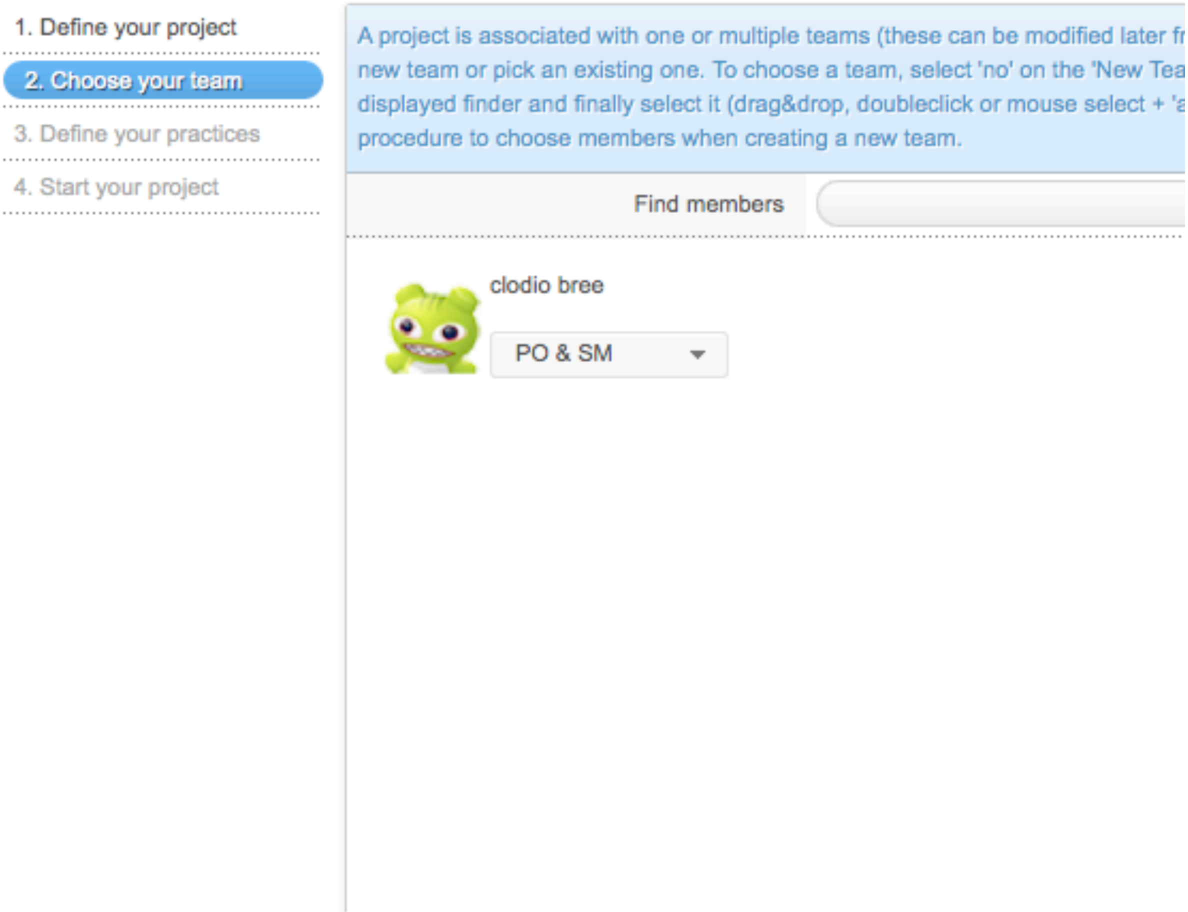
First of all, you define the name of the project and the project ID, which is used in permalinks URL for direct access to projects objects.



Project wizard : 1 – Project attributes

Choose your team

As the project creator, you become the Project Owner and Scrum Master. You get both these roles so you can easily use all the iceScrum features while waiting for other members to join the team. The principle in iceScrum is to offer a great flexibility to the team and team members.



Project wizard : 2 – Choose your team members and their roles

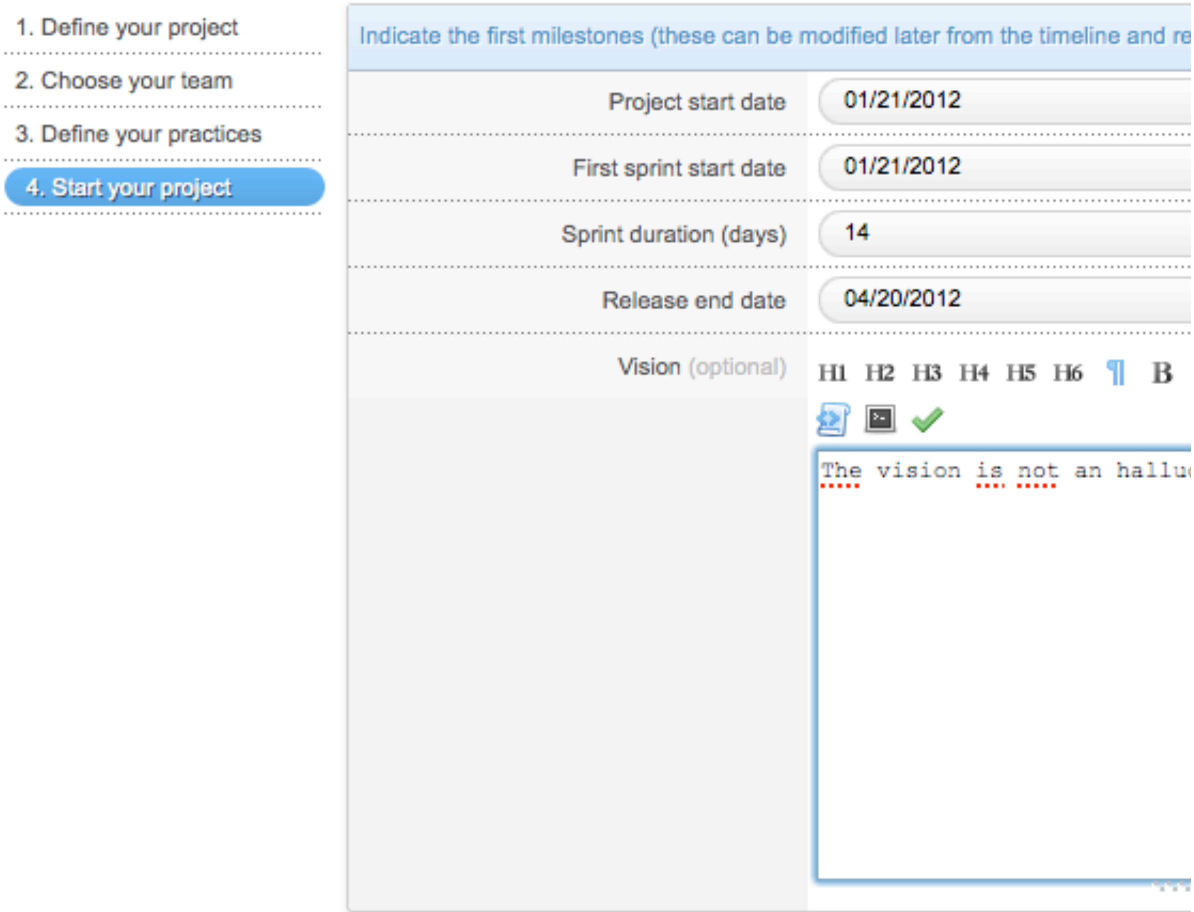
You can create the team directly from the wizard or later. For more information, you can refer to the blog: "The Roles in iceScrum".

