

LSDG – SCRUM DOWN

FUNDAMENTALS OF
BETTER SOFTWARE
DEVELOPMENT USING
SCRUM

AGENDA

- Talk: Scrum Down – how it helps and hinders a team
 - The formation of Scrum
 - Agile Manifesto
 - Rise of Scrum
 - Scaling Scrum and Agile
- Discussion: all sprints should be 1 calendar month
- Dev Intro: Python
- Drinks / Networking

Thank
you!

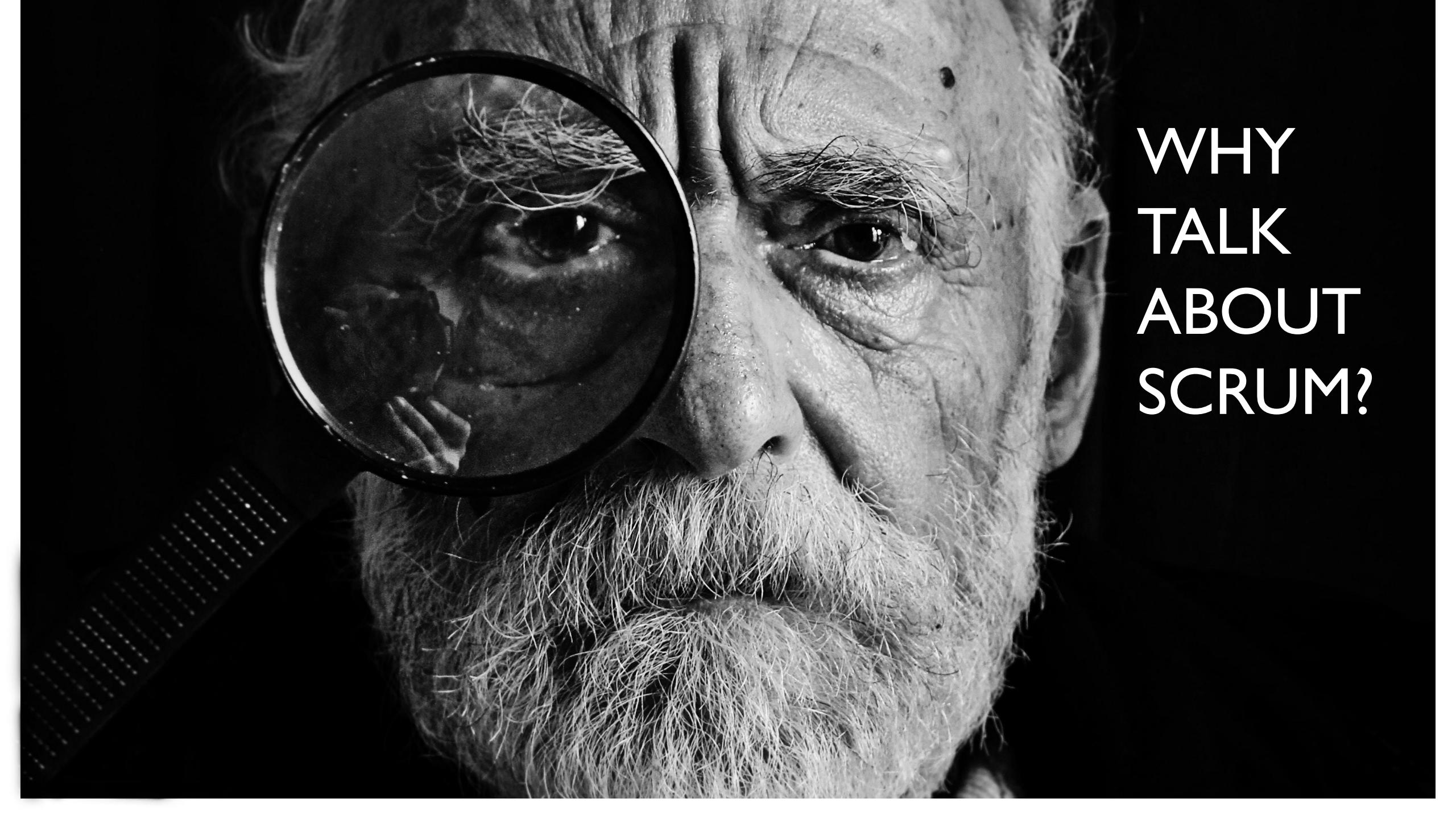
WHAT DO YOU WANT TO LEARN?

