Scrum events / meetings

Scrum events / meetings :

1. - **Grooming** meeting
2. - Sprint **Planning** meeting
3. - Daily **stand up**
4. - **Demo** (Demonstrate) meeting
5. - **Retro** (Retrospected) meeting

- Scrum all meetings are definitional to conduct within a sprint
- Each meeting has a fixed time schedule & location to practice
- Meeting time, attendee, frequency are not really changed while working on a project, but it can be adjusted anytime when the Scrum team thinks its necessary
- Scrum team members make decision on anything relates to any meeting together

Grooming == Backlog Grooming == Backlog refinement

- This is not a scrum-meeting according to the scrum organization.
- However, many companies conduct Grooming meeting in a regular schedule time

Meeting specifics:

Grooming meeting process:

- **PO** defines / **explains** the user **stories** that are listed in product backlog to the dev team
  - Discuss each item in detail, get enough clarity from test/development view.
- User **stories effort estimation / giving points** (optional)

Attendees:

- **Scrum Master -**who facilitates the meeting
- **Product Owner -**who **clarifies** the **details** of the product backlog items / **user stories** and their respective **acceptance criteria**.
- **Development Team -**who works on the user stories

Time box:

1-2 hours for 2 weeks sprint or 2-4 hours for 4 weeks sprint

When:

- Before starting a new sprint / or in the middle of a sprint

Product Backlog: A product backlog is a **list of** new feature's **user stories**, or any tasks should be done to develop the software.
PO creates user stories & stores them in Product backlog, and prioritizes them.
One of the Scrum Artifacts

Product backlog before grooming

Product backlog after grooming

Acceptance Criteria (AC)

- **Check list** that the product owner (**PO**) uses to **confirm** the **story** has been implemented to his or her satisfaction.
- Short, focused guidance for the dev team to work on each story completely
- Each user story has at least 1 AC.
- AC written by PO, or BA.

Example:

User story:

As a user, I want to **register** by creating user-name & password so that the system can remember me and my data.

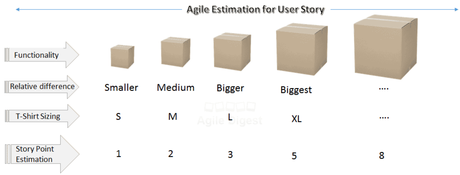
Acceptance Criteria:

AC1: Registration page contains a form with the following fields:
- Email address.
- Password.
- Submit button .

AC2: The email field must contain a valid email address.
AC3: The password field must contain at least one capital letter, lower case letter and number.
AC4: Submitting the registration page form will create a new account.

Story point / Estimation

- People are naturally better at **relative estimation** than absolute estimation
- In Scrum, teams use **relative estimation method** to size each user story
- Relative estimation **takes less time** and is **easy to refine**
- Easy to explain to others and justify expectations
- **Estimate the user stories on Product Backlog**
- Compare one story to another
- Allows you to select a predictable volume of work to be done in a sprint



Team members consider following factors while estimating a user stories:

- **Complexity**: Consider the complexity of the story.
- **Risk**: Consider the team's **inexperience** with developing/testing this story.
- **Implementation**: How much code will need to be written for this story? Have we written similar code before?
- **Interdependencies**: Consider other outside issues.

There are many options for a team to choose to give points to stories:

- T- shirt size method - S, M, L, XL
- Rock-paper-Scenarios method
- liner scale 1,2,3,4,5,6,7,8,9,10
- **Fibonacci** method - 1,2,3,5,8,13,21

Agile story estimation card

Steps to estimate story points:

1. PO explains a user story in detail with its Acceptance Criteria (Grooming / sprint planning meeting)
2. Dev team members ask questions about the story
3. Developers and QAs starts to give point.
   a. this can be done with Agile-Card
   b. write in the communication app
   c. write in a note-sticker