Define your practices

Default practices are well suited for getting started, let's keep them for the moment.

Start your project

Finally, you can define the lifecycle and to start the first release. By default, sprints last 2 weeks (14 days) and releases last 3 months. The wizard suggests that the first sprint start the day of the project creation; by changing this date, you can define a period before the sprints start, frequently called sprint zero.



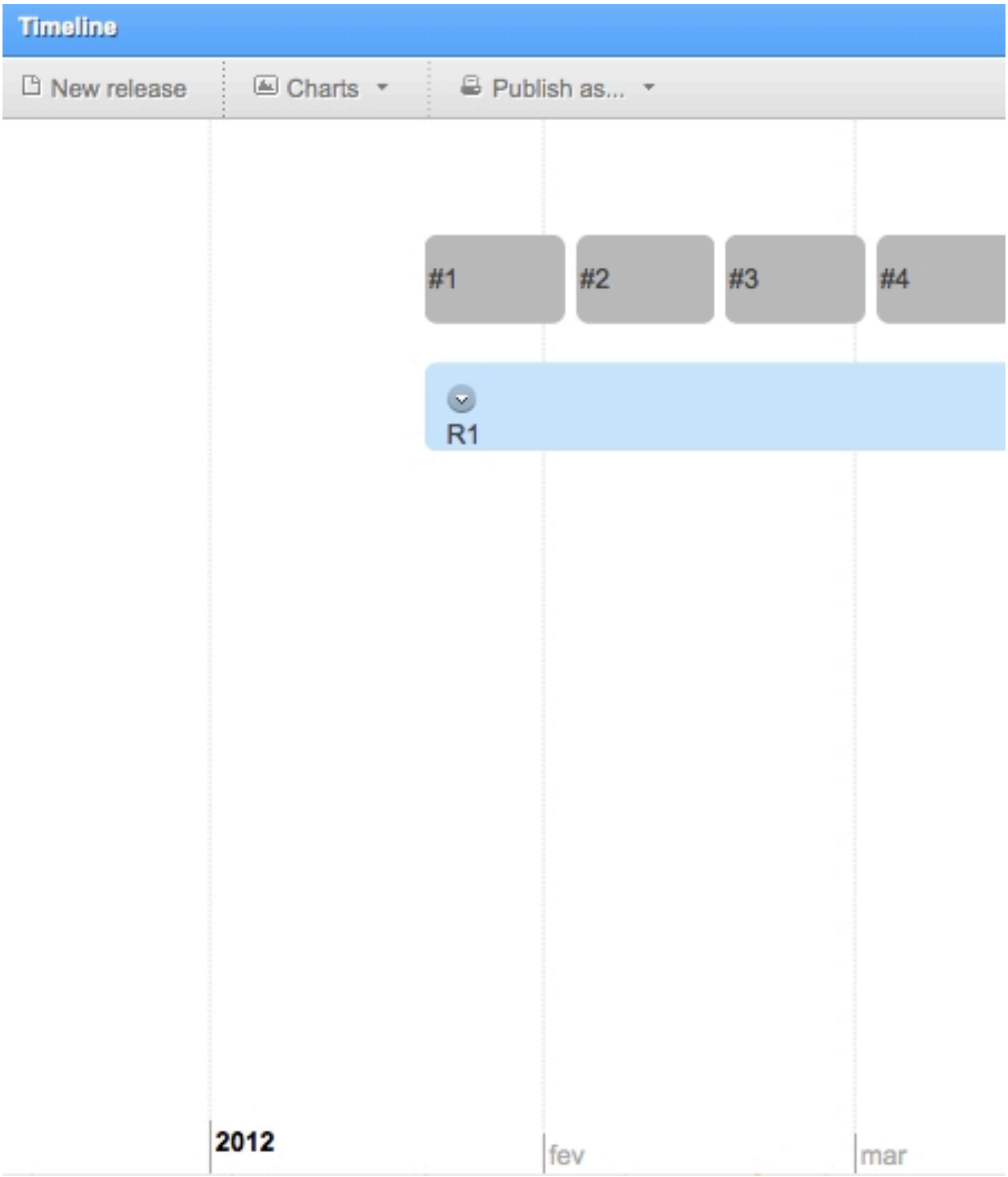
Project wizard : 4 – Setup important dates

After this last step, the project creation is done. Let's give a look at the result!

Look at the results

You can now have a look at the result in the *timeline* view that has been initialized with the creation of the first *release* and its *sprints*, according to the default durations, in the step 4 of the wizard.

The *timeline* view shows the life of a product in the long-term, presented along the timeline, with the successive *releases* and the *sprints* contained in these *releases*.



