

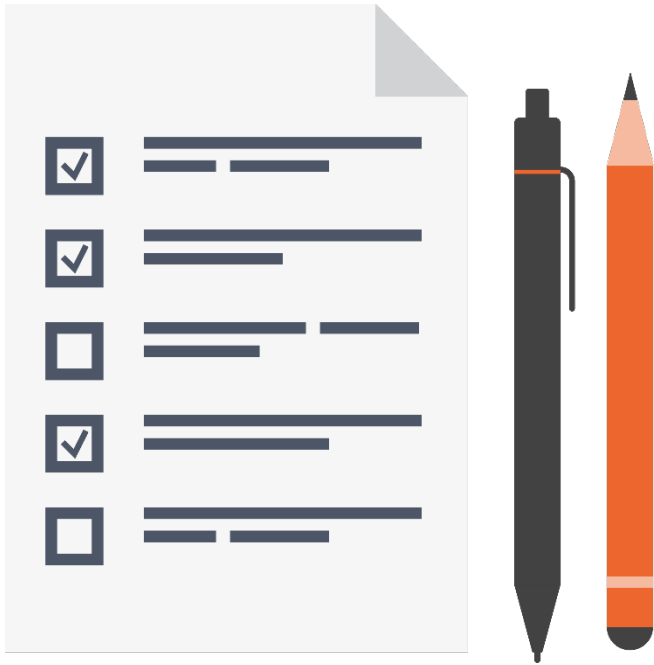
# Scrum



Stephen Haunts

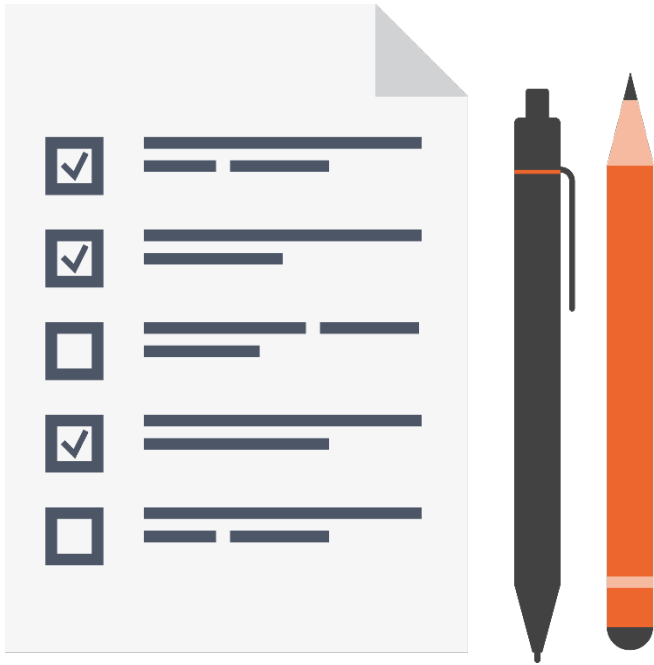
@stephenhaunts | [www.stephenhaunts.com](http://www.stephenhaunts.com)

# Overview



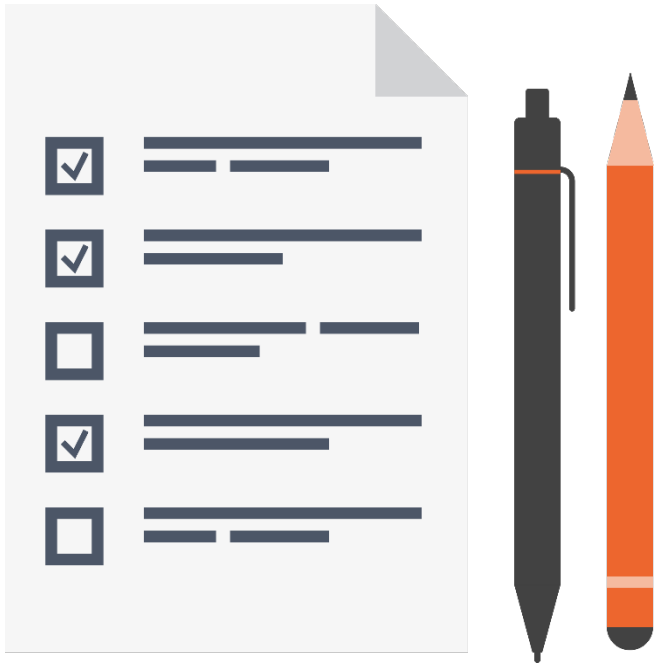
- Scrum is a lightweight iterative project framework

# Overview



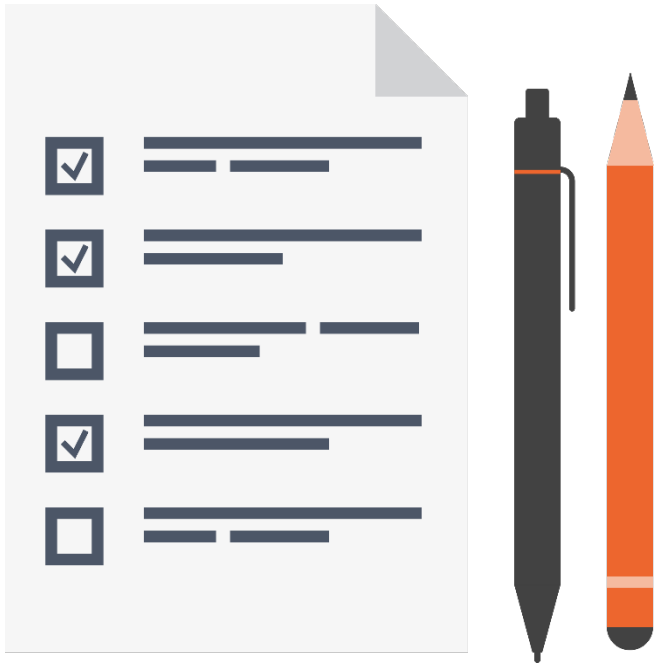
- Scrum is a lightweight iterative project framework
- Roles

# Overview



- Scrum is a lightweight iterative project framework
- Roles
- Ceremonies

# Overview



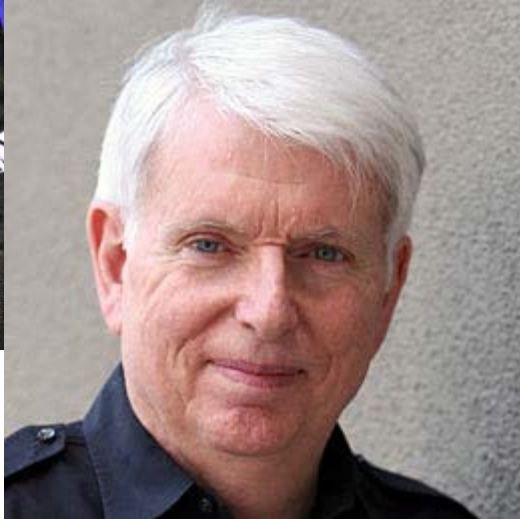
- Scrum is a lightweight iterative project framework
- Roles
- Ceremonies
- Artifacts

# Scrum

Scrum is an iterative and incremental agile software development framework for managing product development.

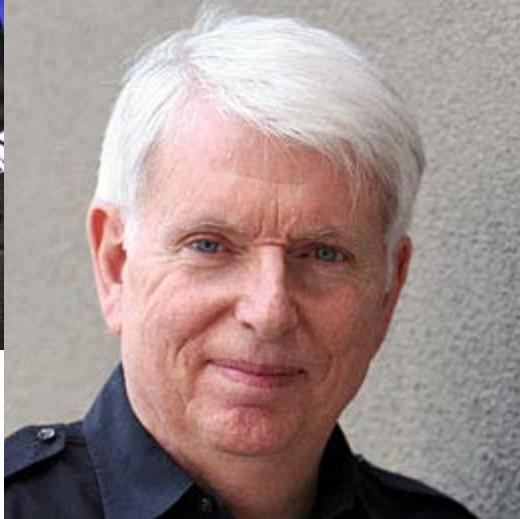
It defines "a flexible, holistic product development strategy where a development team works as a unit to reach a common goal".

# History of Scrum



- Created by Ken Schwaber and Jeff Sutherland

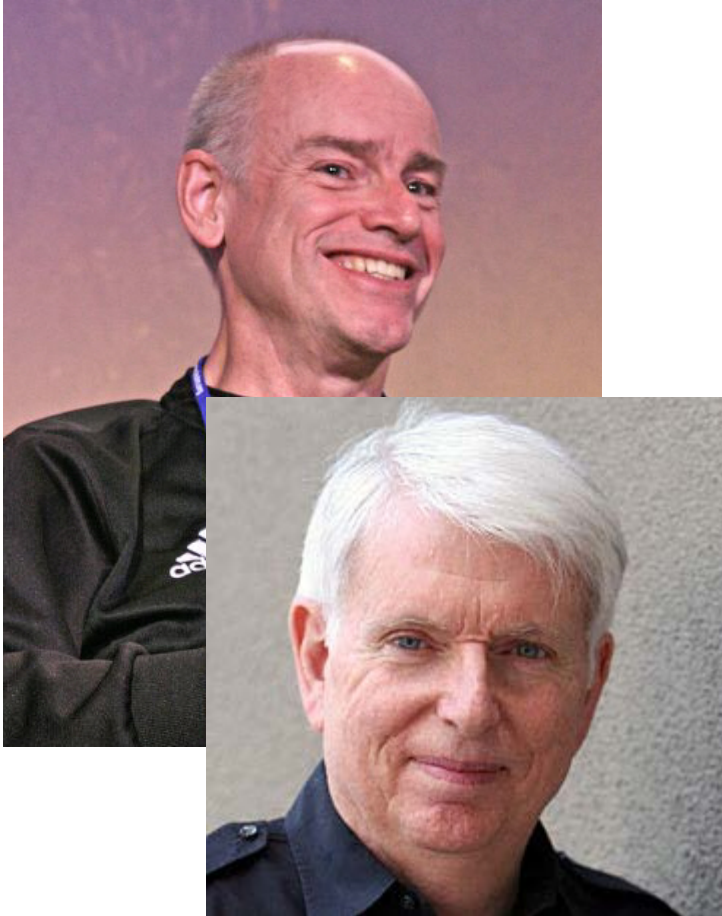
# History of Scrum



- Created by Ken Schwaber and Jeff Sutherland
- Inherited the name Scrum from the paper “The New Product Development Game”



# History of Scrum



- Created by Ken Schwaber and Jeff Sutherland
- Inherited the name Scrum from the paper “The New Product Development Game”
- Jeff and Ken involved in forming Agile Alliance

# Overview of Scrum



- Commonly used for product development

# Overview of Scrum



- Commonly used for product development
- Split into 3 areas

# Overview of Scrum



- Commonly used for product development
- Split into 3 areas
  - Roles

# Overview of Scrum



- Commonly used for product development
- Split into 3 areas
  - Roles
  - Ceremonies

# Overview of Scrum



- Commonly used for product development
- Split into 3 areas
  - Roles
  - Ceremonies
  - Artifacts