WRITE DOWN WHAT YOU LIKE TO LEARN ABOUT
I'LL LOOK TO ARRANGE A TALK ON THAT SUBJECT

- Anything to do with software development
- If we have more than 1 suggestion vote on the next topic
- If loads look to put into groups to create a joint session

SCRUM

- The rise and rise of Scrum



WHY
TALK
ABOUT
SCRUM?

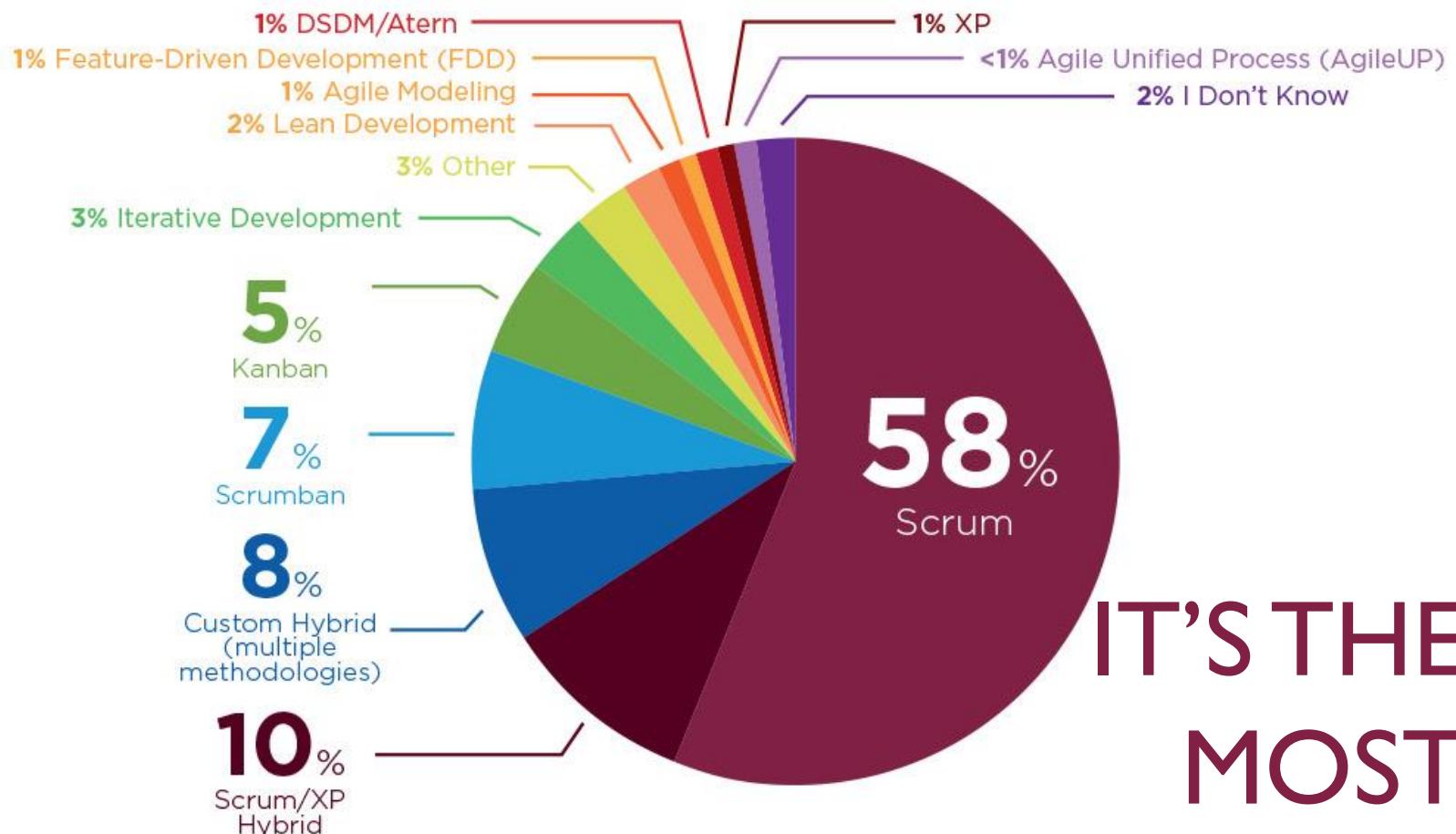
REASONS



REASON

Agile Methodologies Used

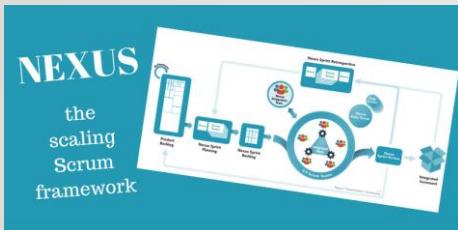
When asked what agile methodology is followed most closely, nearly 70% of respondents practice Scrum (58%) or Scrum/XP hybrid (10%).



SOURCE: VERSIONONE 10TH ANNUAL STATE OF AGILE™ REPORT
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IT'S THE MOST POPULAR

FOUNDATION FOR MOST POPULAR SCALED AGILE APPROACHES



IT'S THE
MOST
POPULAR

REASON



A dark, atmospheric photograph of a library or bookstore. In the foreground, a stack of books is visible. In the background, a bright red "EXIT" sign glows against a dark wall. The overall mood is mysterious and scholarly.

