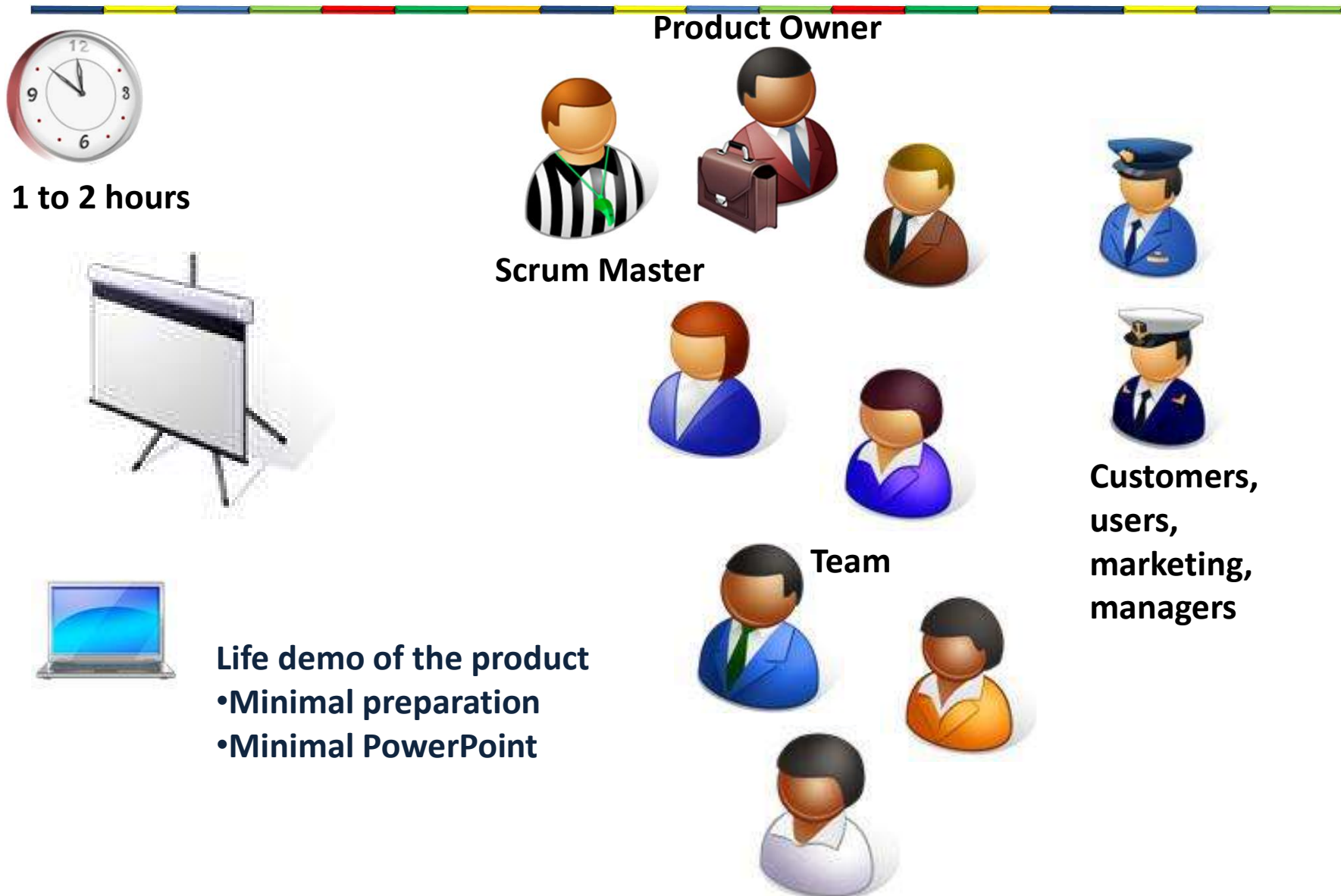


# CLOSING THE SPRINT

# Sprint review



# Sprint retrospective



**15 to 60  
minutes**

**Scrum Master**



**Product Owner**



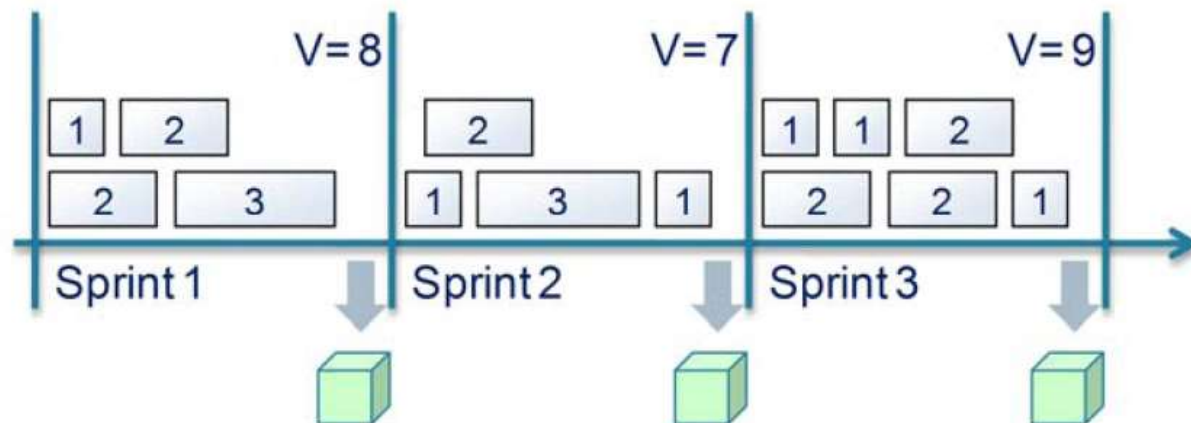
**Improve the process**



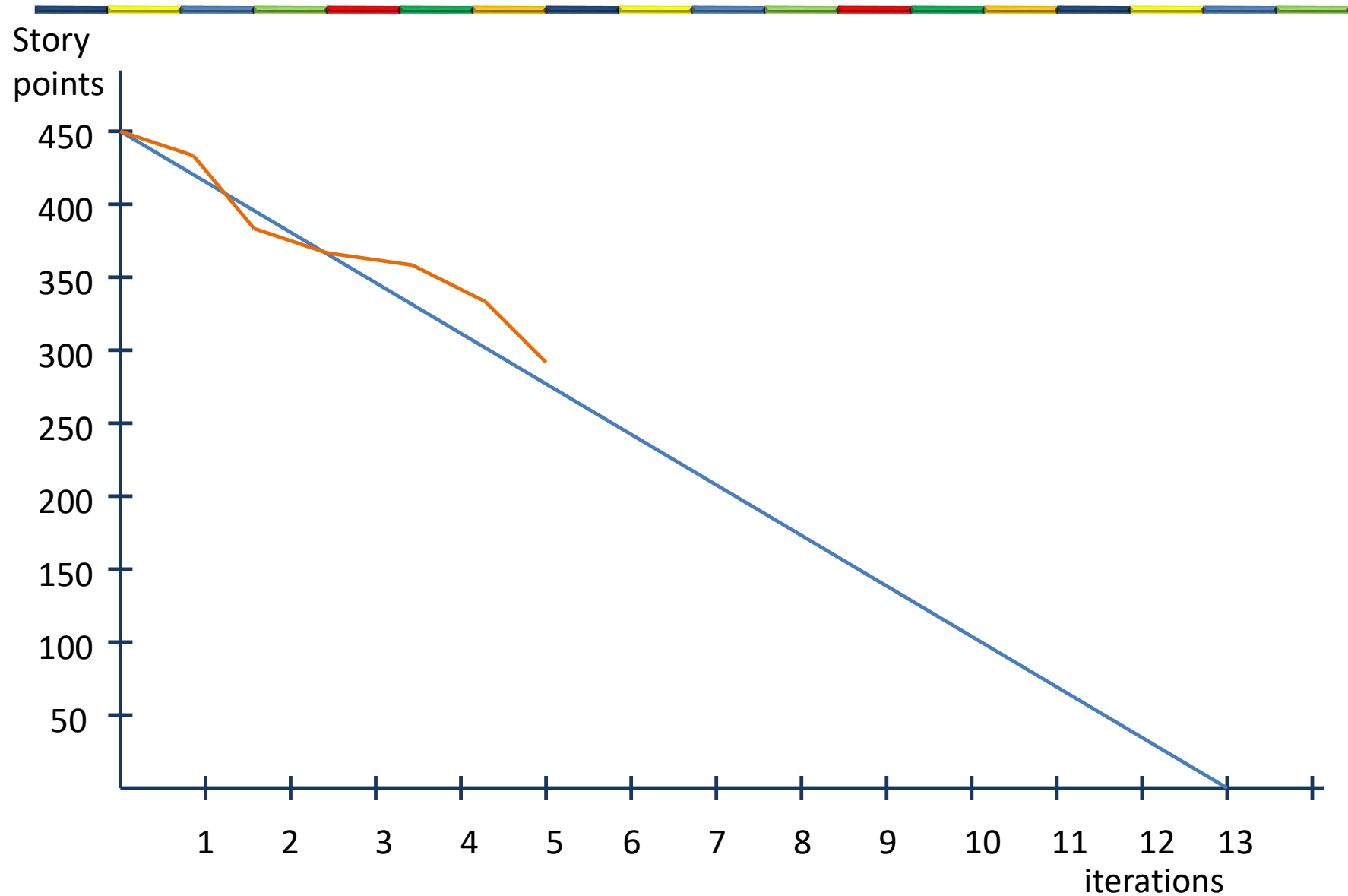
1. What worked well?
2. What did not work well?
3. How do we improve this?

# Velocity

- Number of story points the team finishes per sprint
- Calculate velocity per sprint
- Necessary time=
  - $\text{Number of story points} / \text{velocity} * \text{sprint length}$
- You cannot compare the velocity of teams



# Burndown chart



# Starfish



What can we **start** doing that will speed the team's progress?

What can we **stop** doing that hinders the team's progress?

What can we **keep doing** to do that is currently helping the team's progress?

What is currently aiding the team's progress and we can do **more of**?

What is currently impeding the team's progress and we can do **less of**?

# Retrospective best practices

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- People must feel safe
  - Evaluate the team, not individuals
- Avoid complaint sessions
  - Express wishes instead of accusations
- Use a good facilitator
- Do not try to tackle all problems at once
  - Have a retrospective after every sprint



# Exercise

- Perform a sprint retrospective with your team