A release and its sprint in the Timeline

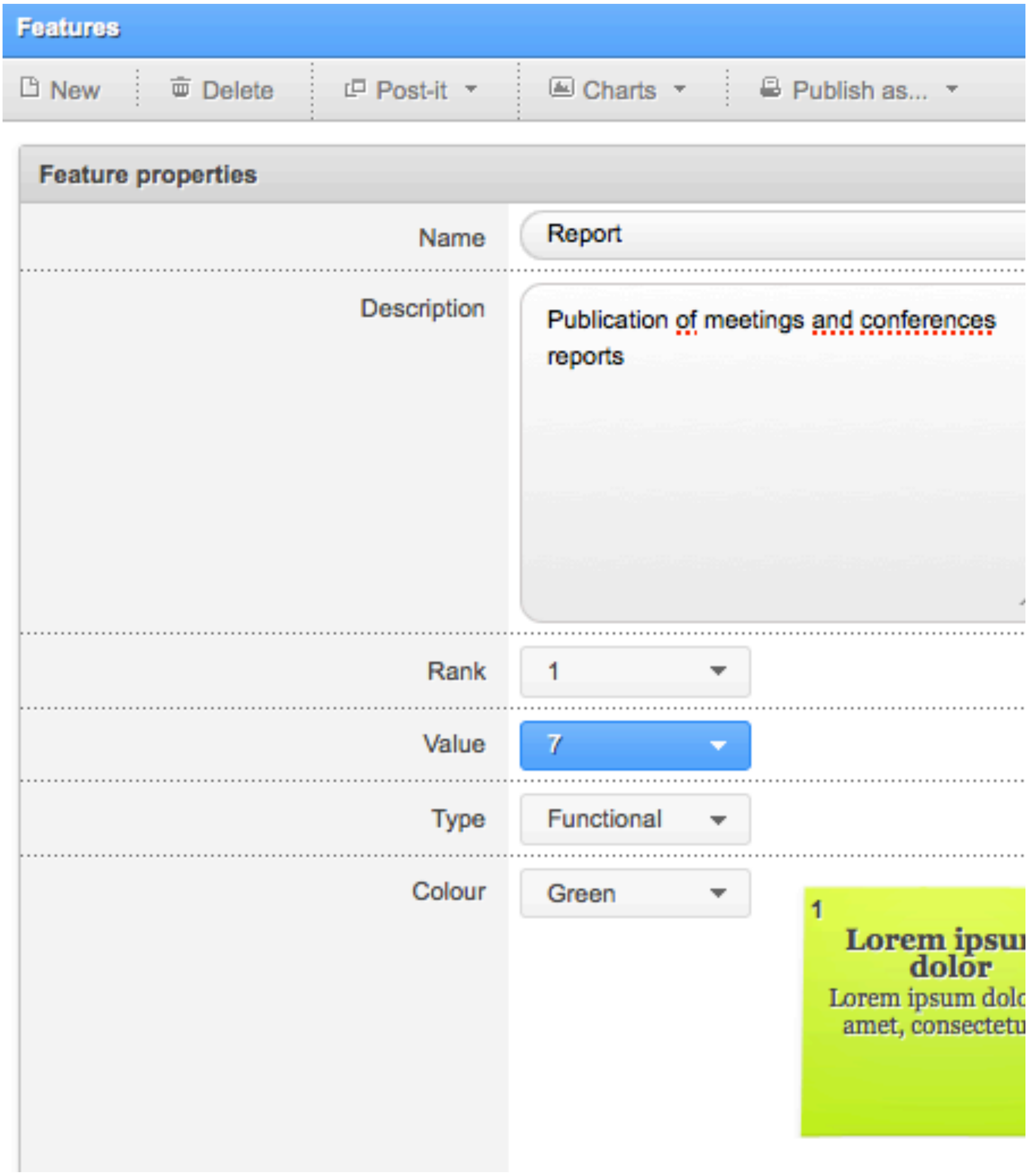
The Omega team decides to launch the development in January with a first *release* expected in April, for the big Omega party. Of course, release dates can be modified later and other released can be created.

Suggest your first stories

The place where all team members can suggest *stories* is the *sandbox,* which is the waiting room for your product. *Stories* can optionally be associated with *features*.

Create features (optional)

In iceScrum, features are managed in an independent list: the features list or features backlog. For a new product, a top-down approach is often used, by starting with the definition of *features*.