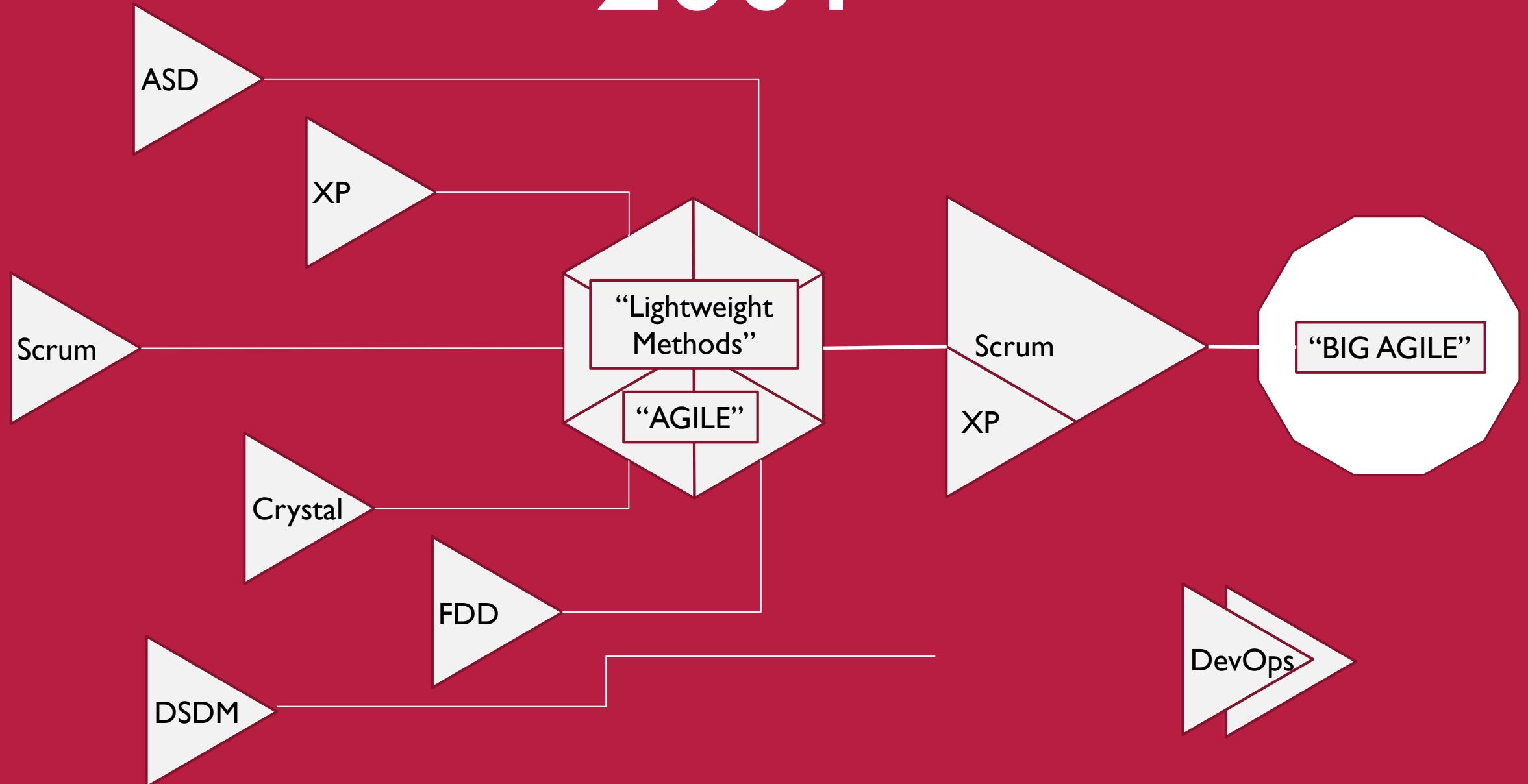
FUNDAMENTAL

TO DEVELOPMENT

THERE'S
MONEY
IN IT



< 200 | >



AGILE MANIFESTO AUTHORS DIFFERENT APPROACHES – COMMON AIM

Kent Beck

Mike Beedle

Arie van Bennekum

Alistair Cockburn

Ward Cunningham

Martin Fowler

James Grenning

Jim Highsmith

Andrew Hunt

Ron Jeffries

Jon Kern

Brian Marick

Robert C. Martin

Steve Mellor

Ken Schwaber

Jeff Sutherland

Dave Thomas (Prag)

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Scrum

XP

Other/None

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TWO AUTHORS: TWO APPROACHES KEN SCHWABER AND JEFF SUTHERLAND

Scrum looked to solve complex problems using skilled teams open to discovering the best solution as it emerged
Scrum Guide

The New New Product Development Game
Harvard Business Review

LEADING TEAMS

The New New Product Development Game

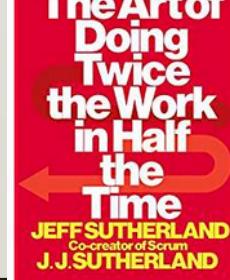
by Hirotaka Takeuchi and Ikujiro Nonaka

FROM THE JANUARY 1986 ISSUE



Agile Software Development with SCRUM: International Edition 11 Oct 2001
by Ken Schwaber and Mike Beedle

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by Jeff Sutherland

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SCRUM ORIGINS – COMPARISON NOT CRITICISM