# Scrum Roles



- Product owner

# Scrum Roles



- Product owner
- Scrum master



# Scrum Roles



- Product owner
- Scrum master
- Scrum team

# Scrum Ceremonies



- Sprint planning

# Scrum Ceremonies



- Sprint planning
- Sprint review

# Scrum Ceremonies



- Sprint planning
- Sprint review
- Sprint retrospective

# Scrum Ceremonies



- Sprint planning
- Sprint review
- Sprint retrospective
- Daily scrum meeting

# Scrum Artifacts



- Product backlog

# Scrum Artifacts



- Product backlog
- Sprint backlog

# Scrum Artifacts



- Product backlog
- Sprint backlog
- Burndown chart

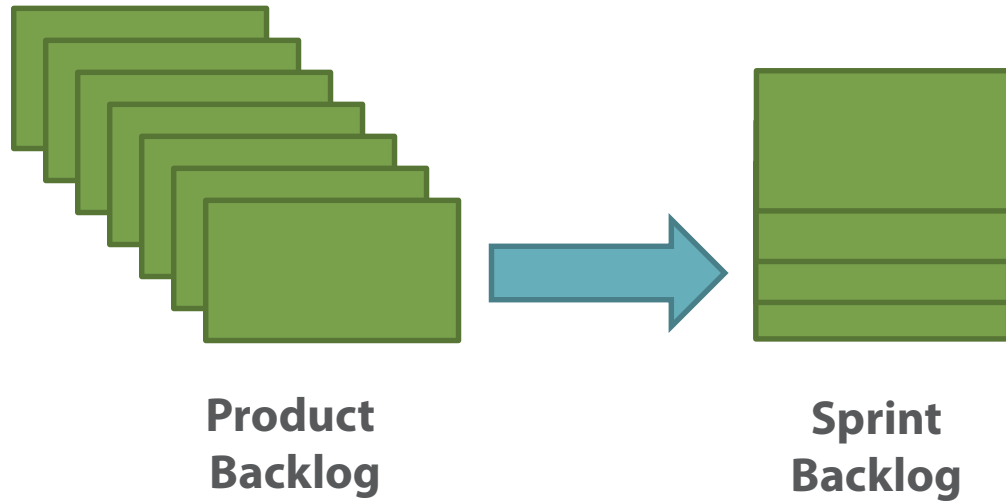


# Scrum Diagram

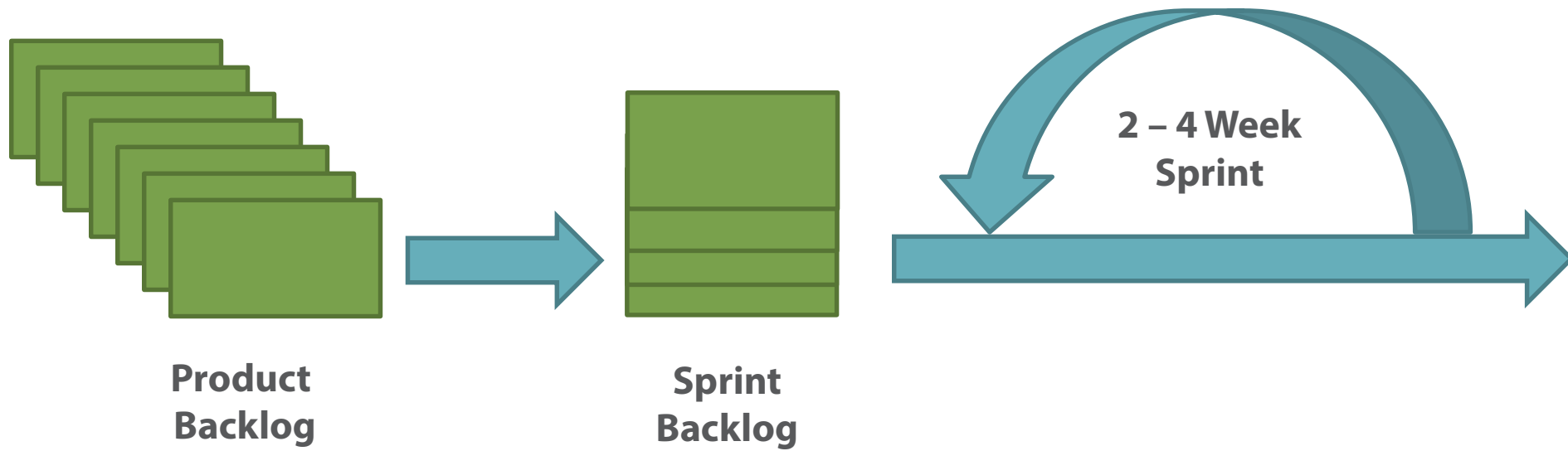


**Product  
Backlog**

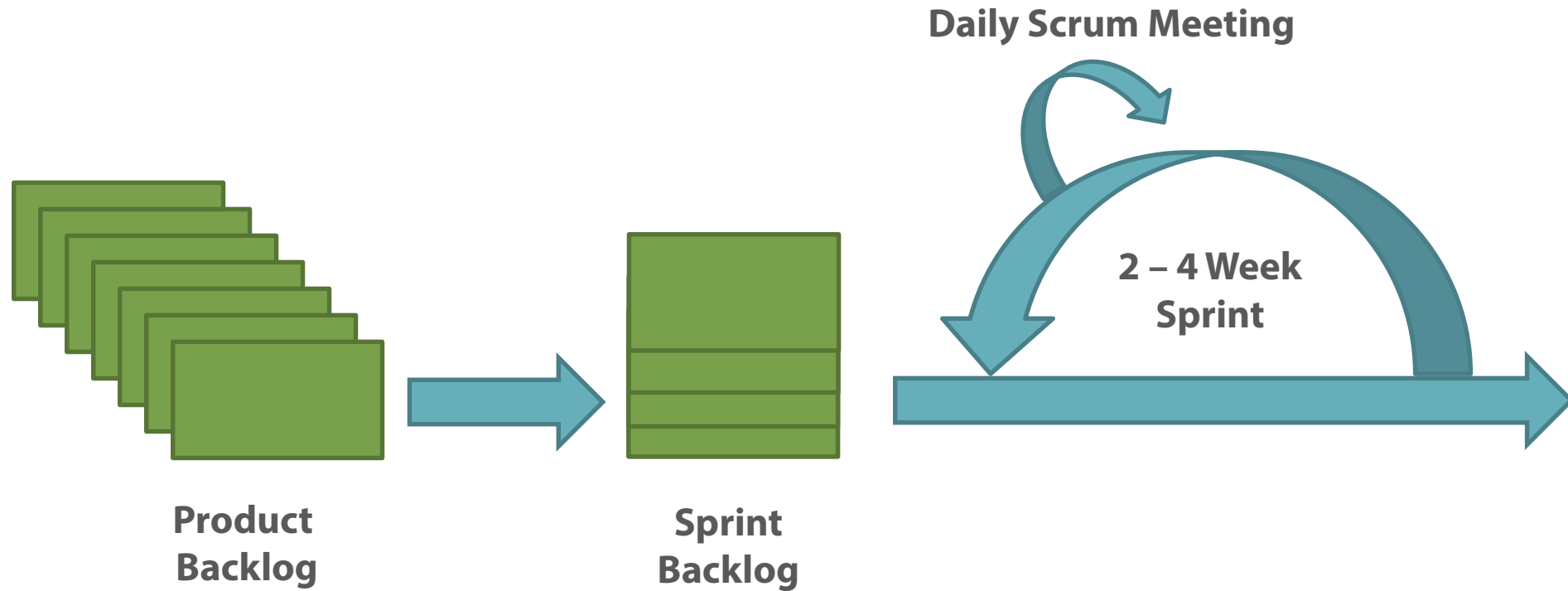
# Scrum Diagram



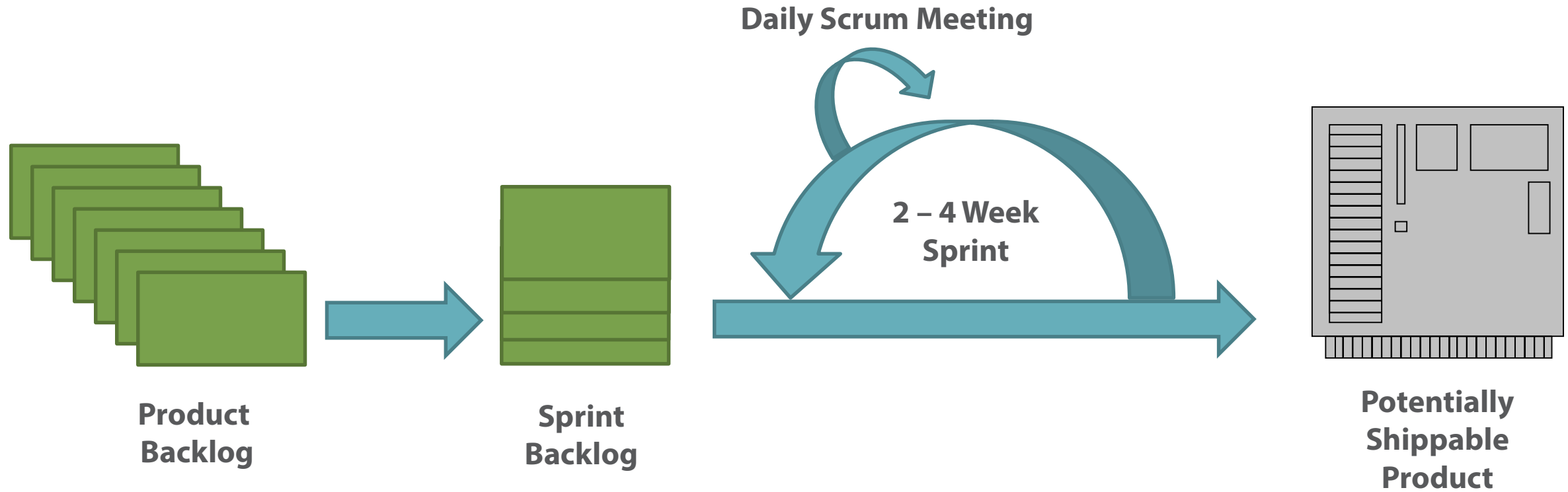
# Scrum Diagram



# Scrum Diagram



# Scrum Diagram



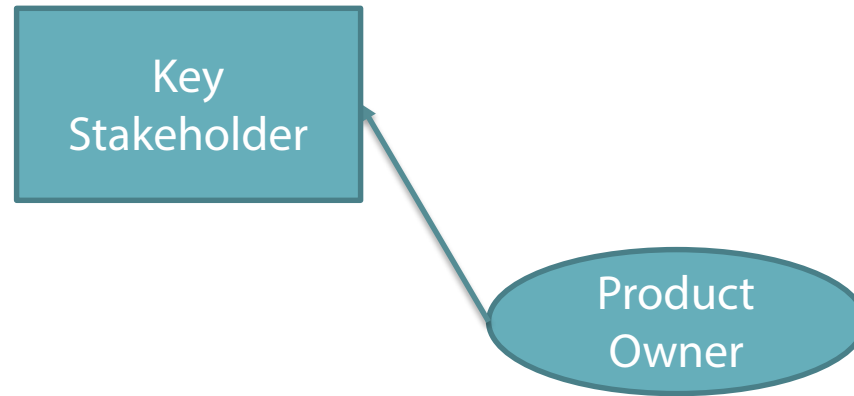
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# Scrum Roles

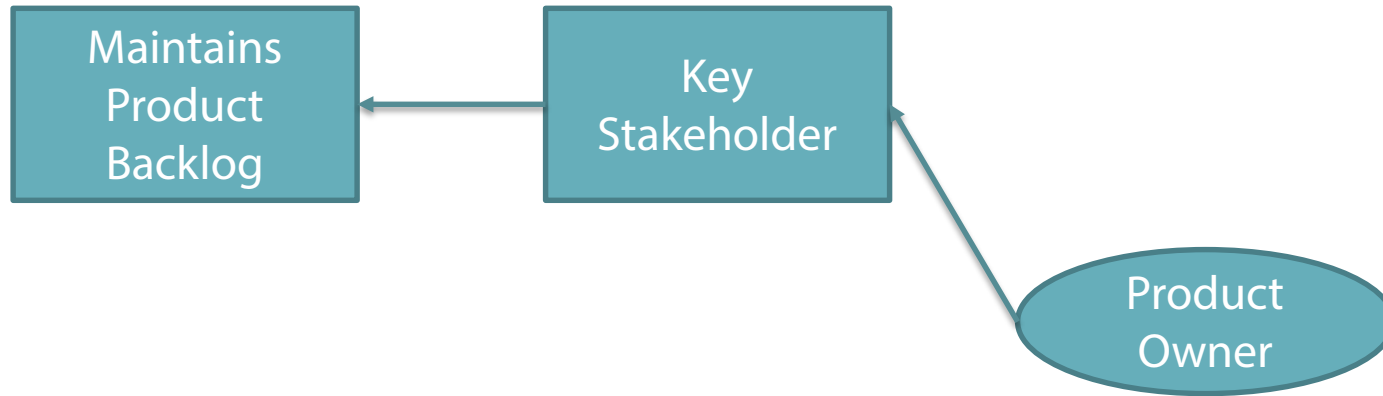
Product Owner, Scrum Master and Scrum Team