Create a green feature

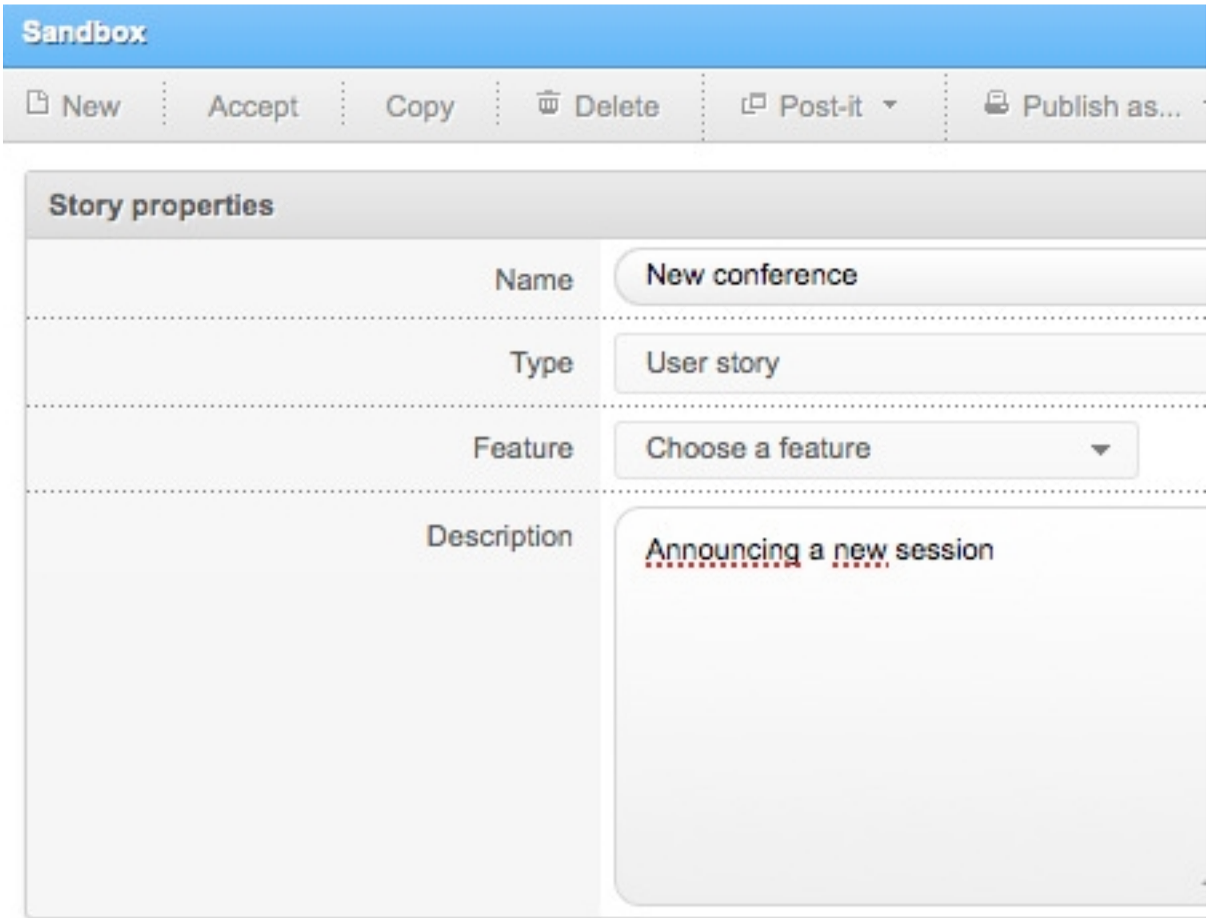
A different color can be used for each *feature* in order to ease the identification of stories associated with this *feature*. It is possible to use the value attribute to describe the added value of the *feature*.

Features view

For Omega, *features* are identified in group during a meeting, and the Product Owner add them to the Features view.

Create your first story

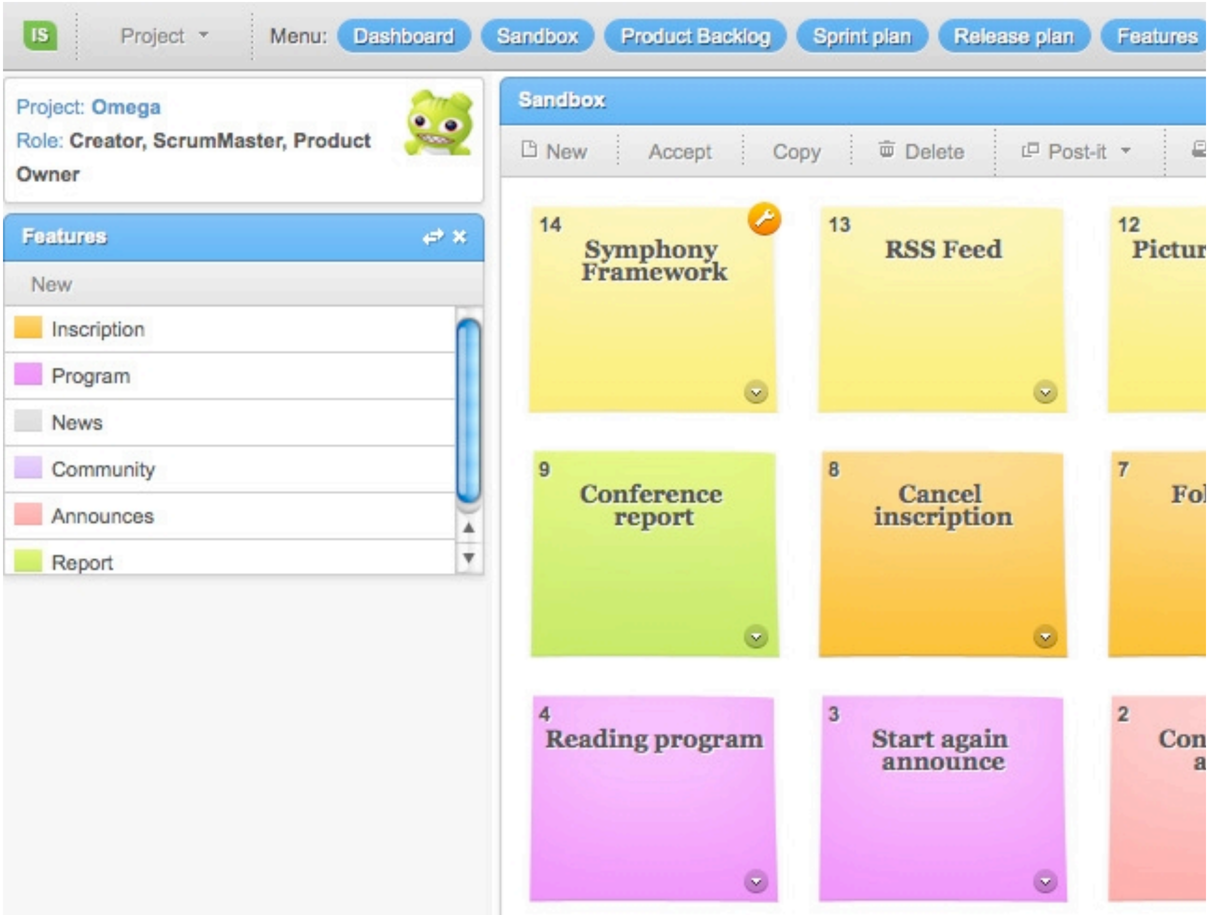
When you add a new *story*, you can define its type (*user story*, *technical*, default), describe it and optionally choose to associate it with a feature.



Create a user story

For Omega, the breakdown in *stories* is done for the three priority *features*: Program, Registrations and Reports. The whole team participates to *stories* identification and can enter them in the tool.