**New New
Product
Development
Game**
1986
***Takeuchi
Nonaka***
**Harvard
Business
Review**

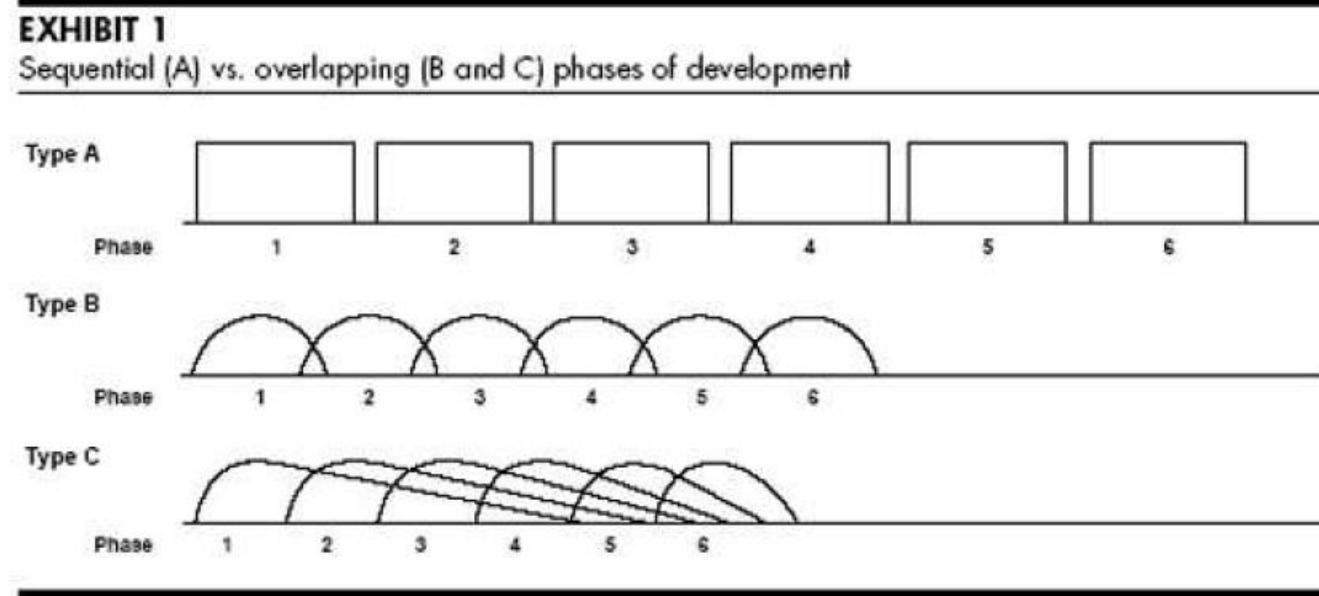