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# Product Owner

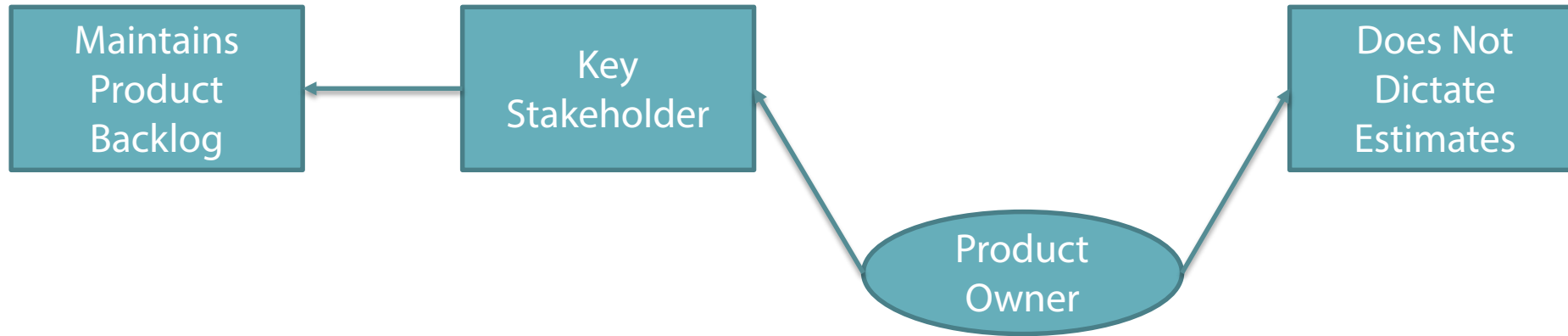


# Product Owner

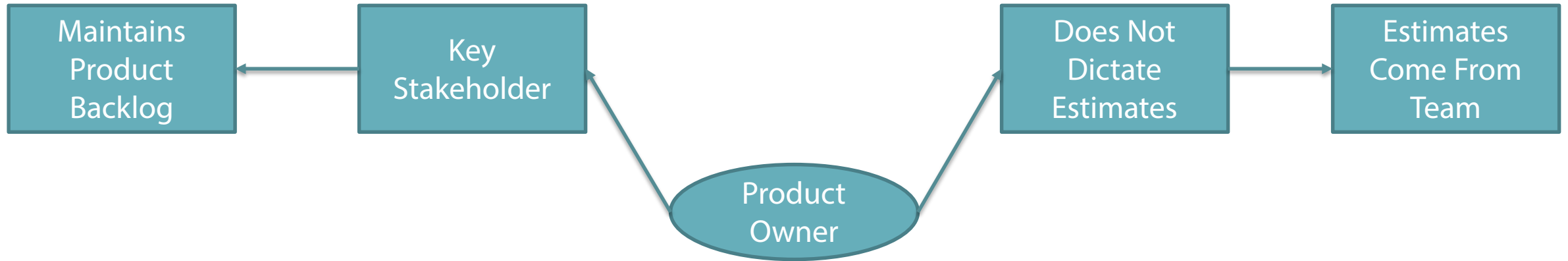




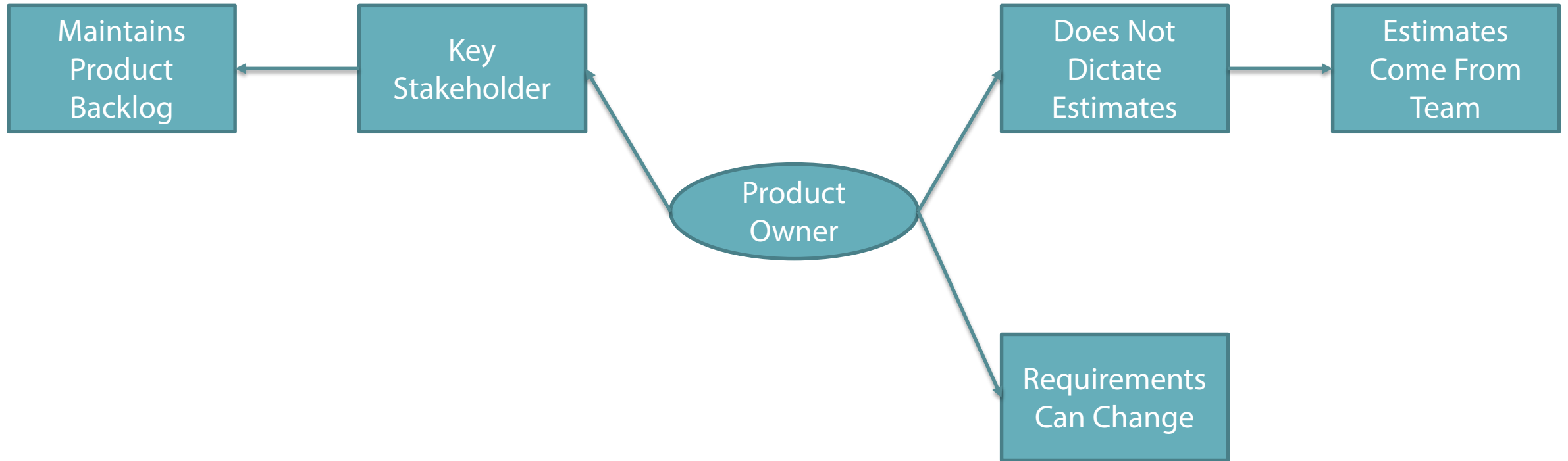
# Product Owner



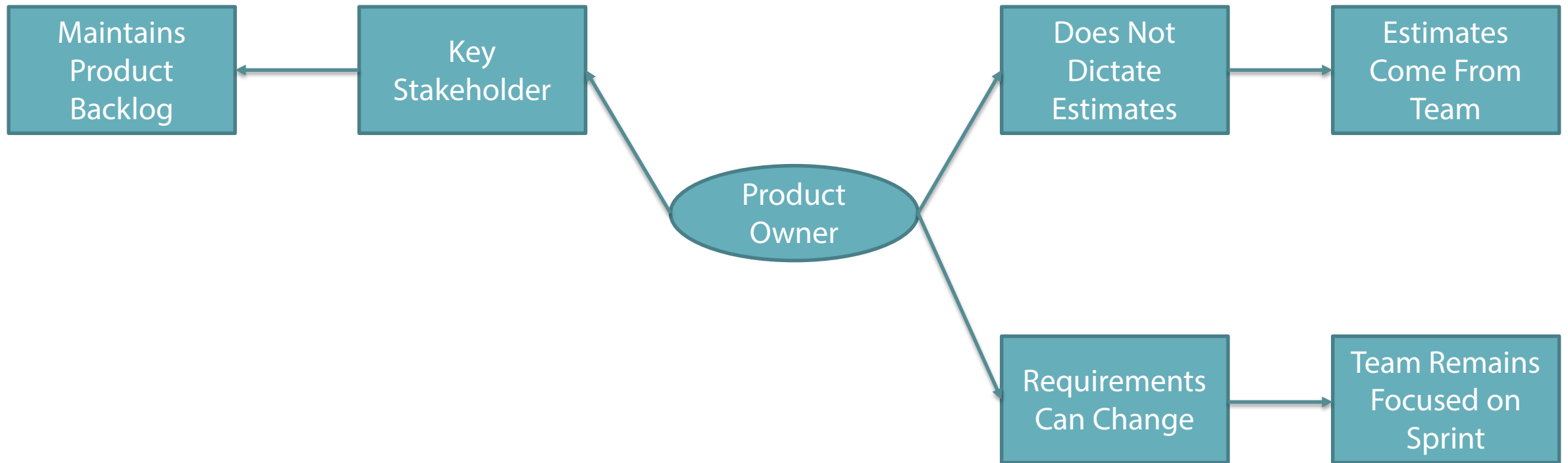
# Product Owner



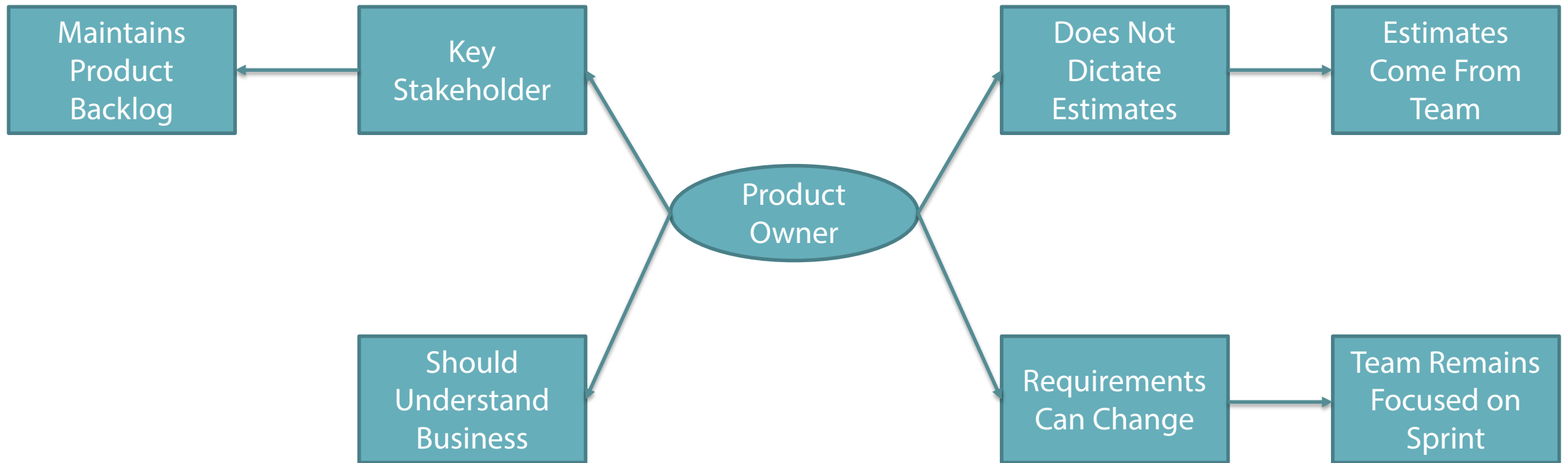
# Product Owner



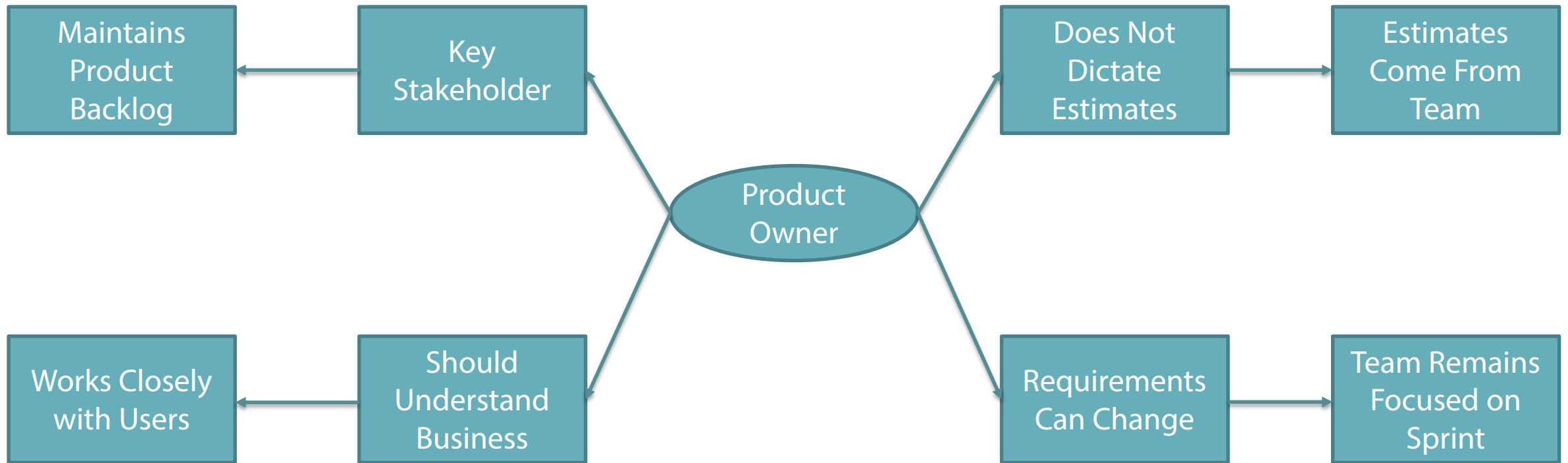
# Product Owner



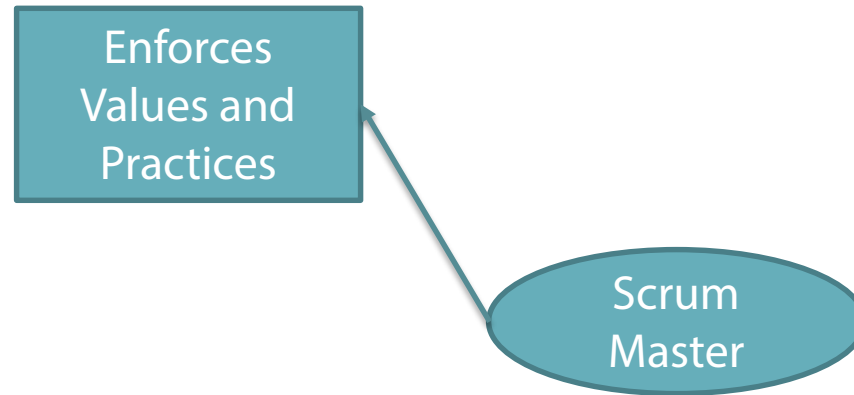
# Product Owner



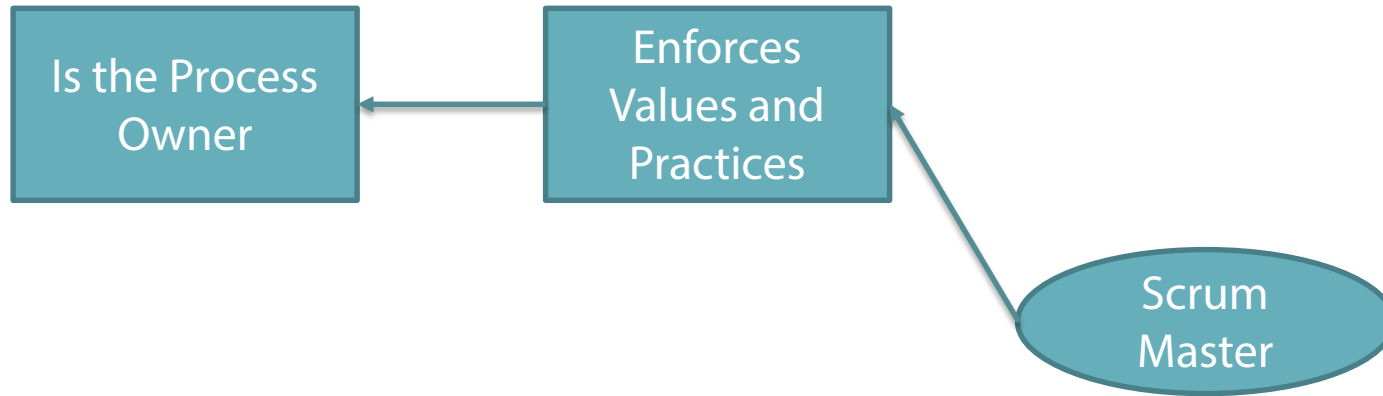
# Product Owner



# Scrum Master

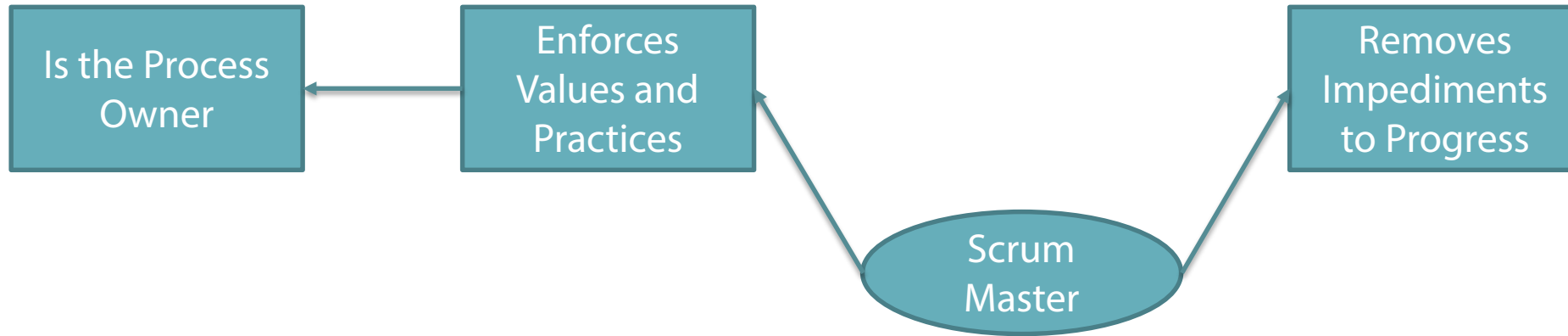


# Scrum Master

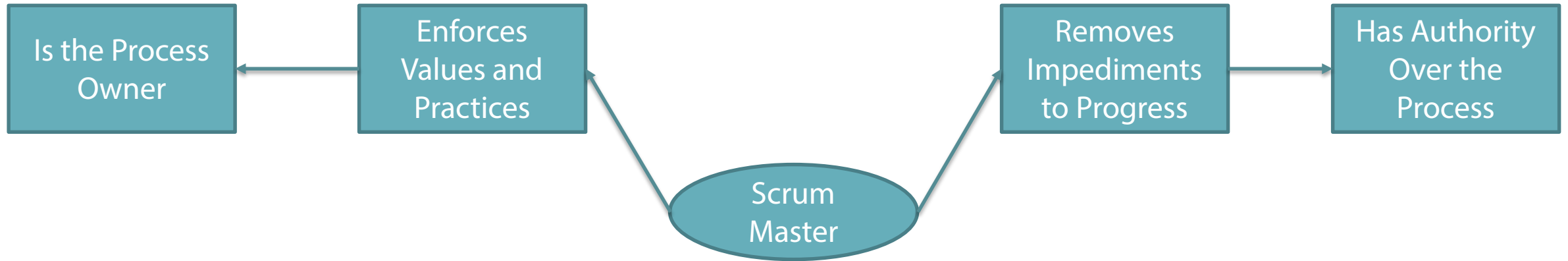




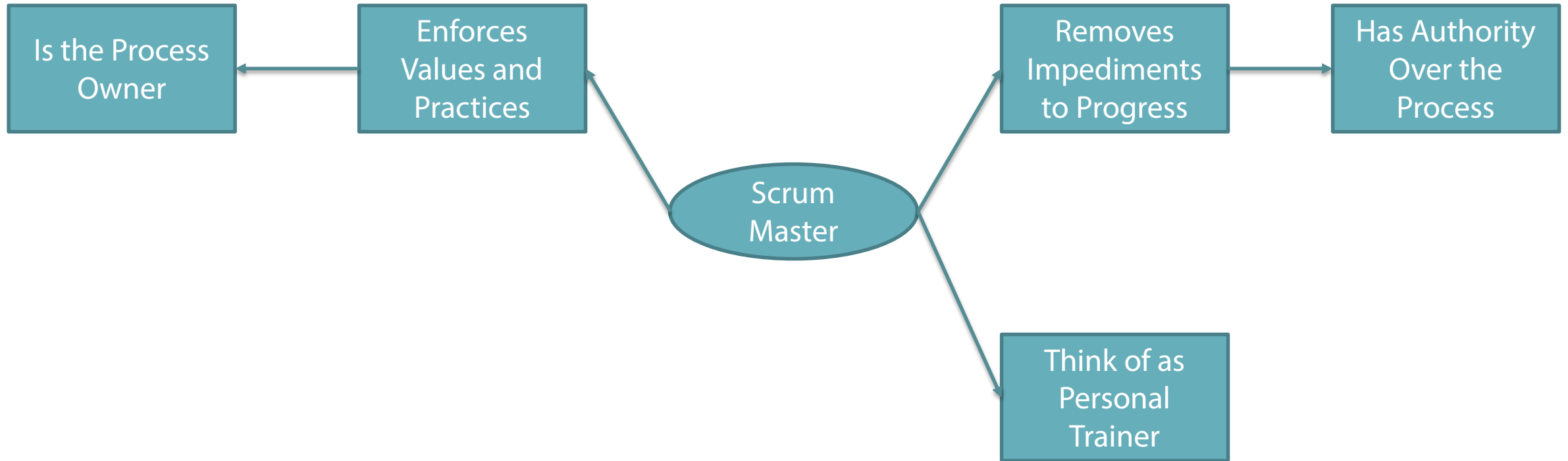
# Scrum Master



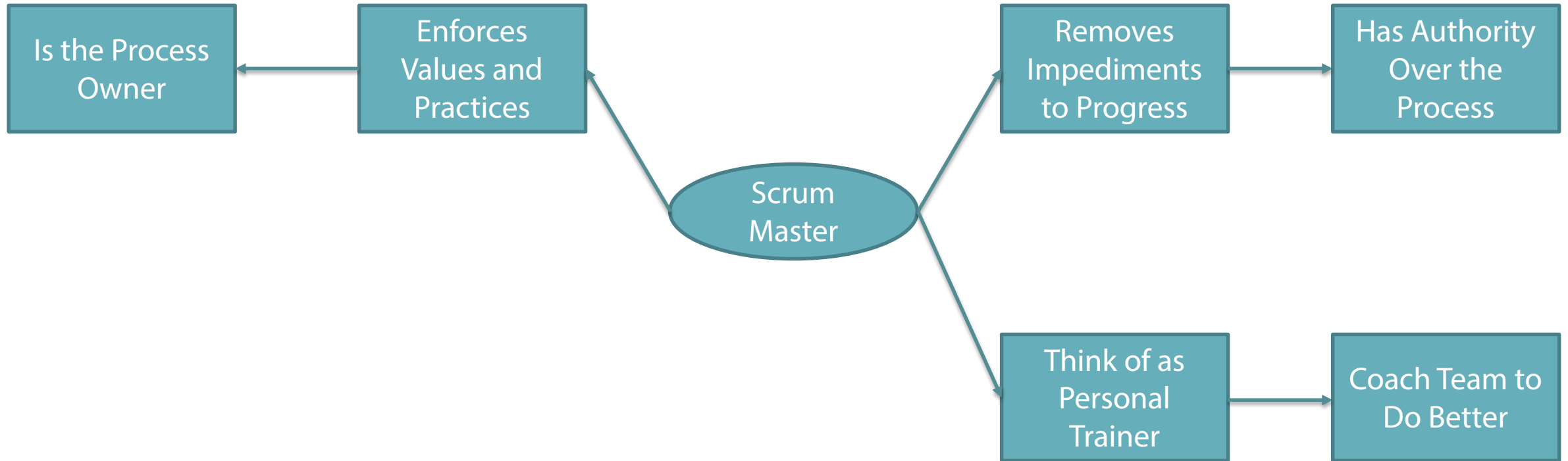
# Scrum Master



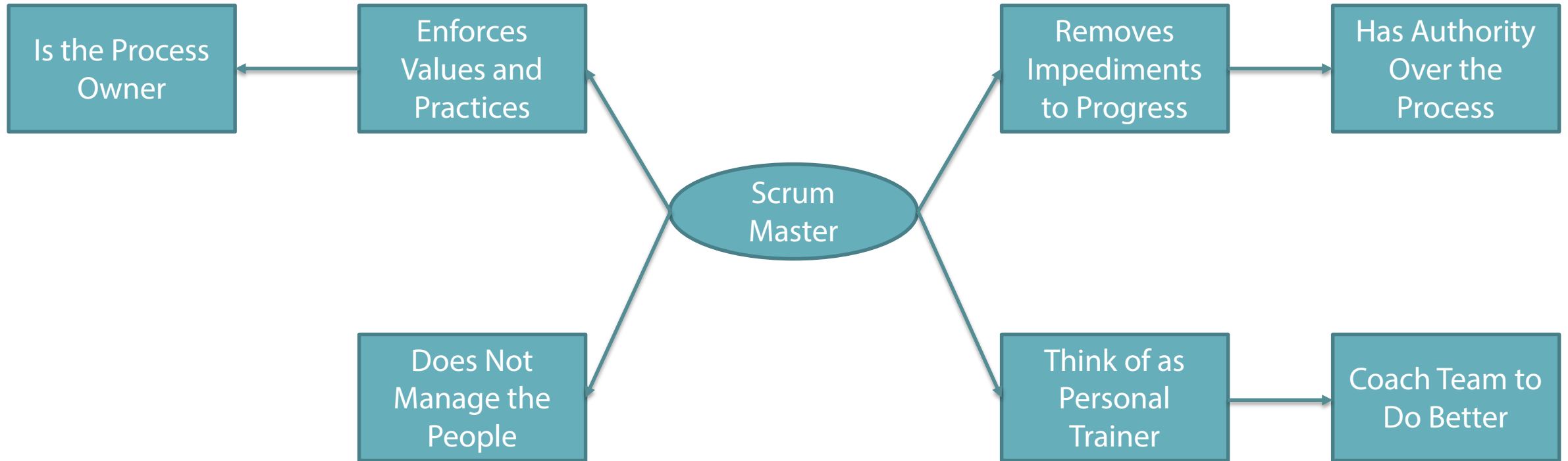
# Scrum Master



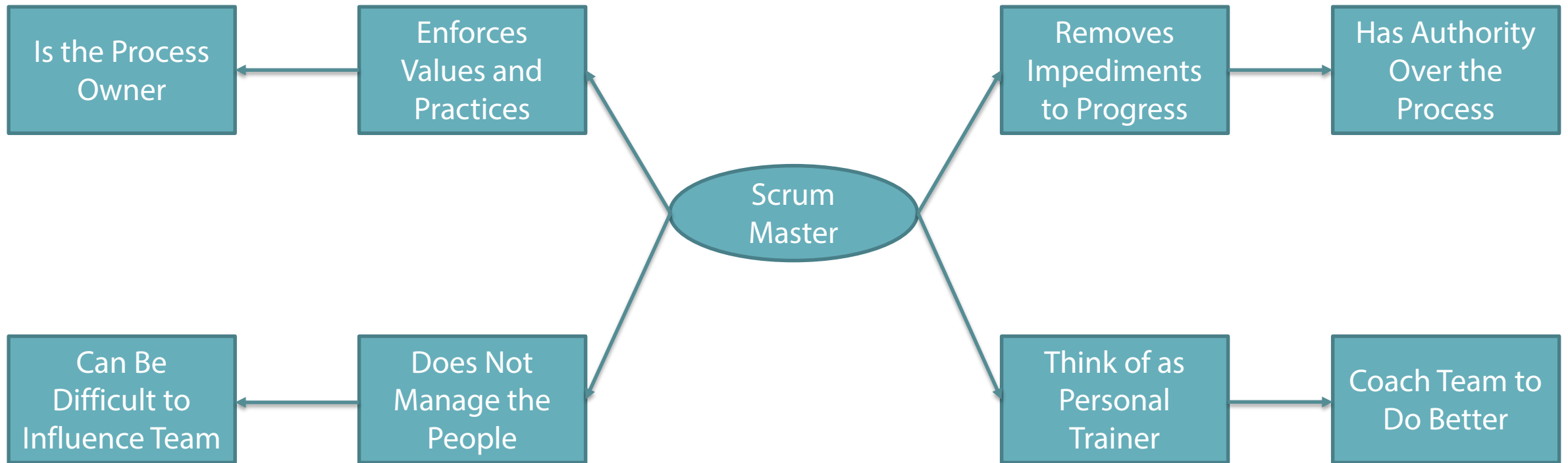
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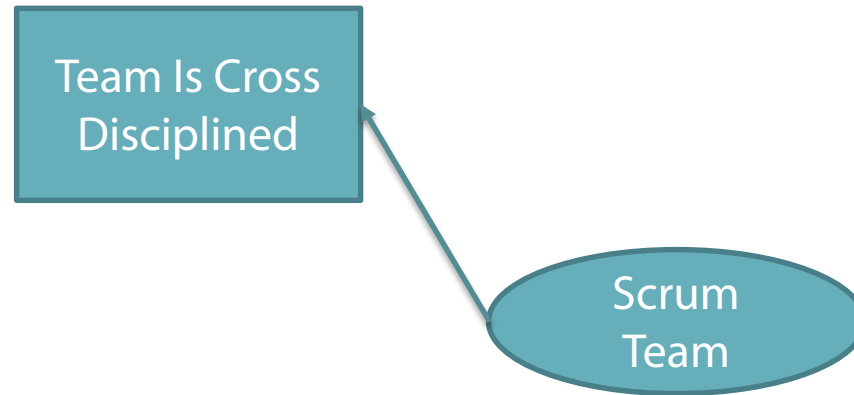
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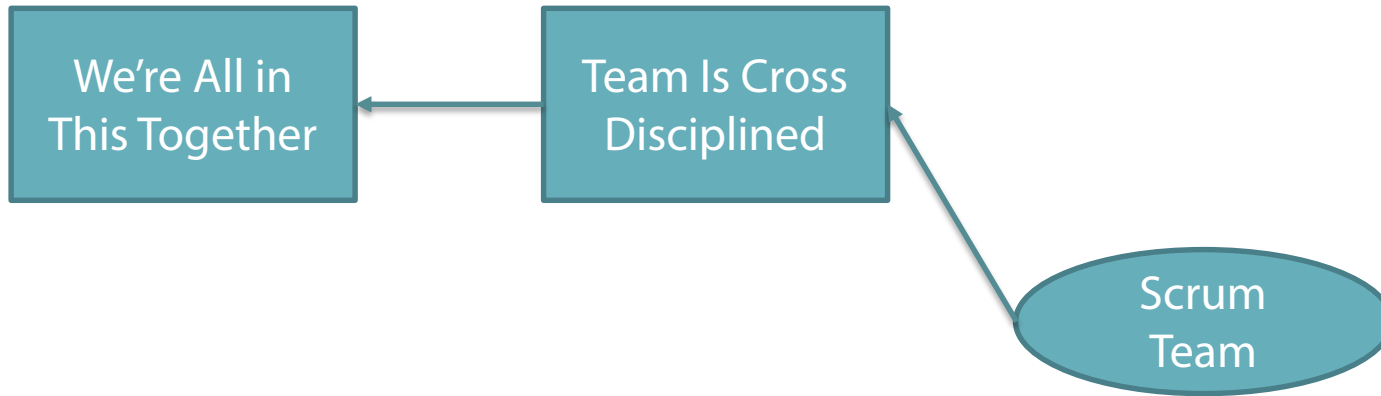
# Scrum Master