As the development of such a site is new for Omega, there is no *story* of type “default” in the *backlog*. The team identifies a technical *story* about a framework suggested by a web architect.

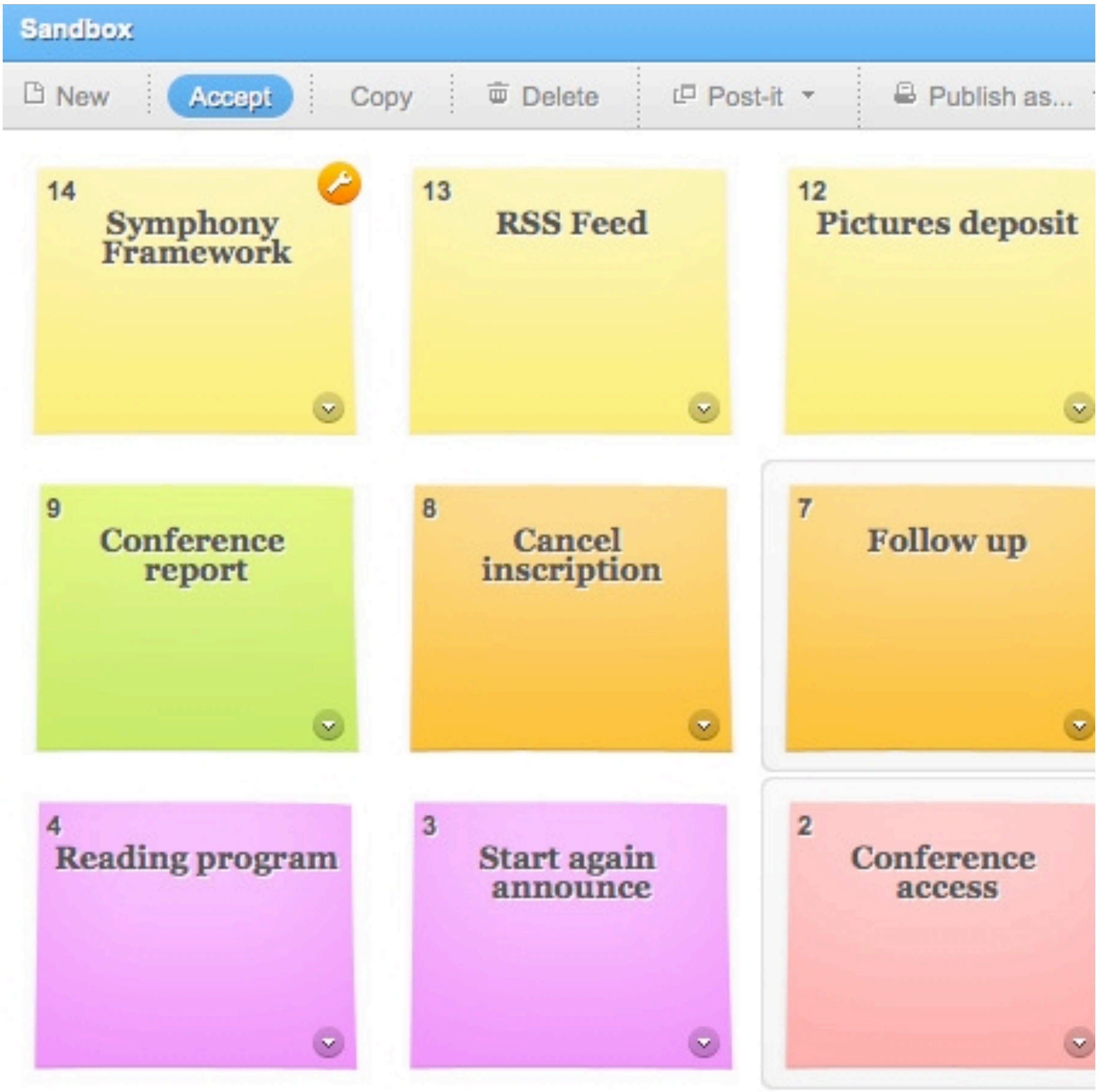


New stories in the sandbox

At startup, the initial *sandbox* can contain dozens of elements. It is the right place to complete the knowledge about a story. All the participants can contribute their comments in the detailed view of the story.

Accept valuable stories

As soon as he thinks that a story is sufficiently detailed, the Product Owner evaluates it. If he thinks it brings value, it accepts it as a *story*, which moves it in the *backlog*.



Bulk accept by selecting multiple stories

The backlog contains thus the stories accepted by the Product Owner.

In the backlog, the Product Owner can set priorities to the stories, and the team can estimate them.

Priorize your backlog

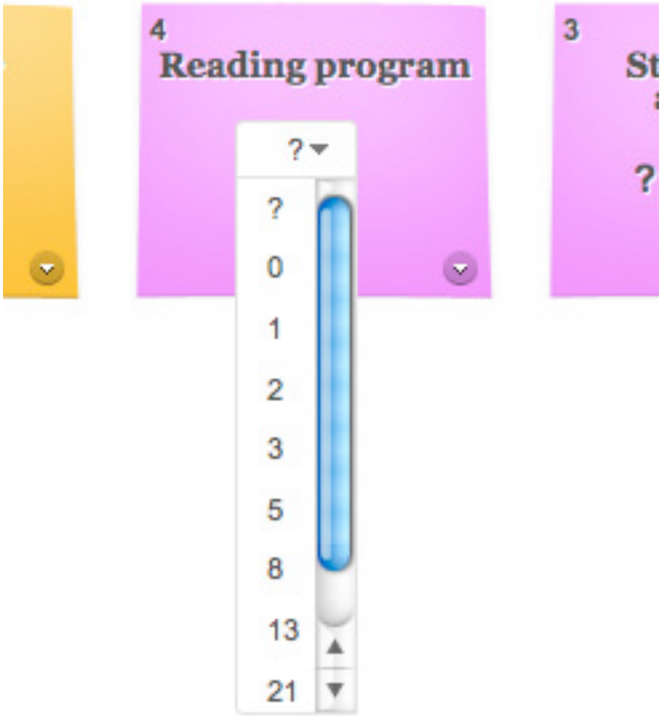
The Product Owner defines priorities by moving the Post-its. The highest priority is at the top left of the view.