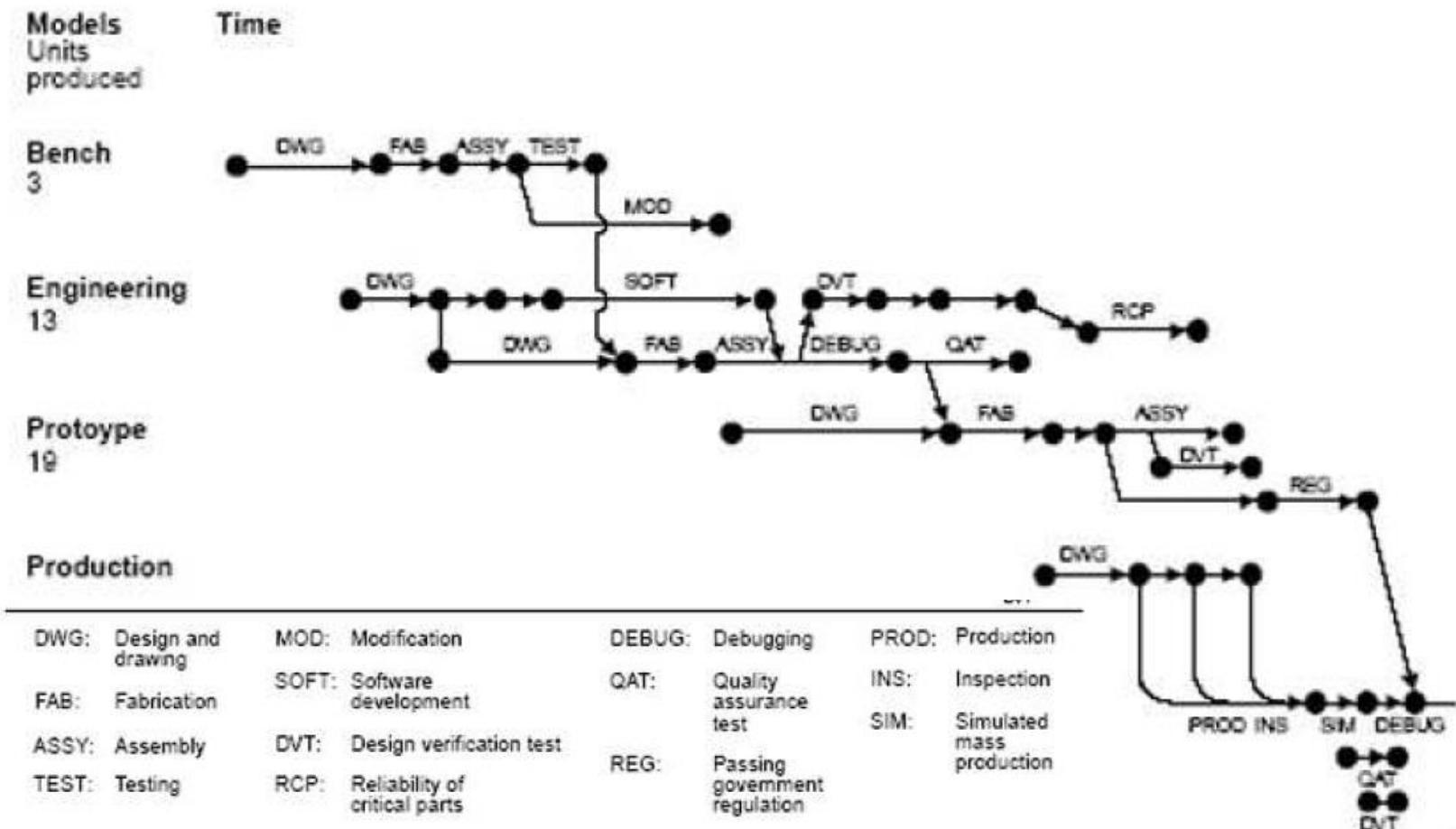
Exhibit 1 Sequential (A) vs. overlapping (B and C) phases of development