# Scrum Team

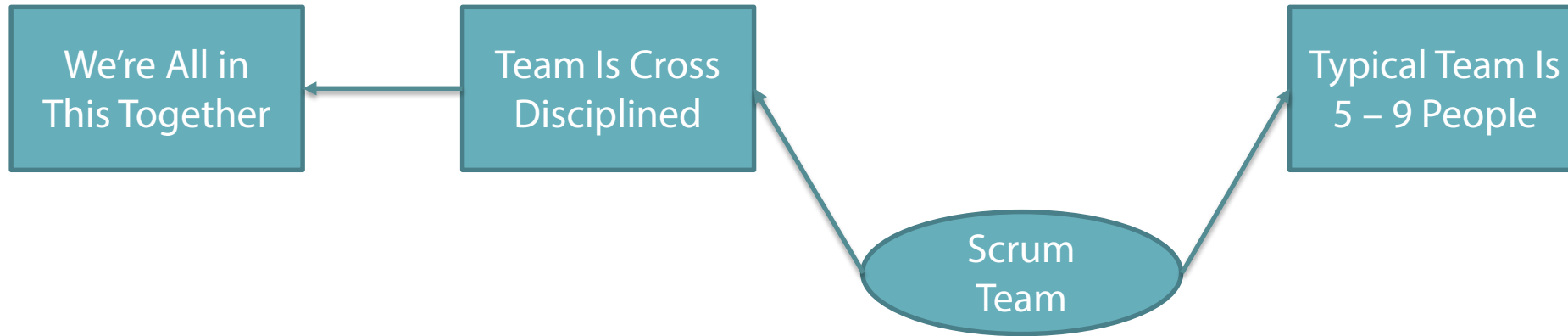


# Scrum Team

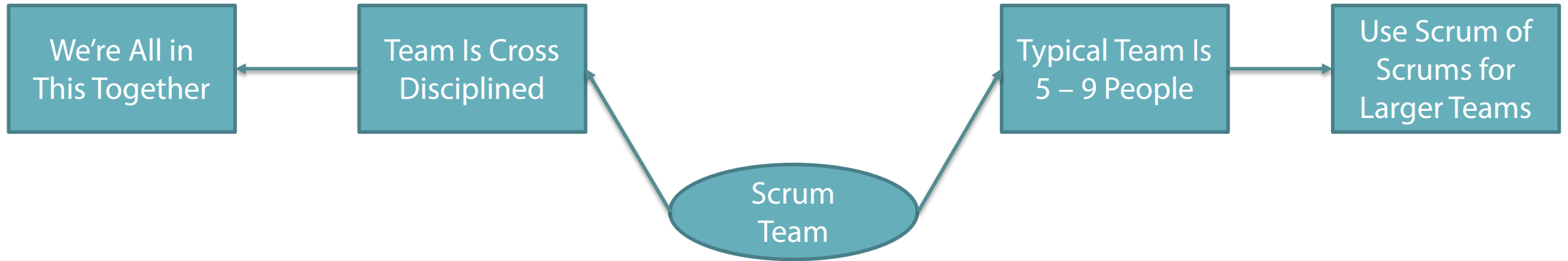




# Scrum Team



# Scrum Team



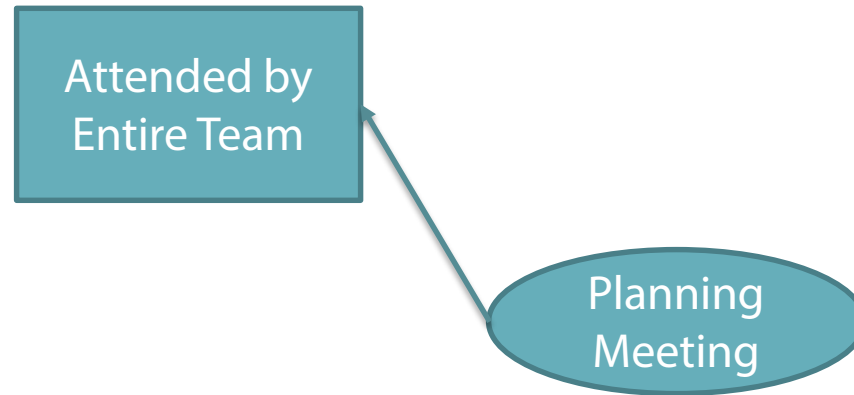
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# Scrum Ceremonies

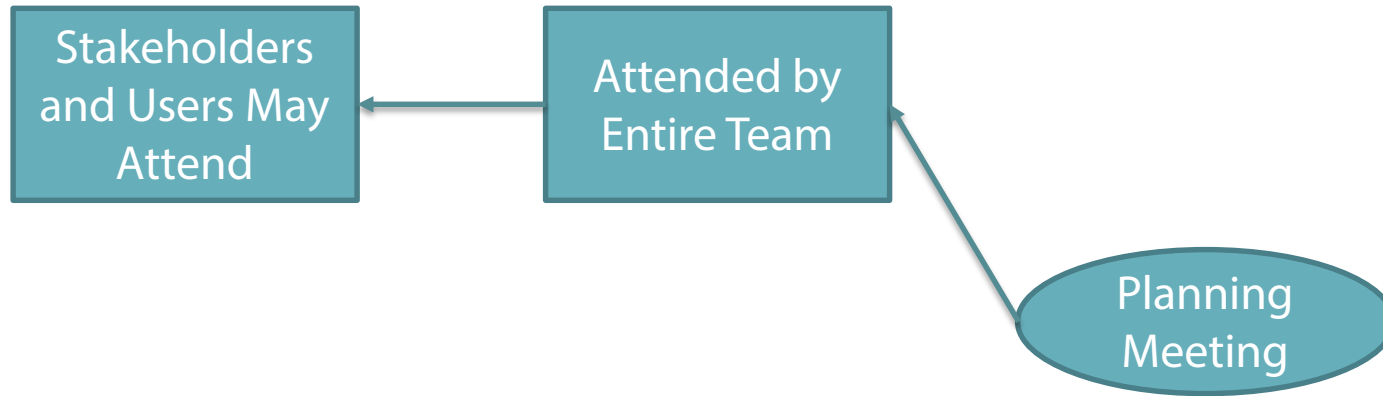
Planning Meeting, Sprint Review, Sprint Retrospective and the  
Daily Scrum

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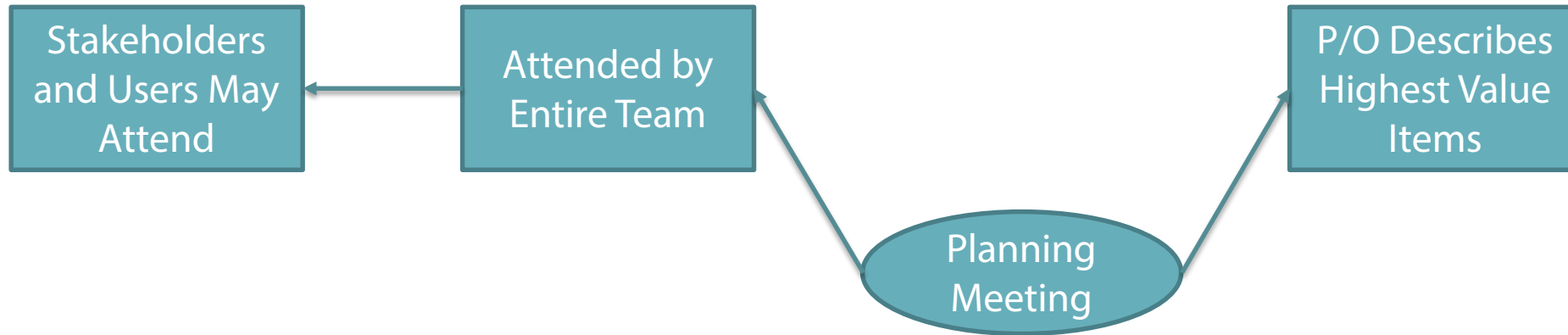
# Planning Meeting