Priorize stories by dragging them

For Omega, the Product Owner does a first evaluation of priorities.

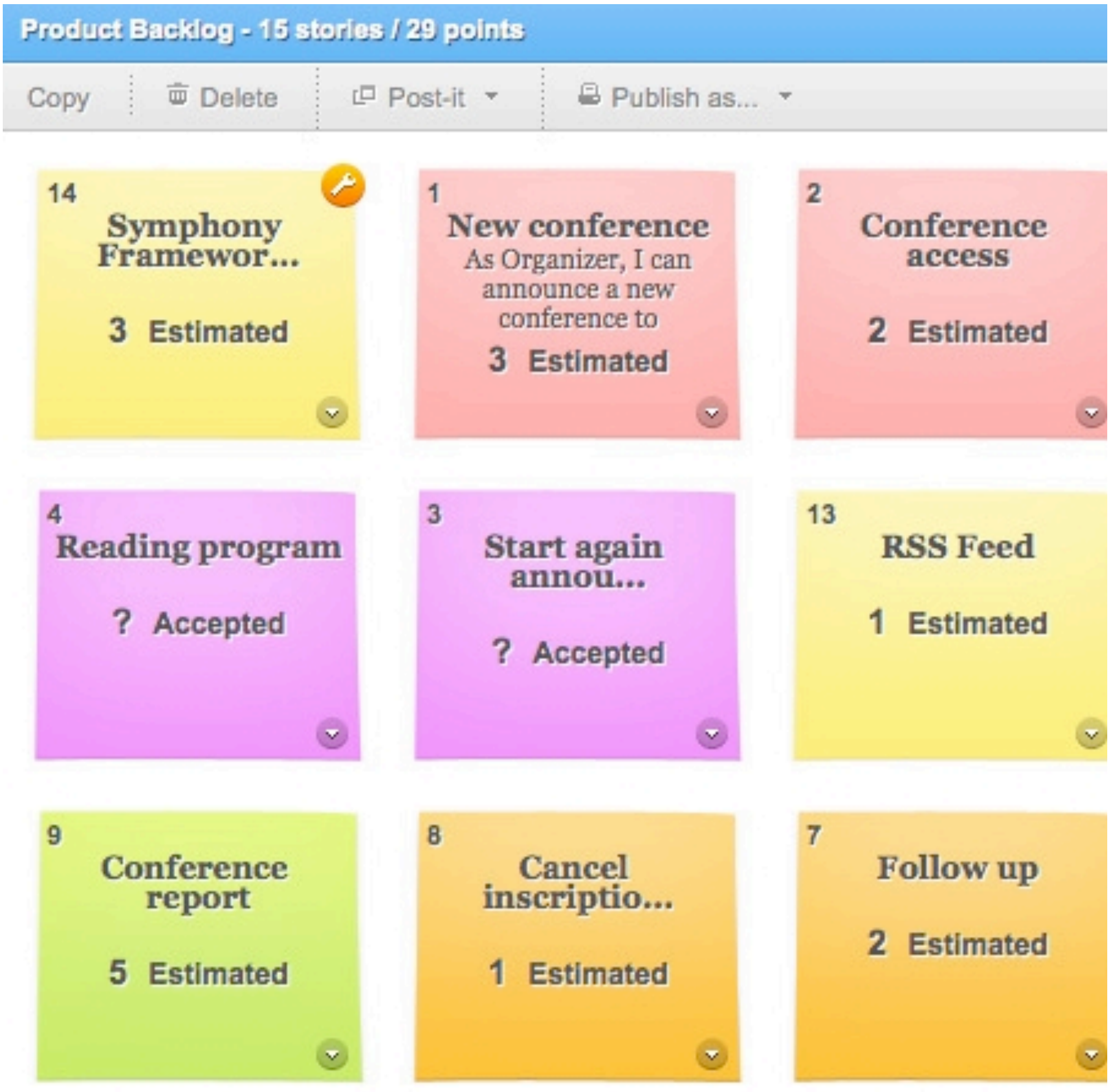
Estimate your stories

The team estimates the stories, generally through a *planning poker*. The estimations are entered by a team member or by the ScrumMaster, by clicking on the '?' on the Post-its.



Click on the Post-it to estimate a story

By default, the evaluation can be done according to the Fibonacci suite. This can be changed by modifying the practices (Menu Project).