Sequential: NASA
Overlapping: Fuji-Xerox
Phases of Development: Honda, Canon

OVERLAPPING TEAMS NOT A SINGLE TEAM

New New
Product
Development
Game
1986
Takeuchi
Nonaka
Harvard
Business
Review

EXHIBIT 2 Fuji-Xerox's product development schedule



AGREED GUIDE TO SCRUM VERY VERY SIMPLE

- Scrum Guide**
- 3 Roles**
- 3 Artefacts**
- 4 Events**

SCRUM GUIDES

Web Version PDF Versions History ▾ FAQ's



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What is Scrum?

Scrum is a framework for developing and sustaining complex products. This Guide contains the definition of Scrum. This definition consists of Scrum's roles, events, artifacts, and the rules that bind them together. Ken Schwaber and Jeff Sutherland developed Scrum; the Scrum Guide is written and provided by them. Together, they stand behind the Scrum Guide.

Share Your Ideas!

If you have ideas for improving the website or the Scrum Guide itself, please share them! You may do so at our User Voice site.

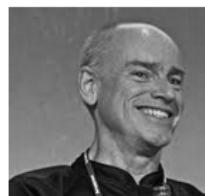
[Go to the Scrum Guide User Voice](#)

About the creators of Scrum



Meet Jeff Sutherland
Jeff is the co-creator of Scrum and a leading expert on how the framework has evolved to meet the needs of today's business...

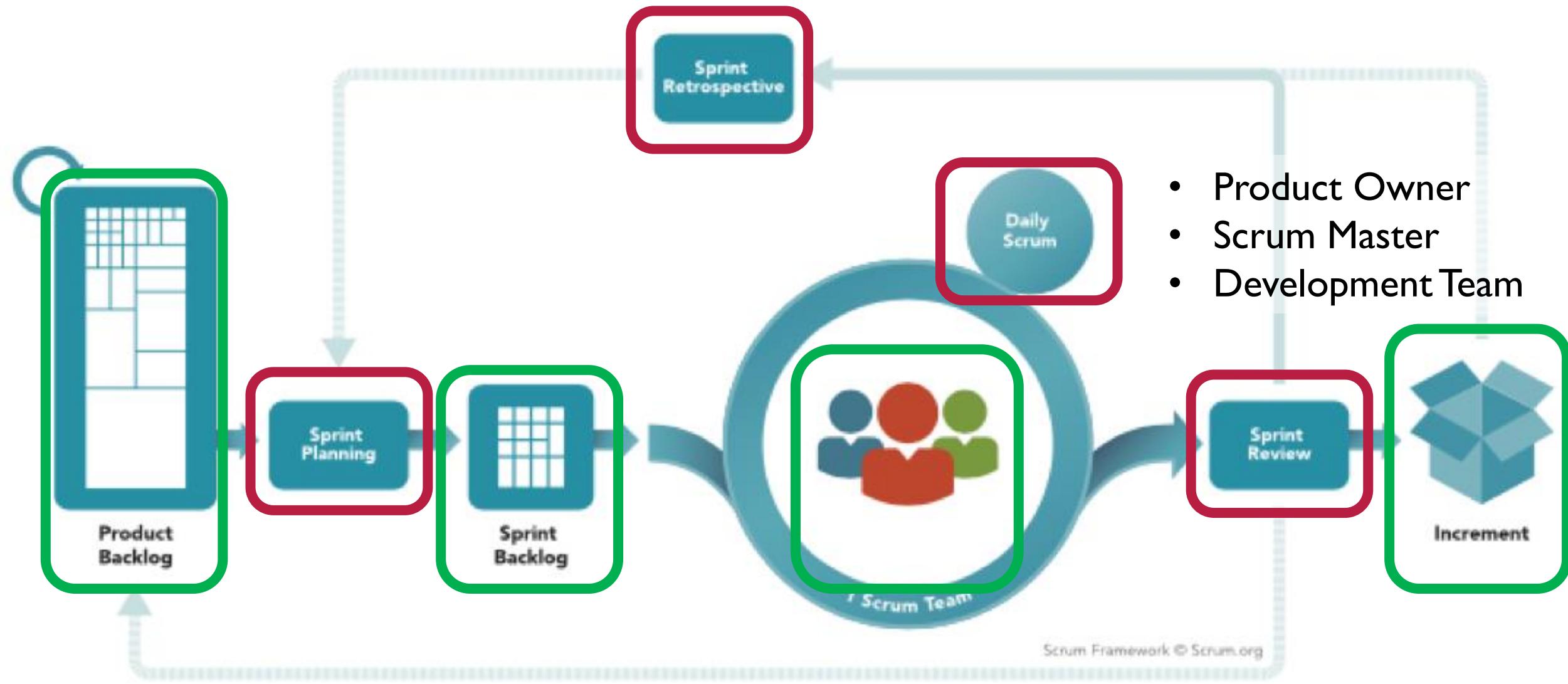
[Read More](#)