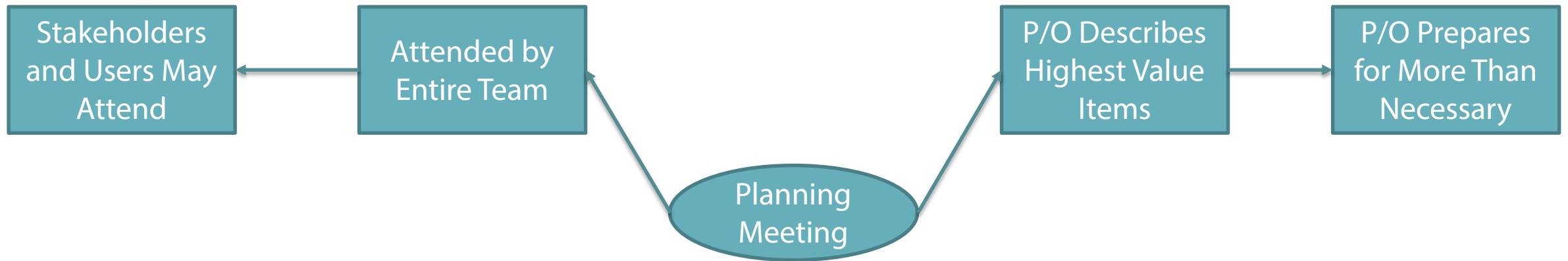
# Planning Meeting



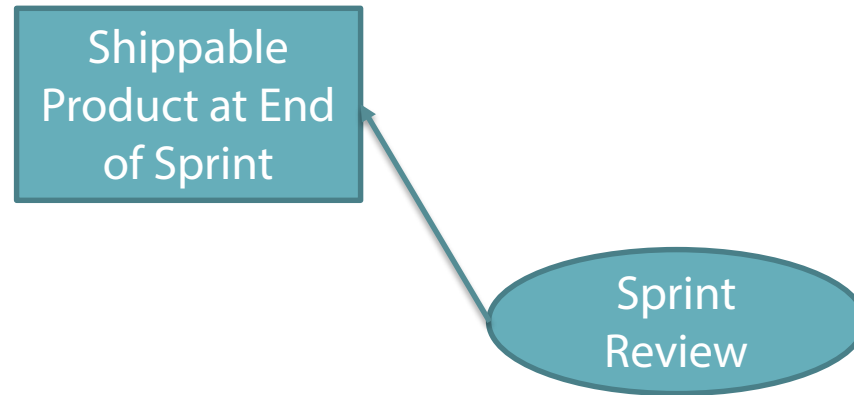
# Planning Meeting



# Planning Meeting

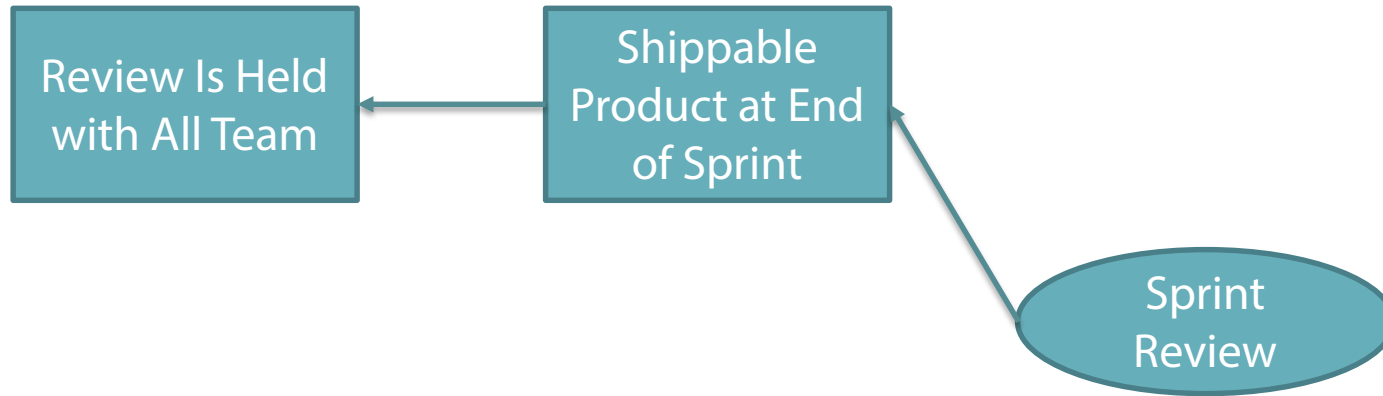


# Sprint Review

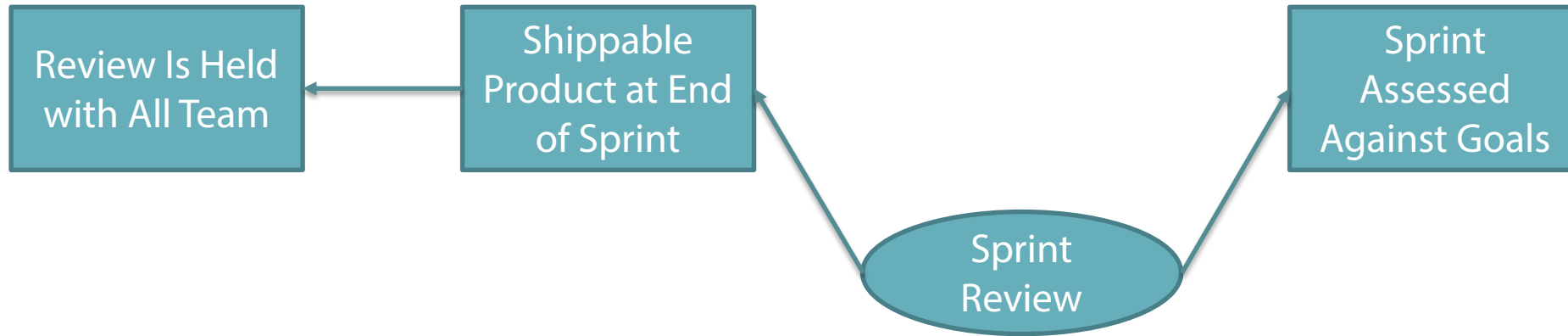




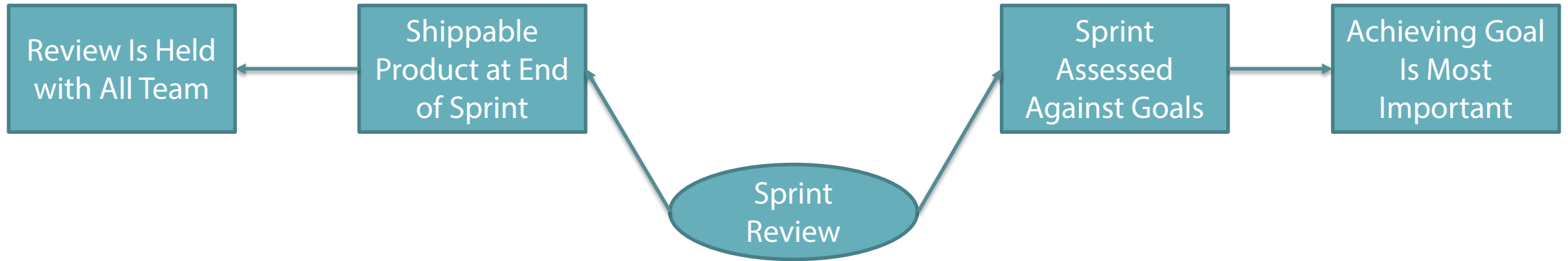
# Sprint Review



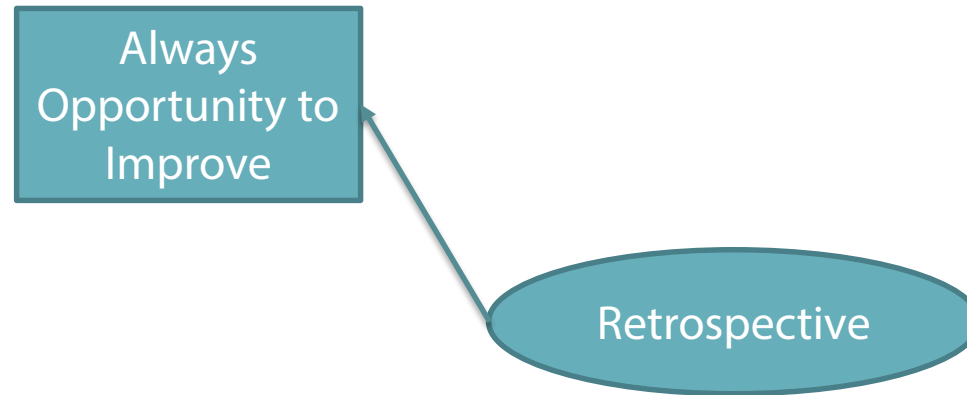
# Sprint Review



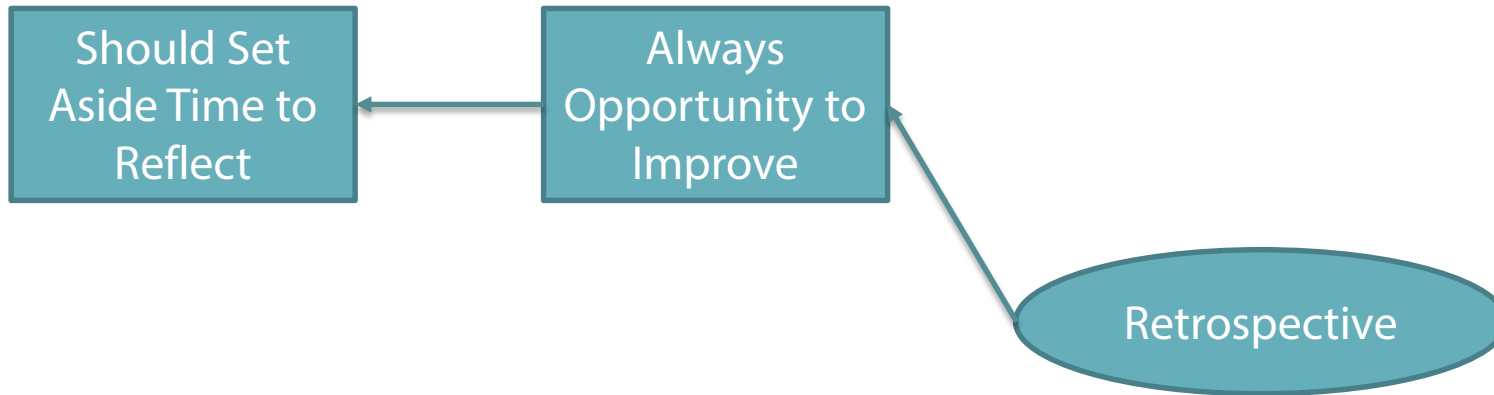
# Sprint Review



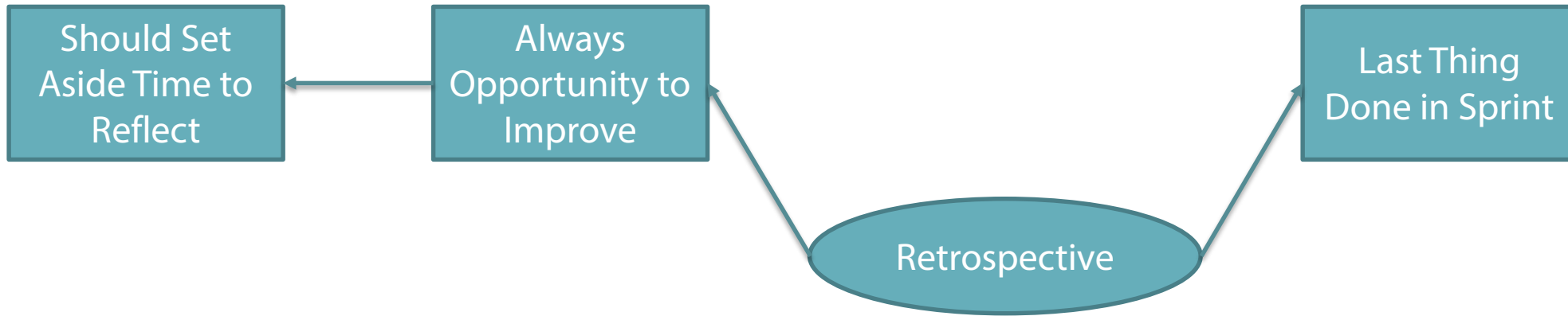
# Sprint Retrospective



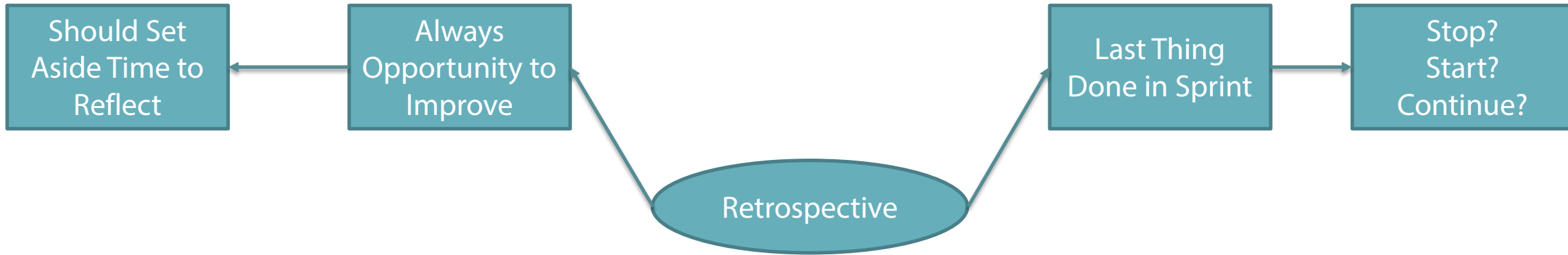
# Sprint Retrospective



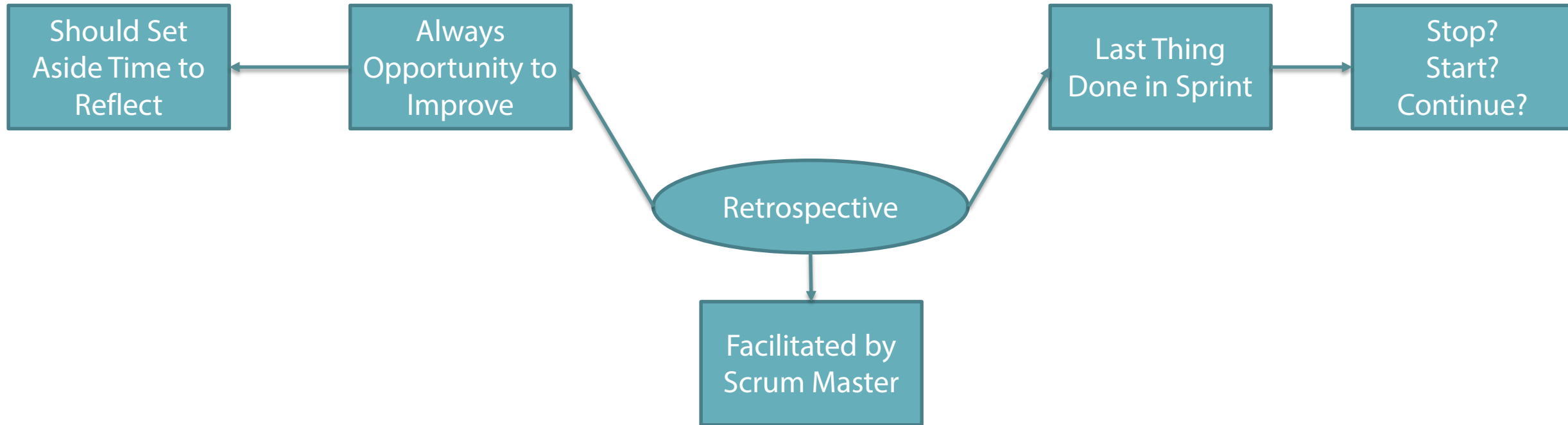
# Sprint Retrospective



# Sprint Retrospective

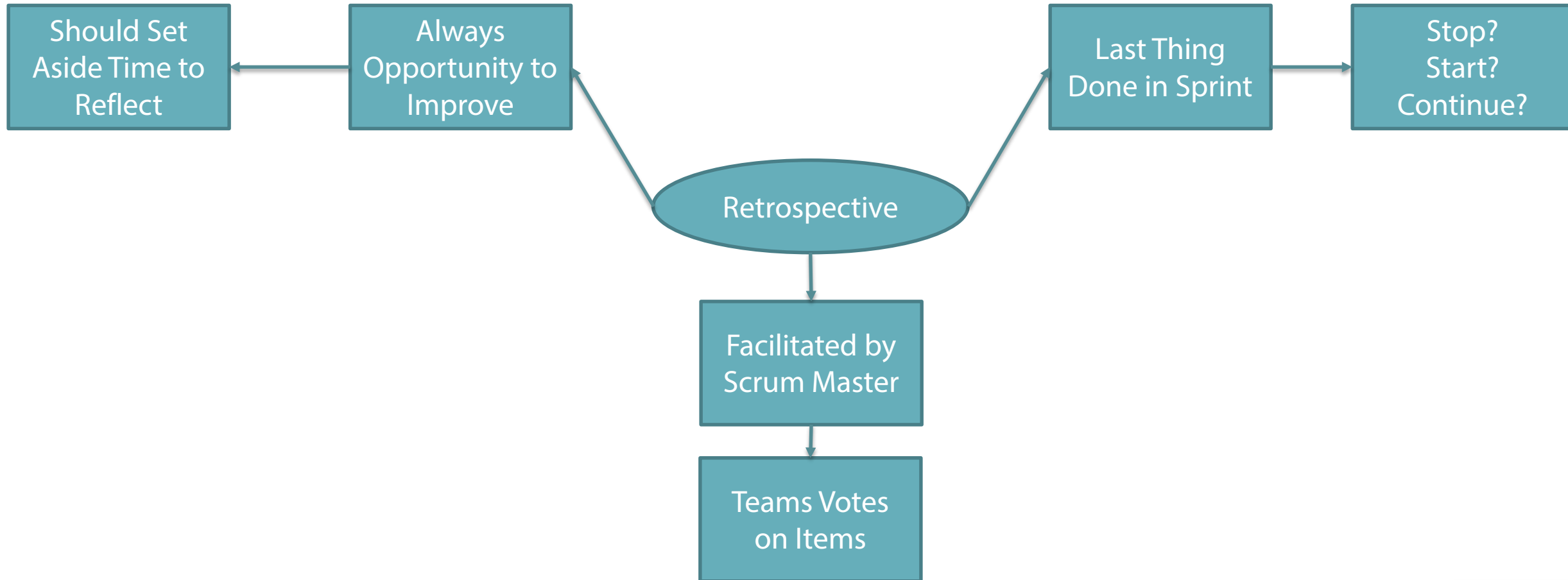


# Sprint Retrospective

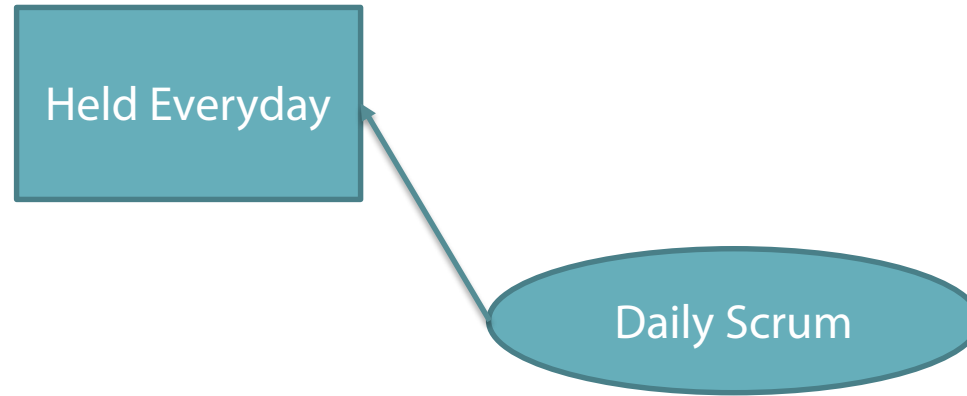




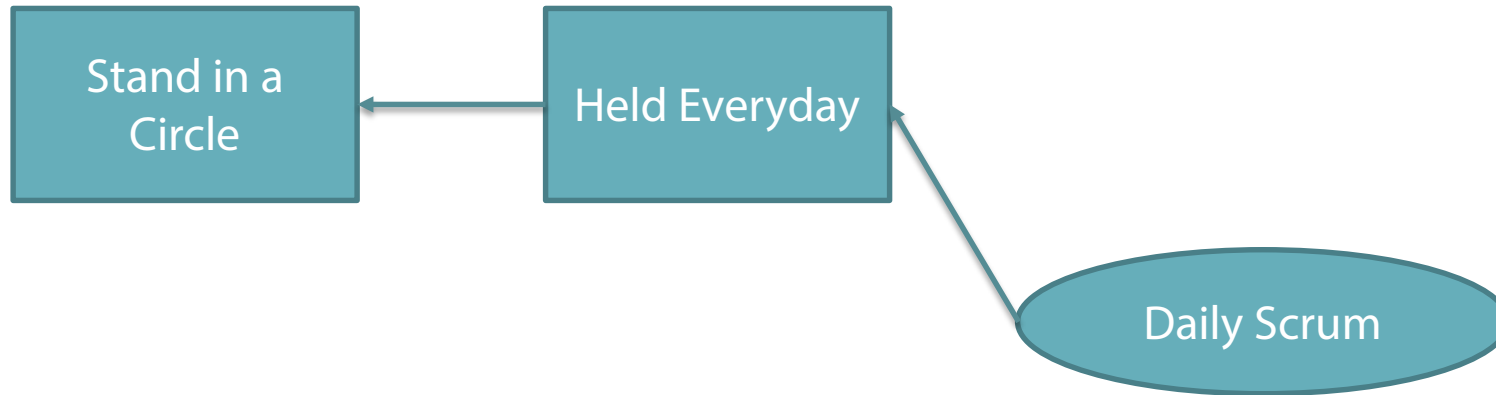
# Sprint Retrospective



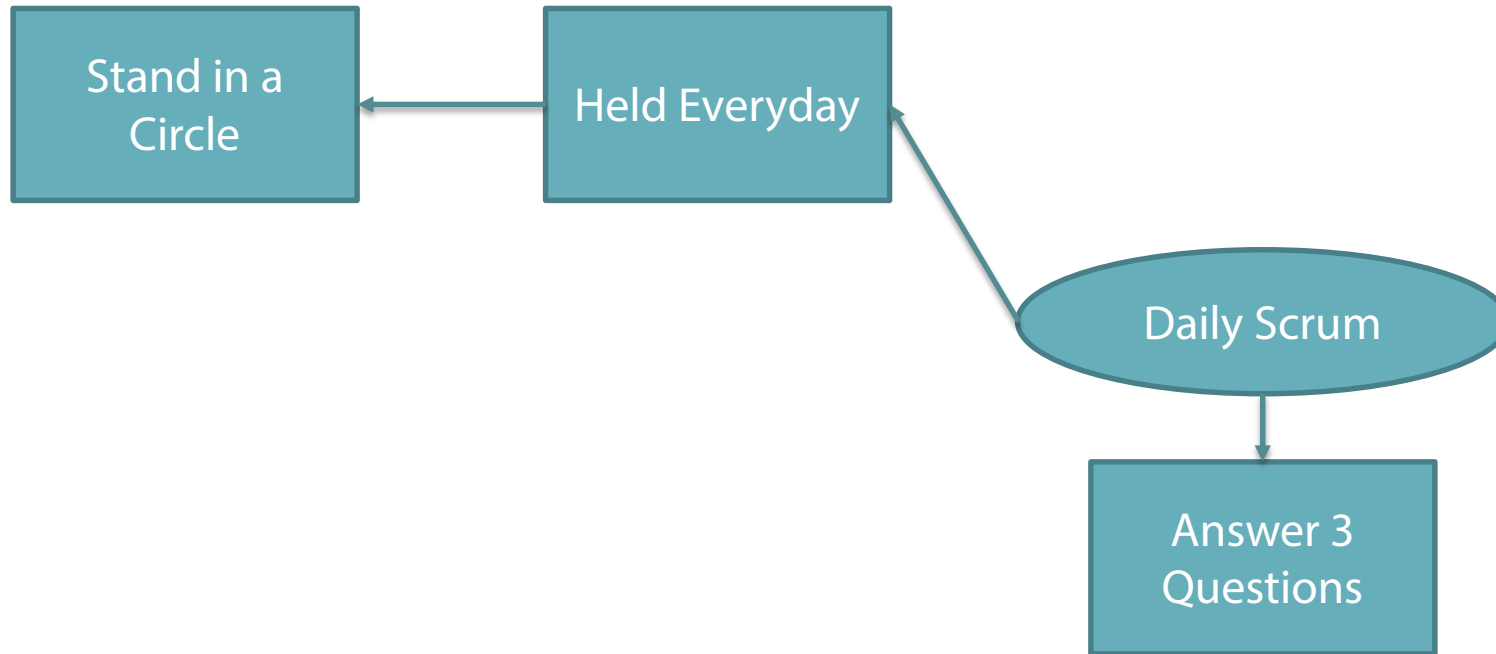
# Daily Scrum



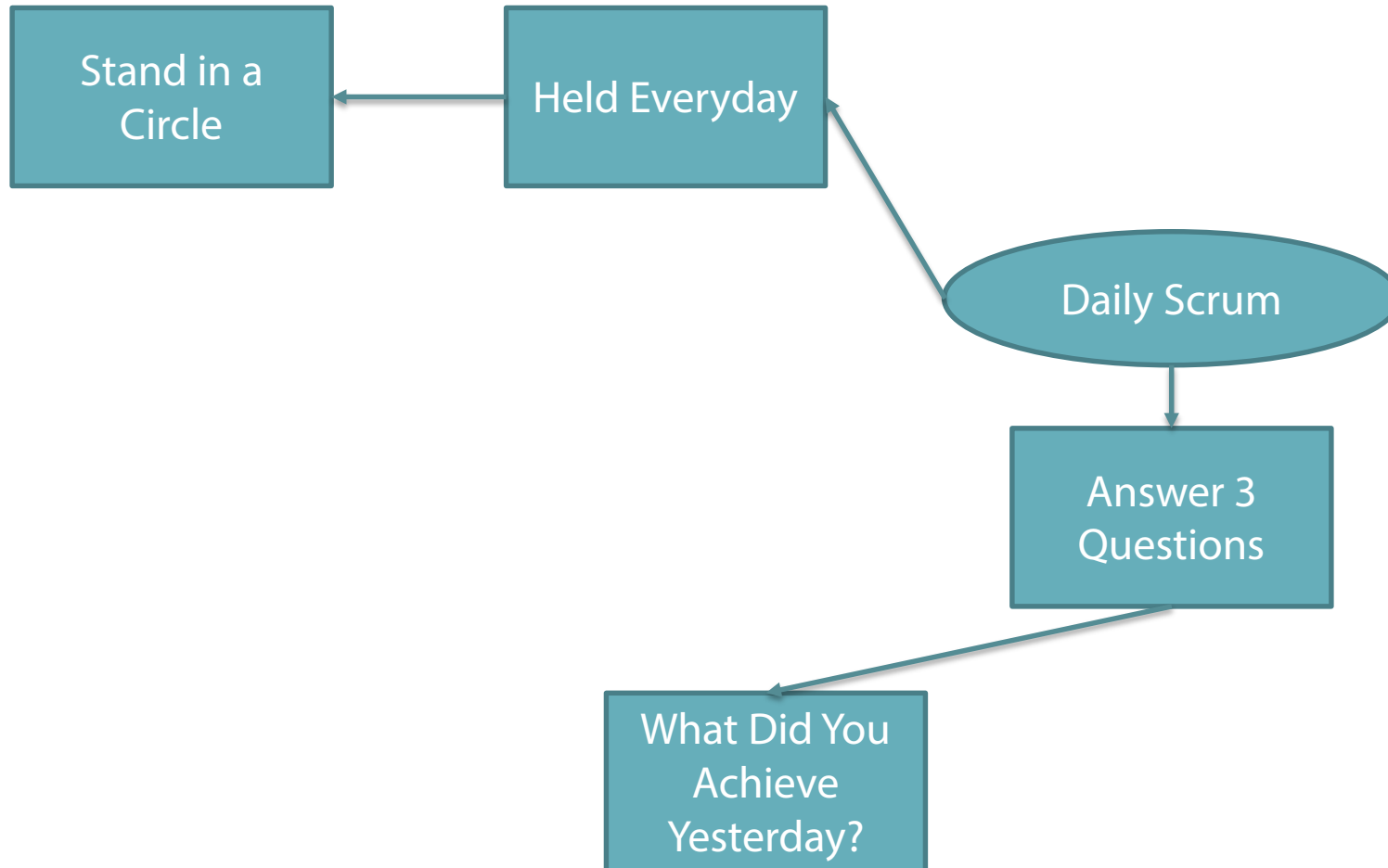
# Daily Scrum



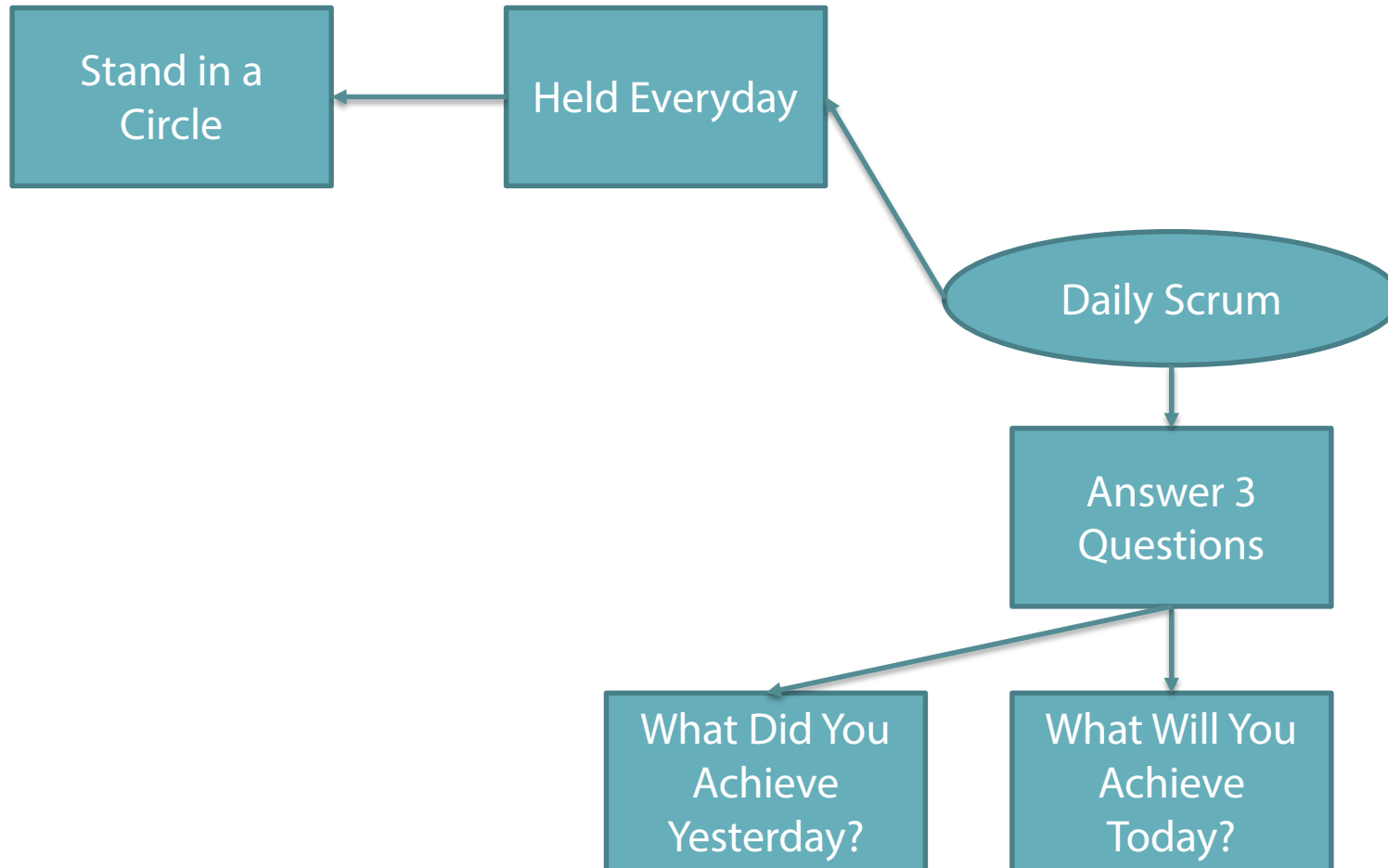
# Daily Scrum



# Daily Scrum



# Daily Scrum



# Daily Scrum



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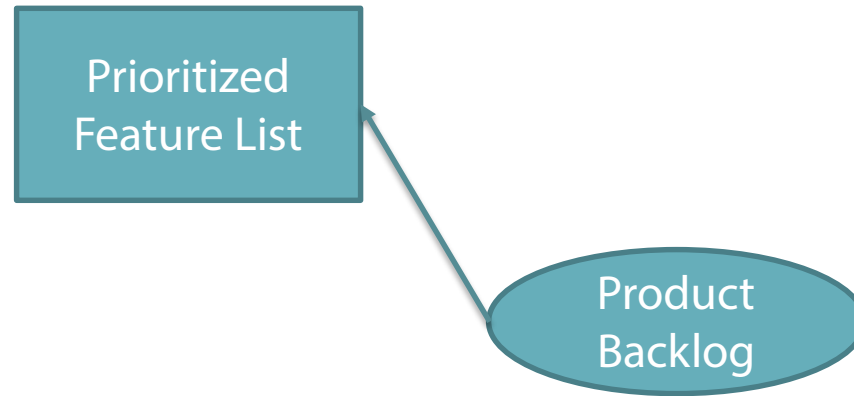
# Scrum Artifacts