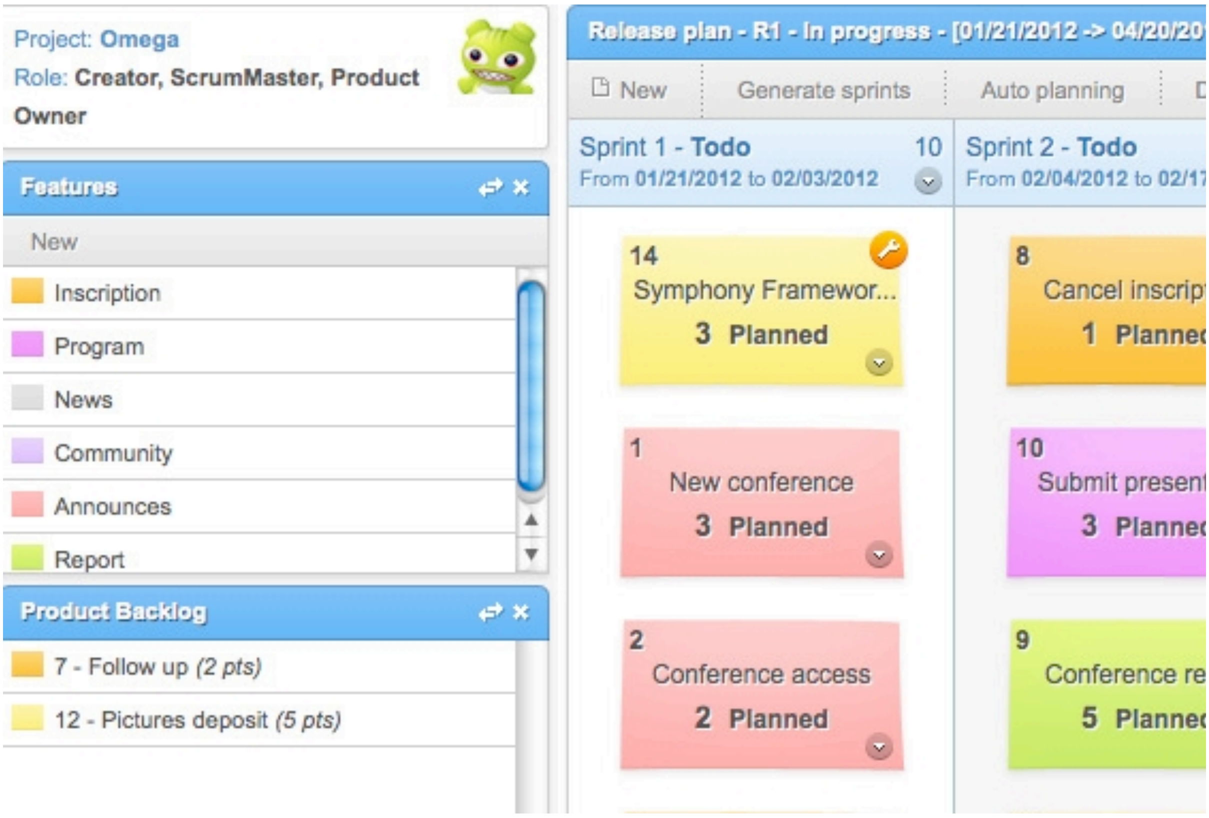
Backlog with priorized and estimated stories

Plan your release and sprints

Plan your release

Release planning consists in the association of *stories* from the backlog to sprints of the *release*. Only estimated stories are candidate for planning and the *Sprints* must also be created. It will be possible later to changes the association, e.g. by moving a story from one sprint to another one.

Once *sprints* of the *release* are created and the *backlog* is estimated and prioritized, the planning can be done. With iceScrum, the *release* planning can be done manually or automatically (iceScrum takes velocity and priority into account for automatic planning). Since velocity is not measured at the beginning, it is better to do a manual planning.



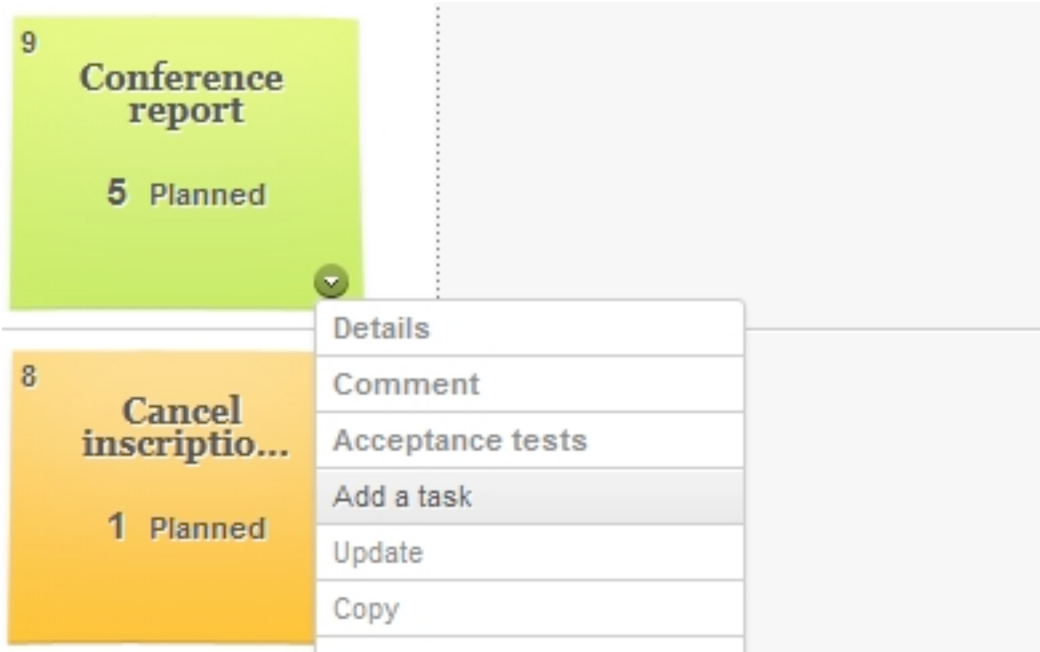
Drag a story from the backlog widget to plan it in a sprint

For Omega the first *release* planning is done manually. The association is done with the release plan view open, and the backlog in reduced view (*widget*). The stories are moved to the sprint in which they should be developed.

To help getting started, the first *release* is automatically open.