Meet Ken Schwaber
Ken Schwaber co-developed the Scrum process with Jeff Sutherland in the early 1990s to help organizations...

[Read More](#)

SCRUM FRAMEWORK



SCRUM PEOPLE

Product Owner: responsible for organising the development order

Scrum Master: responsible for organising development around Scrum principles

Development Team: responsible for creating a sustainable development product and environment

SCRUM ARTIFACTS

Product Backlog: ordered list of work to be done

Sprint Backlog: ordered and planned list of work
to be done in a sprint

Increment: product and system being developed

SCRUM EVENTS

PRODUCT AND PERSON IMPROVEMENT

The Sprint: agreed period of time to complete sprint backlog

Sprint Planning: planning event to create work for the sprint

Daily Scrum: daily visibility, inspection and adaption event leading to new plan

Sprint Review: end of sprint review on visibility, inspection, and adaption on development progress

Sprint Retro: end of sprint visibility, inspection, and adaption on Scrum team development

GOOD SCRUM

Product Owner: authority to make decisions, present for the team, constructive in feedback, part of the team

Scrum Master: know the values of scrum and is able to help the team. Essential part of improvement

Development Team: have access to everything to deliver the work. Collaborate as a single unit.
Improvement attitude.

GOOD SCRUM

Product Backlog: ordered and prioritised. Split into sections as appropriate. All items justified. Ideally estimated

Sprint Backlog: clear, simple, each item planned for the sprint

Increment: produced every sprint. Stable. Fun to work on

GOOD SCRUM

The Sprint: controlled, owned by the team, progress recorded

Sprint Planning: effective use of people's time to reach a shared goal and plan

Daily Scrum: daily, lightweight, and focussed. Not reporting/status meeting. Owned by the team

Sprint Review: friendly review of the work so far to help future work

Sprint Retro: friendly, open discussion on how to improve

SCRUMBUT....

WE DO SCRUMBUT ...

The Sprint: we lock them down before hand

Sprint Planning: we tell them before hand

Daily Scrum: we do like a reporting/status meeting. Owned by the Scrum Master/Product Owner/Project Manager/Non- team

Sprint Review: we want to know why everything wasn't done

Sprint Retro: we don't do any improvement as it doesn't matter

Discussion



DISCUSSION: SPRINTS SHOULD BE ONE MONTH LONG

- To be effective in delivery we have one month sprints which the Scrum Guide allows



Python Drawing



Python Turtle

TURTLE ALLOWS FOR THE CREATION OF PICTURES USING A “PEN” TO DRAW

1. Line
2. Square
3. Square using loop
4. Star
5. Colours
6. Hexagon (variables)
7. Nested Loops
8. Jumping around and speed

Source: <https://michael0x2a.com/blog/turtle-examples>

Thank
you!

NETWORK