Product Backlog, Sprint Backlog and the Burn Down Chart

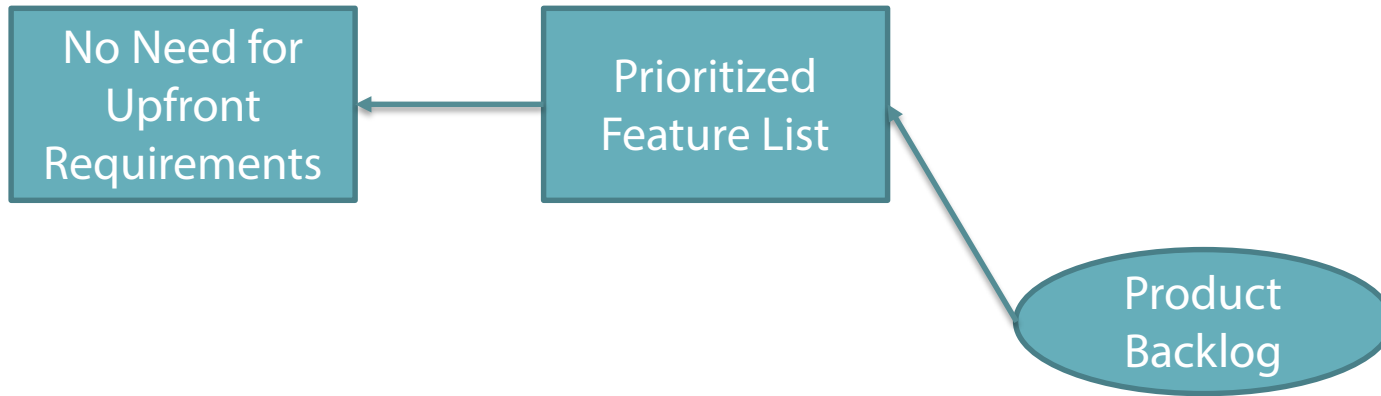
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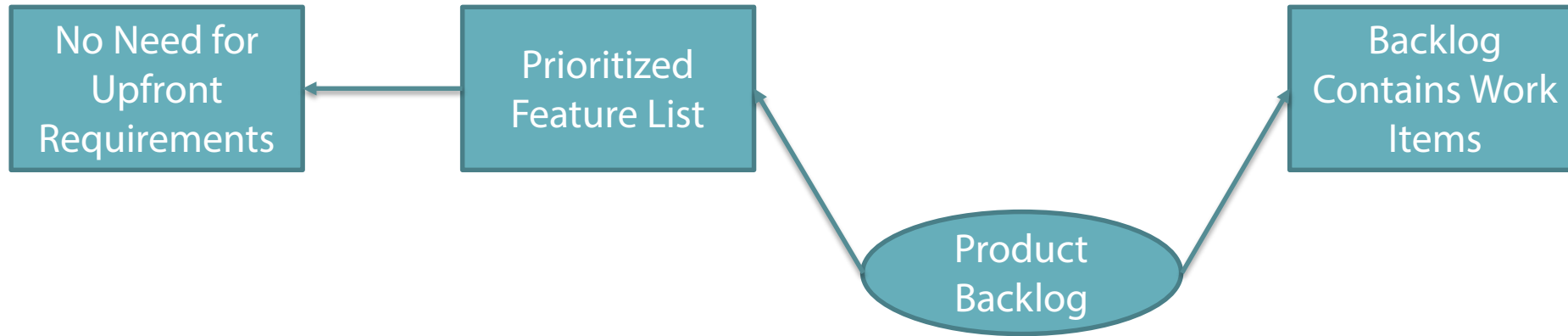
# Product Backlog