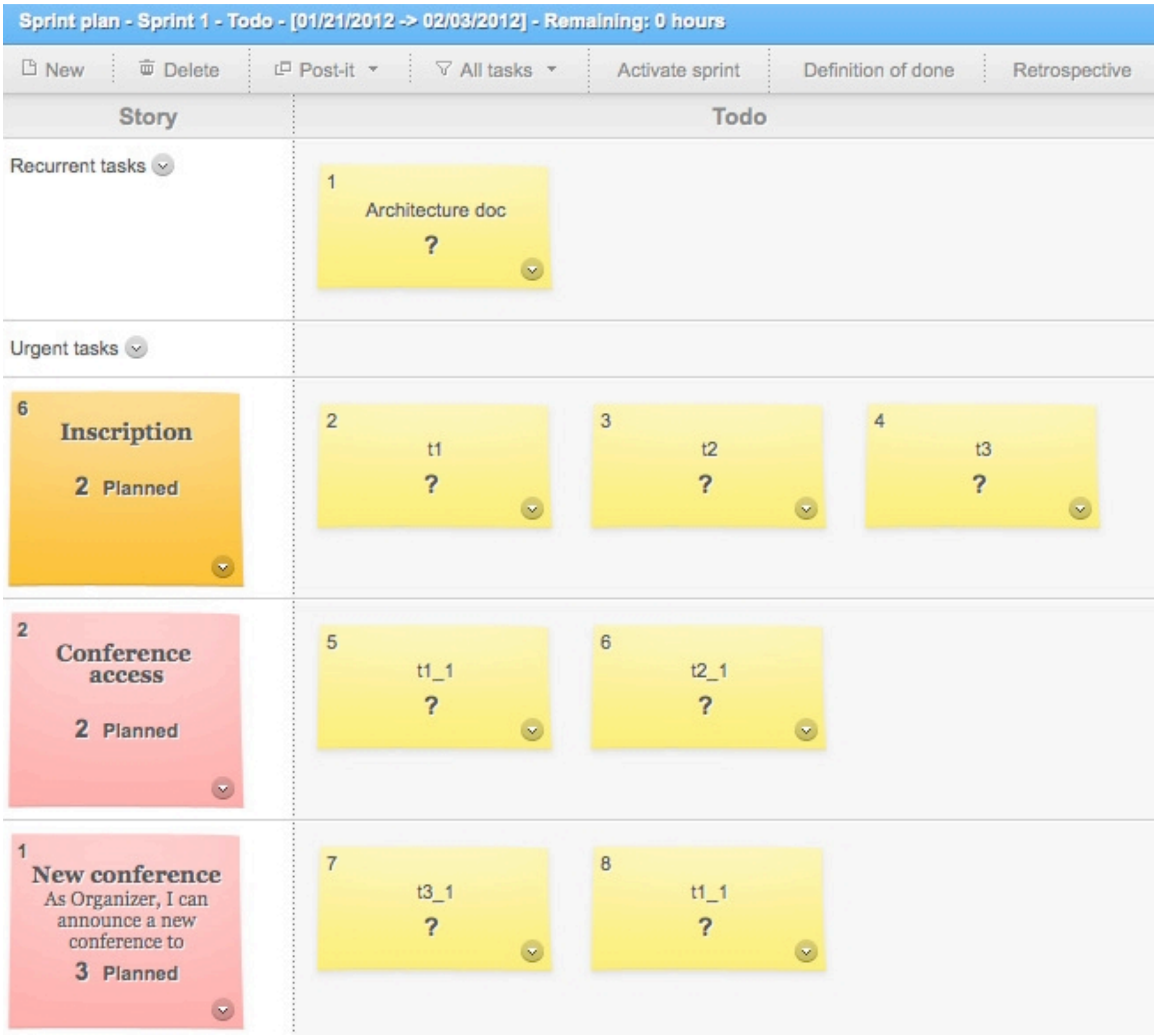
Plan your sprint

The *sprint* view displays a board with Post-its and can be reached from the *timeline* view, from the *release* plan, or directly from the menu bar. The planned stories appear in the left column.



Add a task on a story

The Omega team organizes the sprint planning meeting, during which the team members identify the tasks. It is possible to create recurrent tasks which can be copied over the sprints and urgent tasks that doesn't belong to a story.

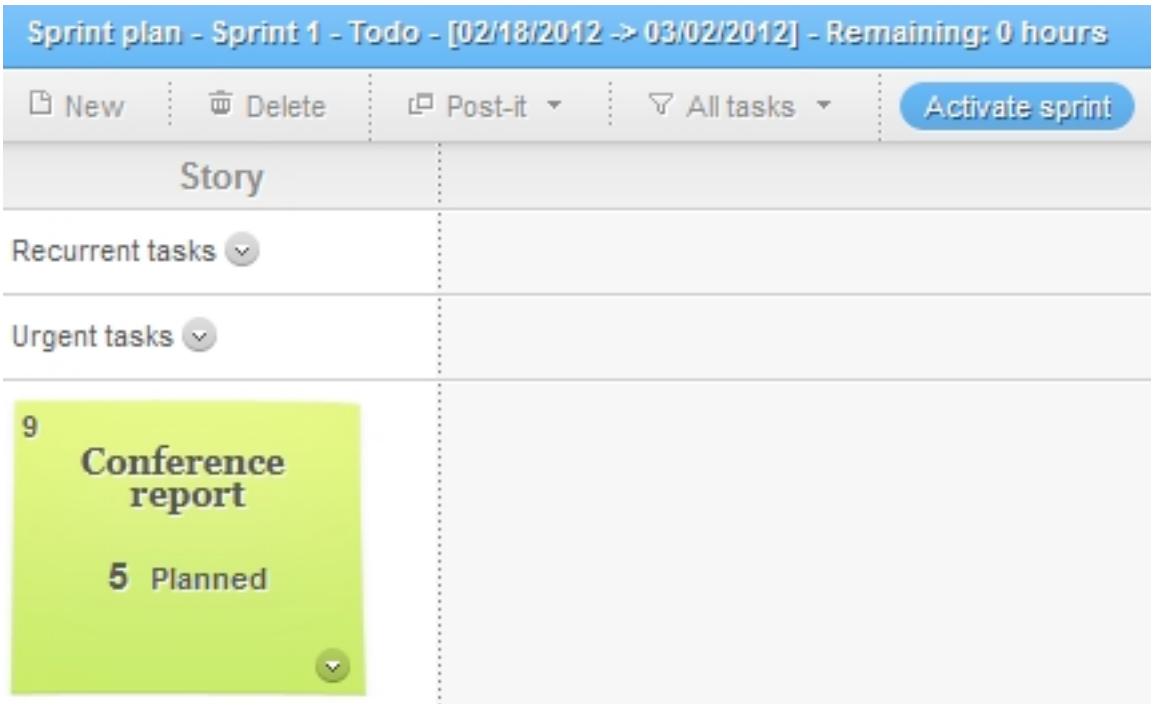


Tasks in the sprint plan

When all the tasks are created, with their eventual "remaining work" and executor, the sprint can be activated to formalize the commitment agreed in the meeting.

Launch your sprint

Congratulations, you are now ready to activate your sprint!



Activate the sprint

Your team members will then be able to update the status of their tasks by dragging them to the column ‘In Progress” and “Done” and update their “remaining work”. Of course, other tasks can be created if necessary.