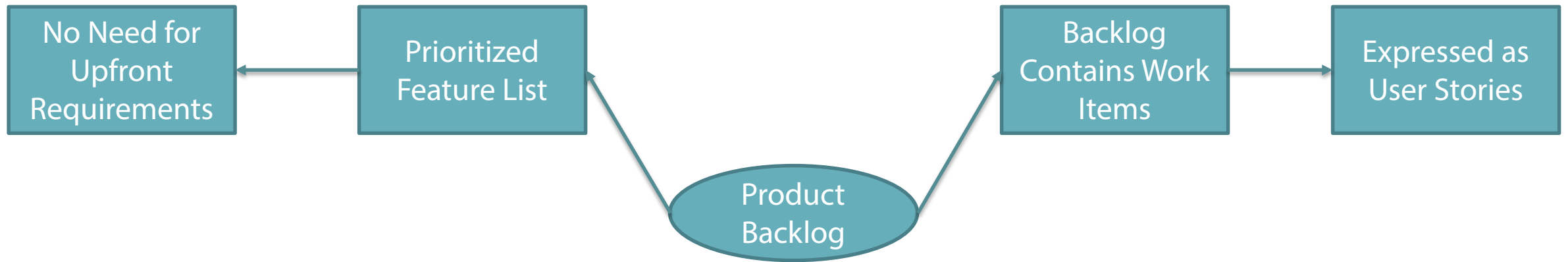
# Product Backlog



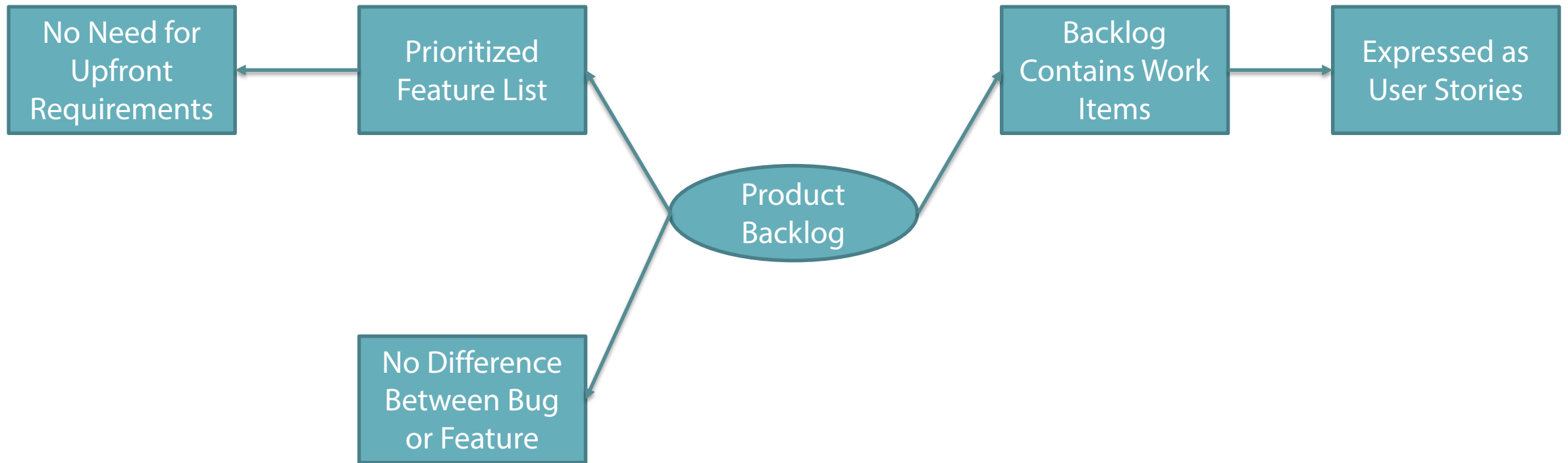
# Product Backlog



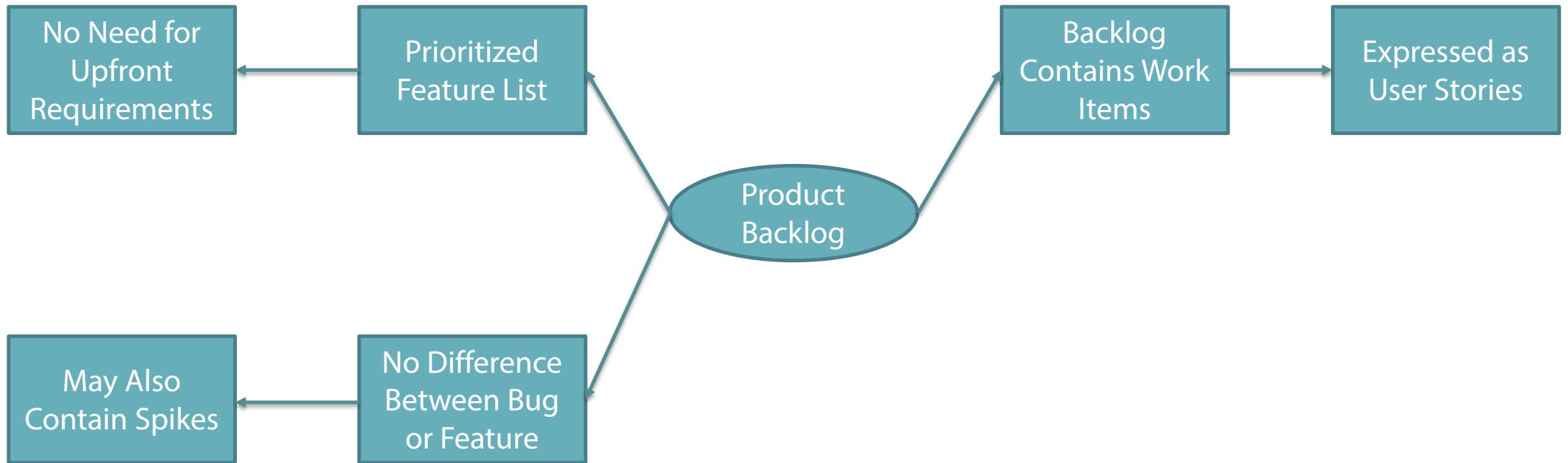
# Product Backlog



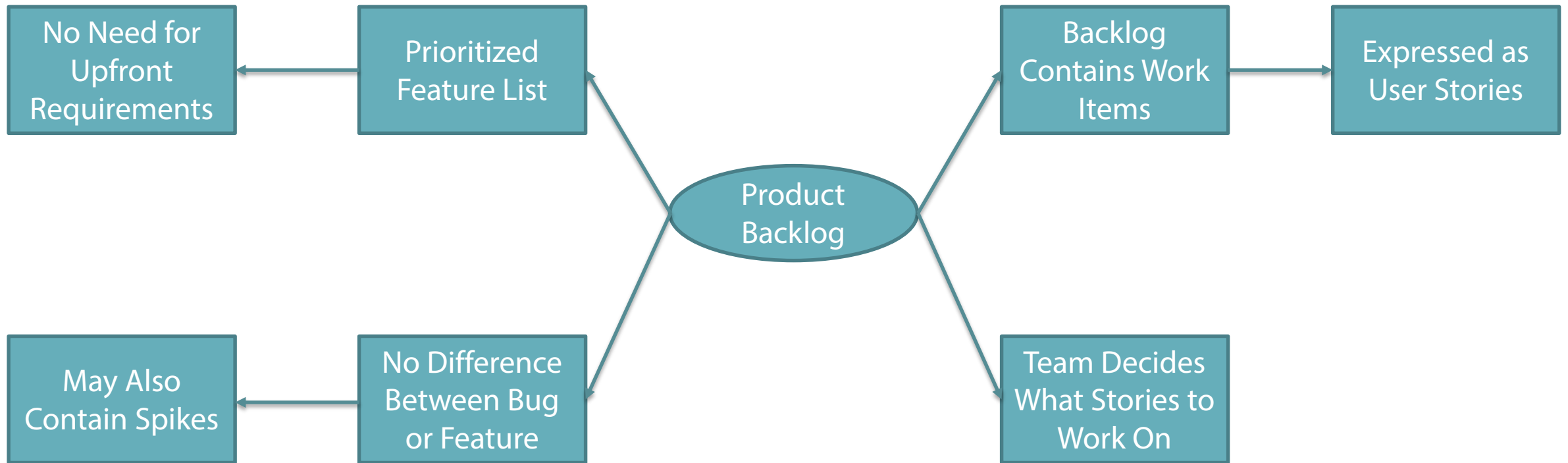
# Product Backlog



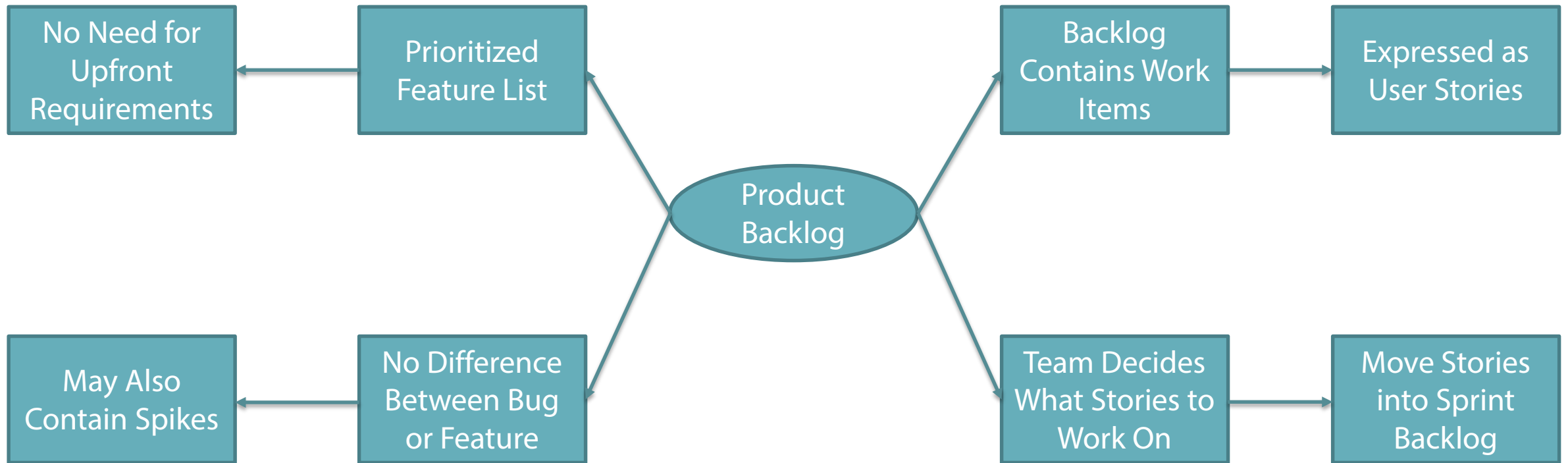
# Product Backlog



# Product Backlog

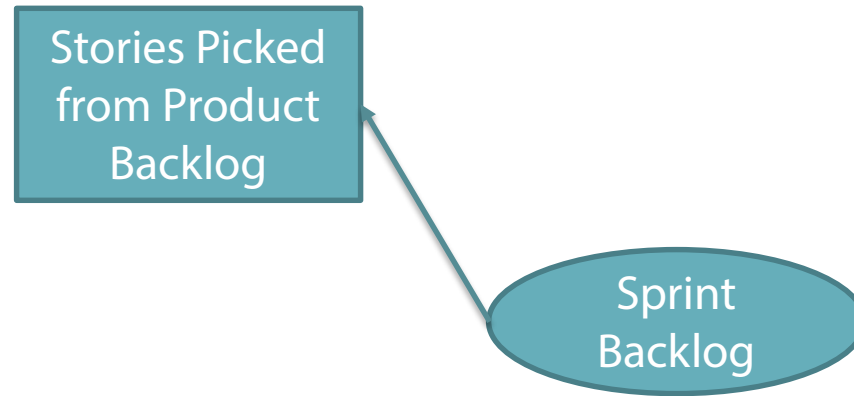


# Product Backlog

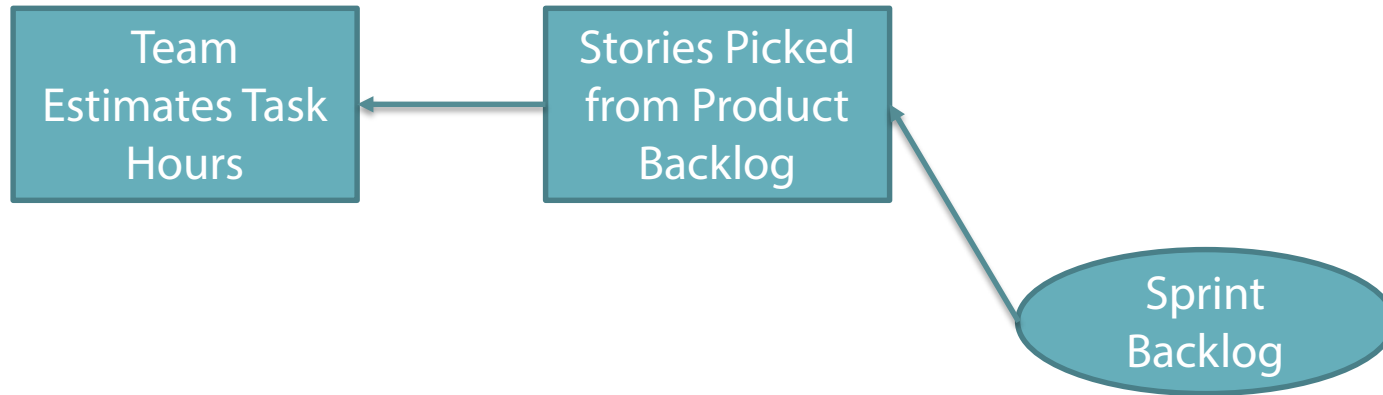




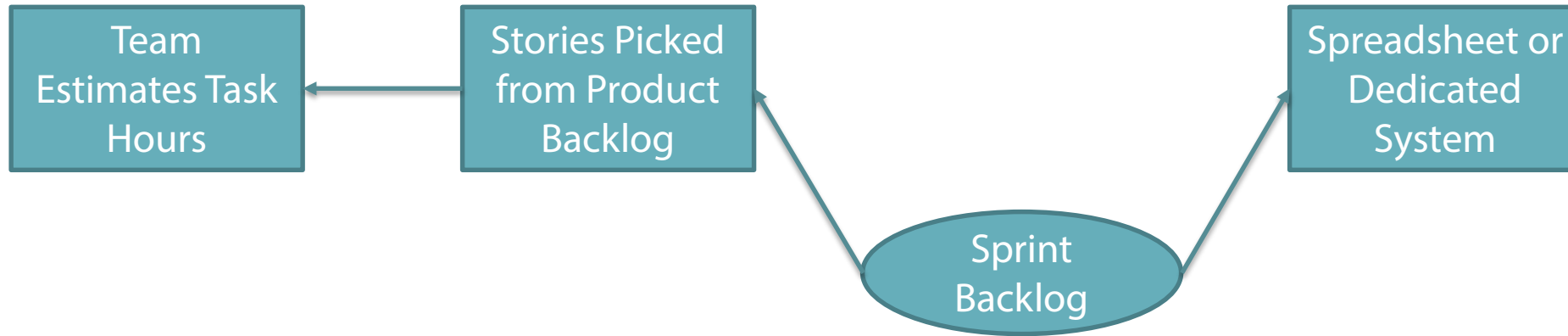
# Sprint Backlog



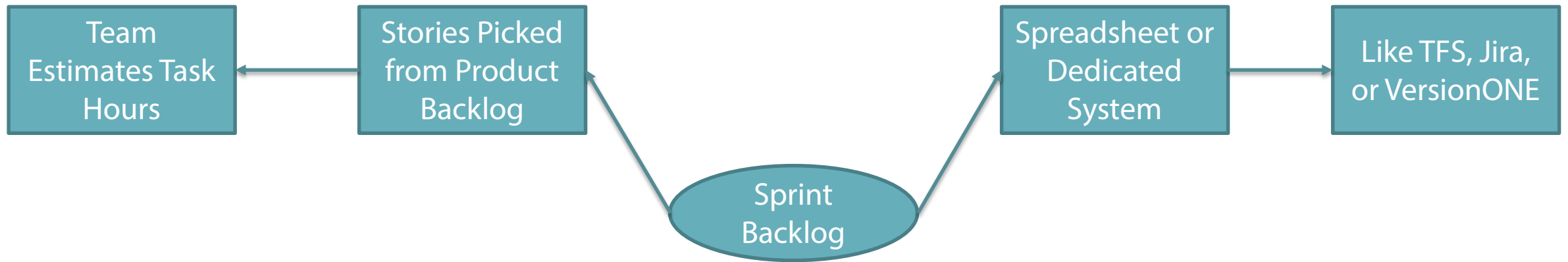
# Sprint Backlog



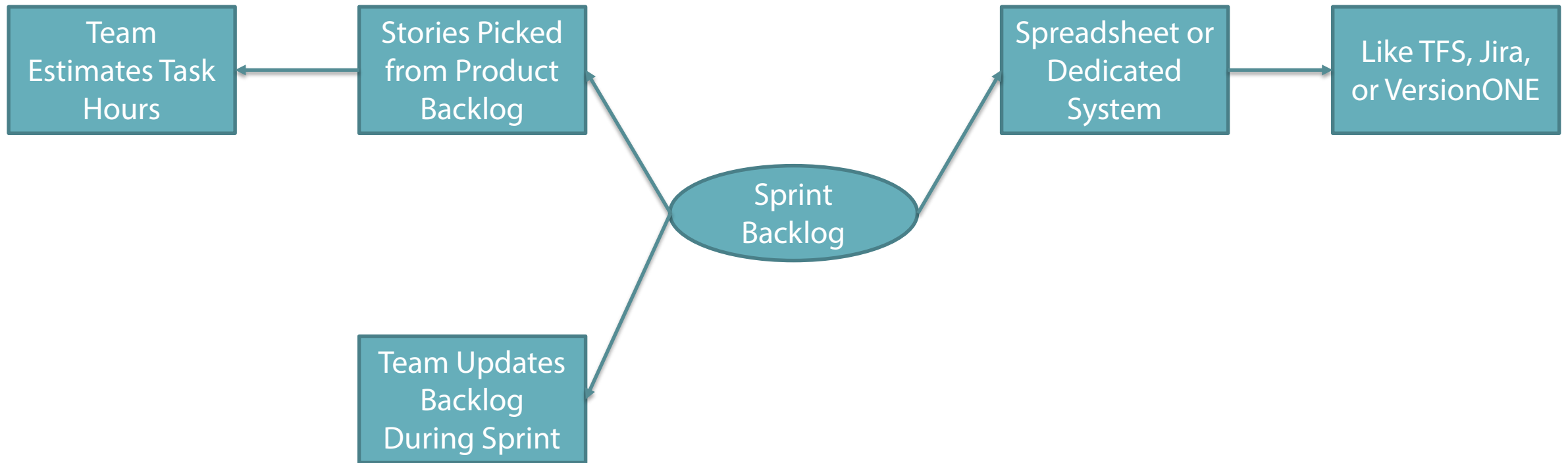
# Sprint Backlog



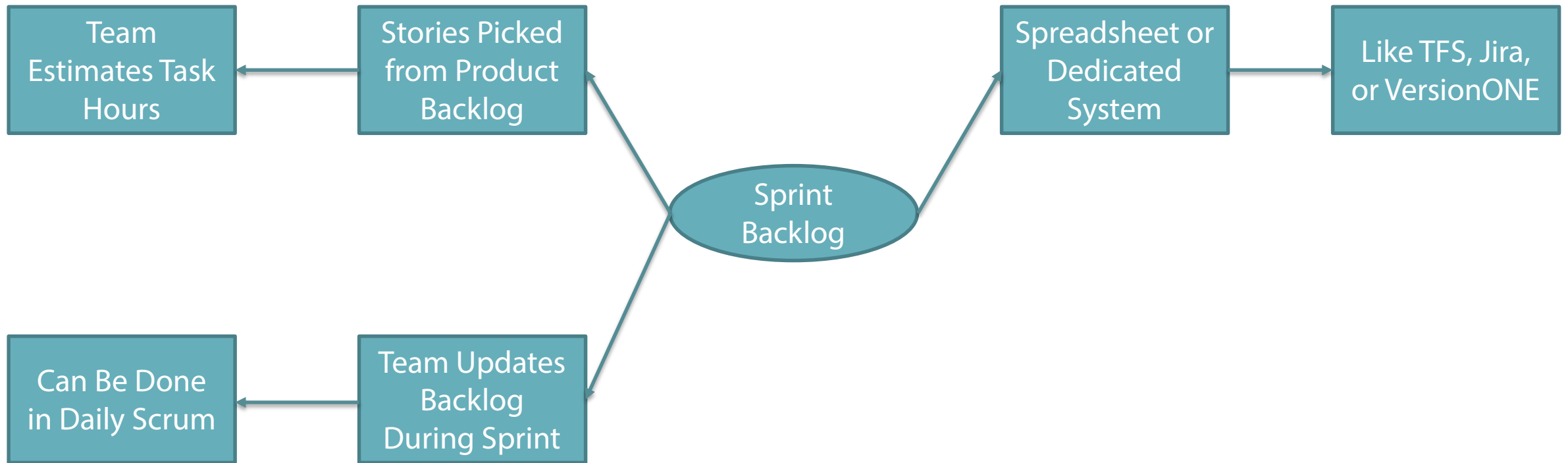
# Sprint Backlog



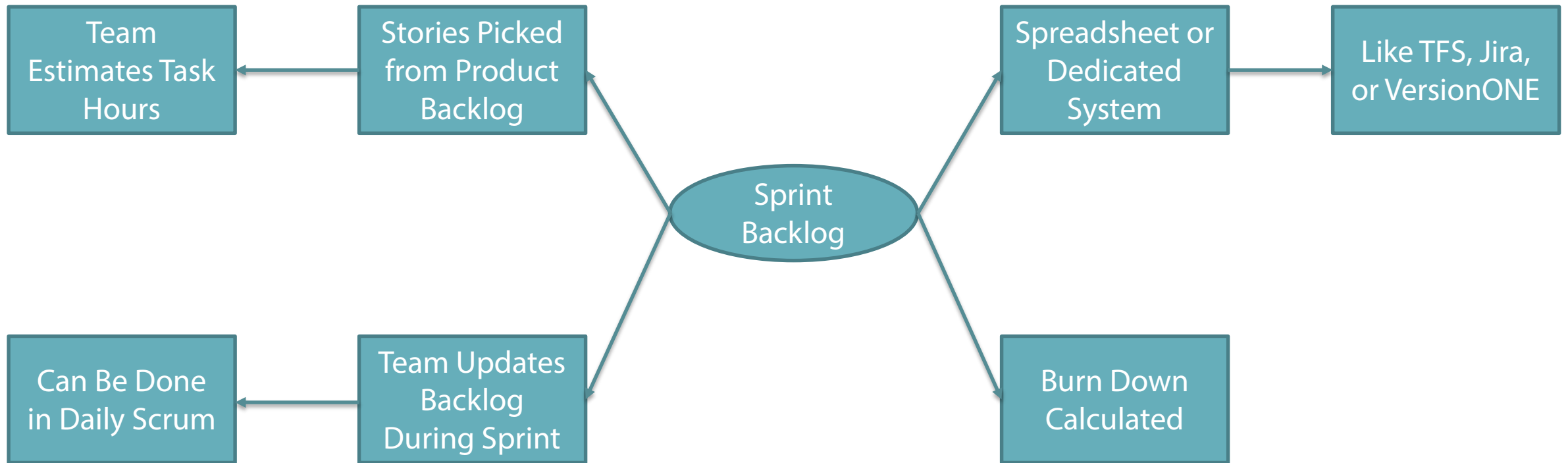
# Sprint Backlog



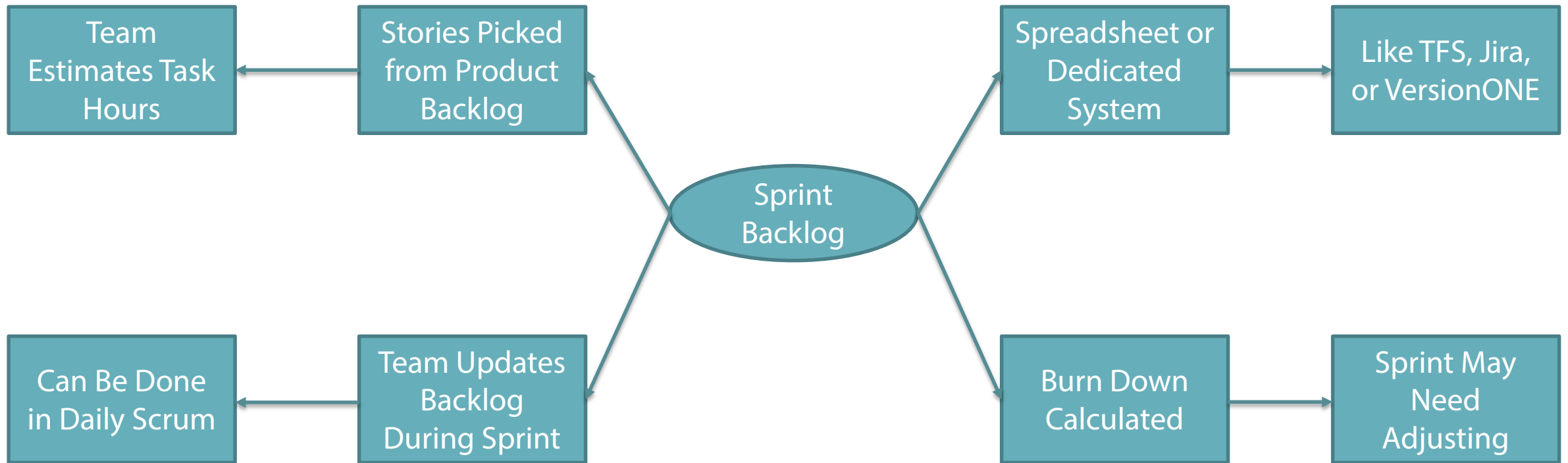
# Sprint Backlog



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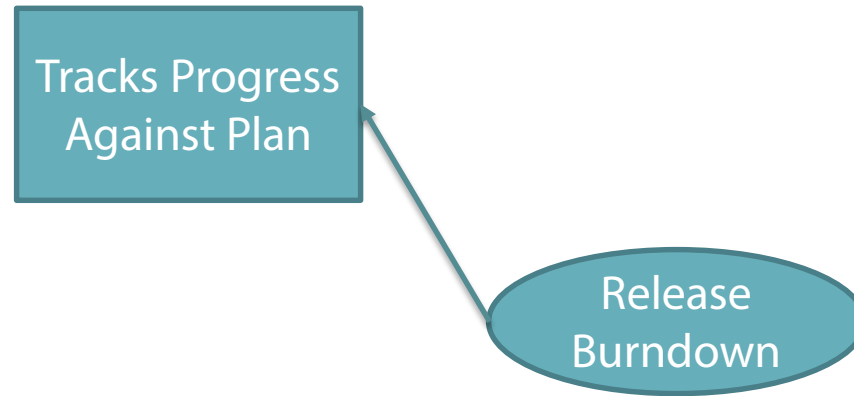


# Sprint Backlog

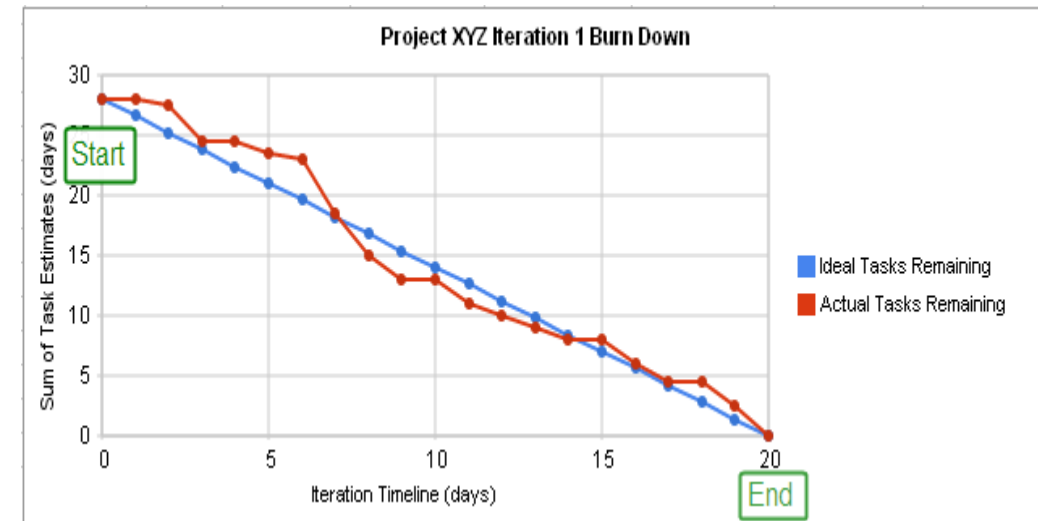




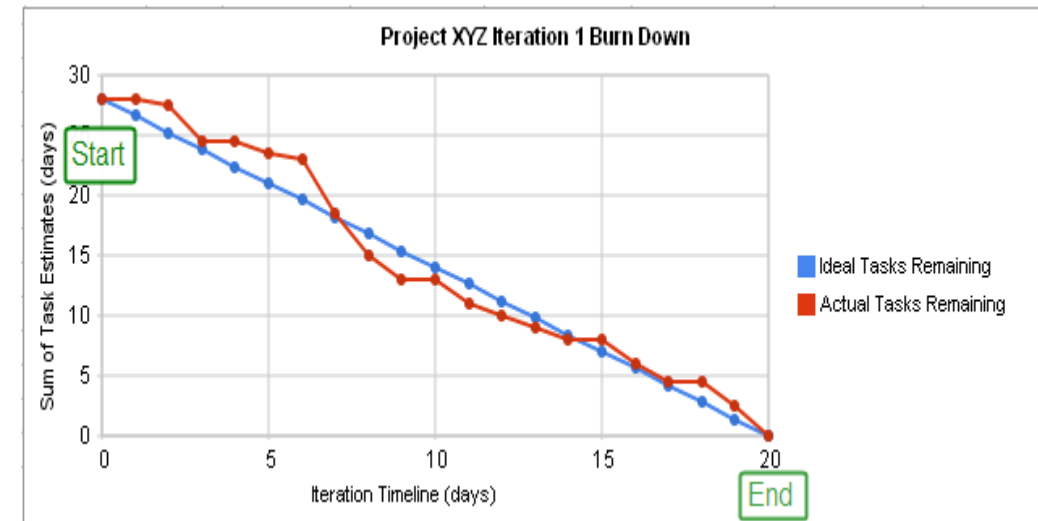
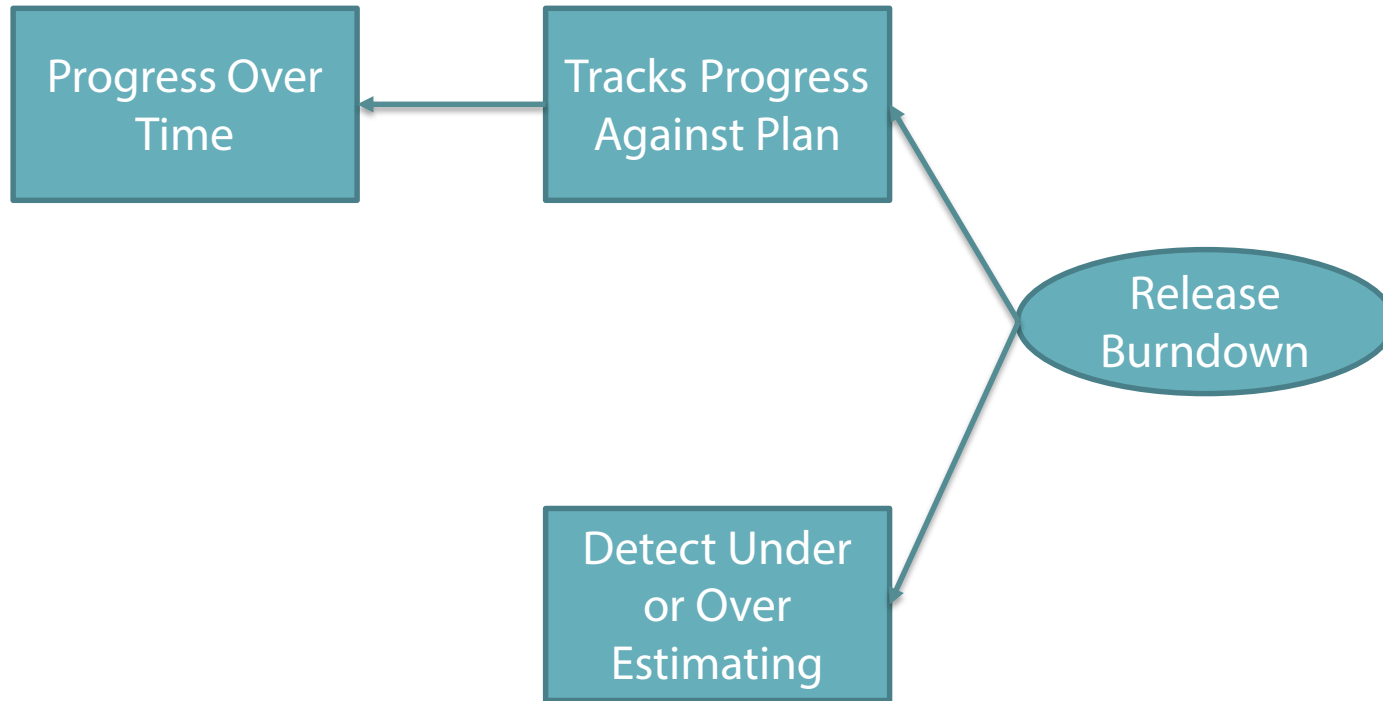
# Burn Down Chart



# Burn Down Chart



# Burn Down Chart



# Extreme Programming vs. Scrum



# Extreme Programming vs. Scrum



**Scrum** teams work in iterations (called sprints) that are from two weeks to one month long.

# Extreme Programming vs. Scrum



**Scrum** teams work in iterations (called sprints) that are from two weeks to one month long.

**Extreme Programming** teams work in iterations that are one or two weeks long

# Extreme Programming vs. Scrum



**Scrum** teams do not allow changes into their sprints

# Extreme Programming vs. Scrum



**Scrum** teams do not allow changes into their sprints

**Extreme Programming** teams are much more amenable to change within their iteration



# Extreme Programming vs. Scrum



**Scrum** product owner prioritizes the product backlog but the team determines the sequence in which they will develop the backlog items

# Extreme Programming vs. Scrum



**Scrum** product owner prioritizes the product backlog but the team determines the sequence in which they will develop the backlog items

**Extreme Programming** teams work in a strict priority order.

# Extreme Programming vs. Scrum



**Scrum** doesn't prescribe any engineering practices

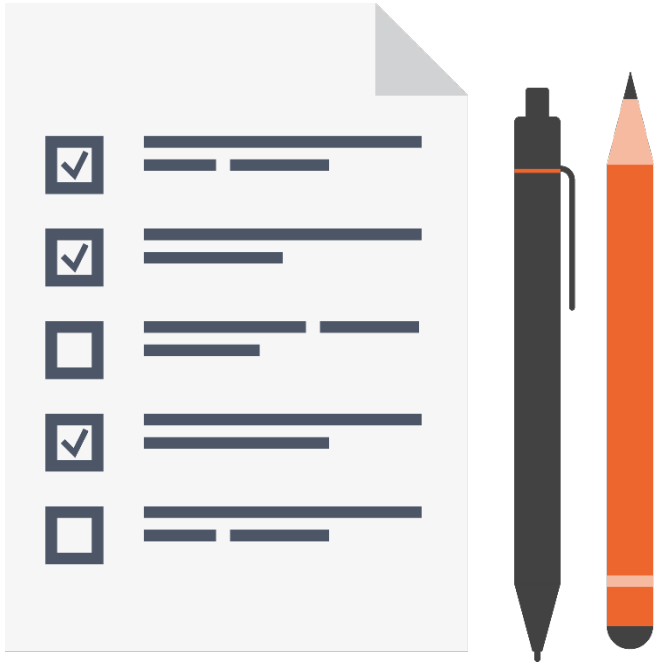
# Extreme Programming vs. Scrum



**Scrum** doesn't prescribe any engineering practices

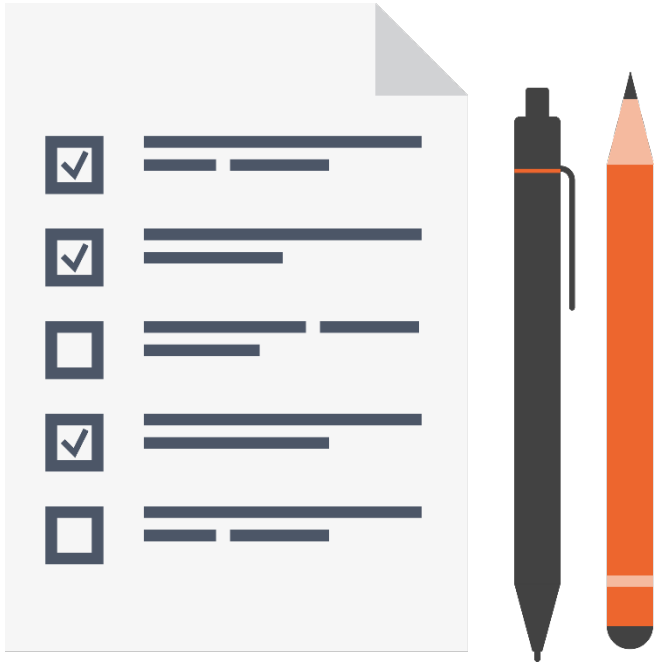
**Extreme Programming** prescribes many engineering practices like TDD, Pair Programming, Continuous Integration etc

# Summary



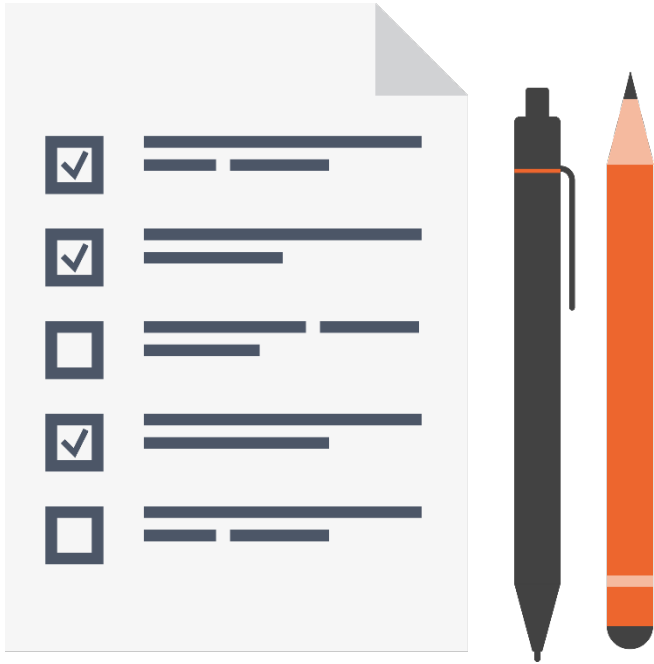
- Roles
- Ceremonies
- Artifacts

# Summary



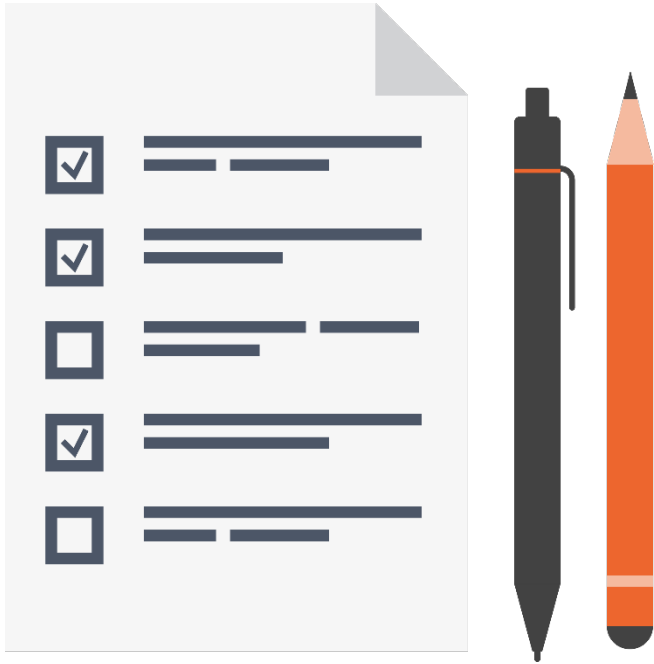
- Roles
  - Product Owner
  - Scrum Master
  - Scrum Team

# Summary



- Ceremonies
  - Sprint Planning
  - Sprint Review
  - Sprint Retrospective
  - Daily Scrum

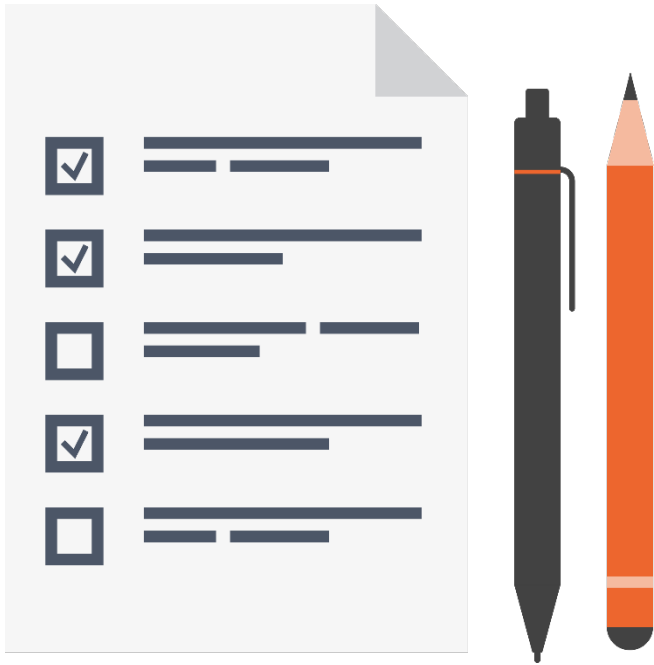
# Summary



- Artifacts
  - Product Backlog
  - Sprint Backlog
  - Release Burn Down

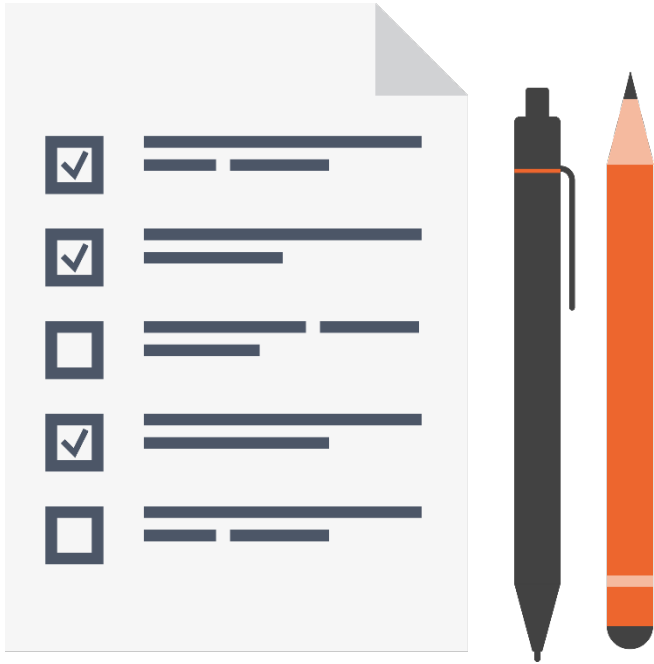


# Summary



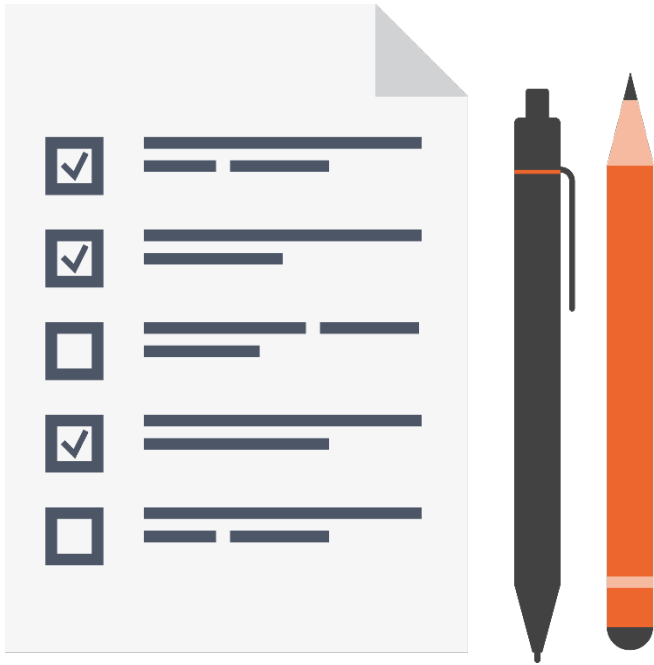
- Common for teams to use Scrum and use engineering features from Extreme Programming

# Course Summary



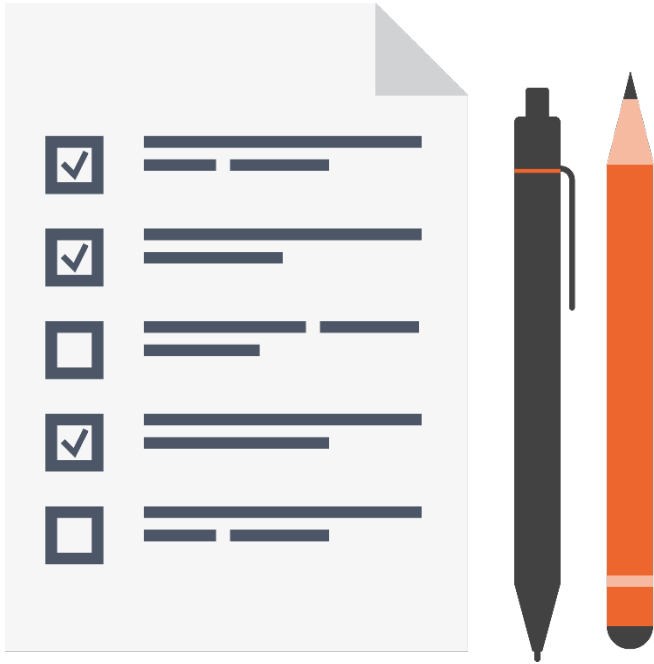
- Waterfall doesn't work well for large projects

# Course Summary



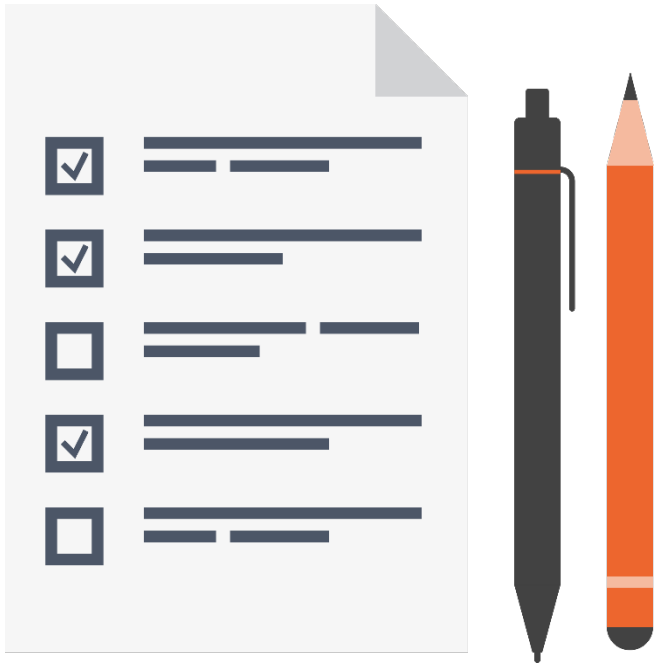
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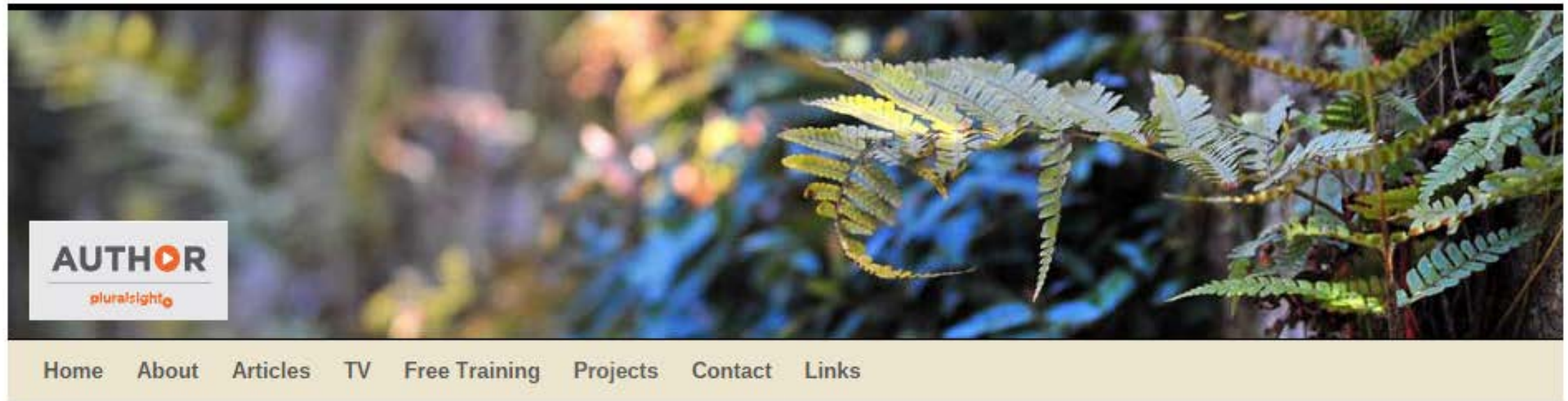


- Waterfall doesn't work well for large projects
- Agile delivers value in smaller increments
- Extreme Programming is an engineering practice
- Scrum is a light weight framework

# Contacting Me

## Stephen Haunts { Coding in the Trenches }

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Architecture and Technical Leadership  
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