Scrum Open

Percentage:	86.7%
Duration:	00:08:58
Date started:	Wed 29 Jan '25 03:58
Date finished:	Wed 29 Jan '25 04:07

Feedback
Congratulations! Your score on the Open assessment demonstrates you know your Scrum basics.

Scrum on,
Ken Schwaber

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all questions	26 correct	4 incorrect	0 bookmarked

Question 1 of 30

When might a Sprint be cancelled?

(choose the best answer)

○ **A.** When the Developers feel that the work is too hard.

⦿ **B.** When the Sprint Goal becomes obsolete. ✓

○ **C.** When the sales department has an important new opportunity.

○ **D.** When it becomes clear that not everything will be finished by the end of the Sprint.

> **Feedback**
> A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint.

Question 2 of 30

The length of a Sprint should be:

(choose the best answer)

○   **A.** Short enough to keep the business risk acceptable to the Product Owner.

○   **B.** Short enough to be able to synchronize the development work with other business events.

○   **C.** One month or less.

◉   **D.** All of the above.   ✓

Feedback
All of these choices are appropriate considerations in determining the length of a Sprint.

Question 3 of 30

Who is on the Scrum Team?

(choose the best three answers)

- ☑ **A.** The Product Owner. ✅
- ☑ **B.** The Scrum Master. ✅
- ☑ **C.** Developers. ✅
- ☐ **D.** Project Manager.

Feedback
The Scrum Team consists of the Scrum Master, the Product Owner and Developers. The Scrum Team is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

Question 4 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

A. The Developers.   ✅

B. The Developers and Product Owner.

C. The Scrum Team.

D. The Scrum Master and Product Owner.

E. The Developers and Scrum Master.

Feedback
Only the people doing the work described on the Sprint Backlog need to inspect and adapt at the Daily Scrum. If the Product Owner or Scrum Master are actively working on items in the Sprint Backlog, they participate as Developers, they will need to be at the Daily Scrum.

Question 5 of 30

When does a Sprint conclude?

(choose the best answer)

○ **A.** When the Product Owner decides enough has been delivered to meet the Sprint Goal.

◉ **B.** When all Product Backlog items meet their Definition of Done.   ✖

○ **C.** When all the tasks are completed by the Developers.

○ **D.** When the Sprint Retrospective is complete.   ✓

> **Feedback**
> The Sprint is a container for the following timeboxed events: Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective. Sprints are fixed length events of one month or less to create consistency, and a new Sprint starts immediately after the conclusion of the previous Sprint.
>
> The Sprint Retrospective concludes the Sprint, and is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter
>
> Though not typical, a Sprint can end if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to end the Sprint prematurely.

Question 6 of 30

Who creates the Definition of Done?

(choose the best answer)

○ **A.** The Scrum Master since they are responsible for the productivity of the Developers.

○ **B.** The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.

○ **C.** The Product Owner since they are responsible for the product's success.

◉ **D.** If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product. ✅

Feedback
If the Definition of Done for an Increment is part of the standards of the organization, all Scrum Teams must follow it as a minimum. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product.

Question 7 of 30

Which statement best describes a Product Owner's responsibility?

(choose the best answer)

○ **A.** Directing the Developers.

○ **B.** Keep stakeholders from distracting the Developers.

○ **C.** Managing the project and ensuring that the work meets the commitments to the stakeholders.

◉ **D.** Maximizing the value of the work the Scrum Team does. ✓

> **Feedback**
> The Product Owner is accountable for maximizing the value of the product and the work of the Scrum Team.

Question 8 of 30

Who is responsible for managing the progress of work during a Sprint?

(choose the best answer)

○ **A.** The most junior member of the team.

○ **B.** The Scrum Master.

○ **C.** The Product Owner.

◉ **D.** The Developers.   ✅

Feedback
The Developers use the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.

Question 9 of 30

True or False: It is mandatory that the product Increment be released to production at the end of each Sprint.

○ True

◉ False   ✅

Feedback
The product Increment should be usable at the end of every Sprint, but it does not have to be released.

Question 10 of 30

When should a Developer on a Scrum Team be replaced?

(choose the best answer)

○ **A.** Never, it reduces productivity.

○ **B.** As needed, with no special allowance for changes in productivity.

⦿ **C.** As needed, while taking into account a short-term reduction in productivity. ✅

○ **D.** Every Sprint to promote shared learning.

Feedback
Scrum Teams typically go through some steps before achieving a state of increased performance. Changing membership typically reduces cohesion, affecting performance and productivity in the short term.

Question 11 of 30

Which Scrum events are timeboxed?

(choose the best three answers)

- ☐ **A.** Release Testing.
- ☐ **B.** Release Retrospective.
- ☑ **C.** Sprint Review. ✅
- ☐ **D.** Sprint Testing.
- ☑ **E.** Sprint Retrospective. ✅
- ☑ **F.** Sprint Planning. ✅
- ☐ **G.** Refinement.

> **Feedback**
> The Scrum Guide states that the Sprint Planning, Sprint Retrospectives, and Sprint Reviews are timeboxed events. Sprints are fixed length events of one month or less to create consistency, and the Daily Scrum is a 15-minute event.

Question 12 of 30

The timebox for a Daily Scrum is?

(choose the best answer)

○ **A.** The same time of day every day.

◉ **B.** 15 minutes.   ✓

○ **C.** Two minutes per person.

○ **D.** 15 minutes for a 4-week sprint. For shorter Sprints it is usually shorter.

○ **E.** 4 hours.

> **Feedback**
> The Daily Scrum is always a 15-minute event. Because it is a short event, the timebox is
> not influenced by the Sprint length.

Question 13 of 30

How much work must the Developers complete for each Sprint?

(choose the best answer)

○ **A.** Enough so that the Increment meets the Definition of Done.   ✓

○ **B.** Analysis, design, programming, testing and documentation.

○ **C.** As much as it can fit into the Sprint.

○ **D.** All development work and at least some testing.

> **Feedback**
> The purpose of each Sprint is to deliver useful and valuable Increments that adhere to the Scrum Team's current Definition of Done.

Question 14 of 30

What does it mean to say that an event has a timebox?

(choose the best answer)

○ **A.** The event must take at least a minimum amount of time.

⦿ **B.** The event can take no more than a maximum amount of time. ✅

○ **C.** The event must happen at a set time.

○ **D.** The event must happen by a given time.

> **Feedback**
> Timeboxed events are events that have a maximum duration.

Question 15 of 30

Which of the following services is appropriate for a Scrum Master in regard to the Daily Scrum?

(choose the best answer)

○ **A.** Lead the discussions of the Developers.

○ **B.** Ensure that all 3 questions have been answered.

○ **C.** Facilitate in a way that ensures each team member has a chance to speak.

○ **D.** Teach the Developers to keep the Daily Scrum within the 15 minute timebox. ✓

◉ **E.** All answers apply. ✗

> **Feedback**
> The Scrum Master ensures that the Developers have the event, but the Developers are responsible for conducting the Daily Scrum. The Scrum Master teaches the Developers to keep the Daily Scrum within the 15-minute timebox. The Scrum Master enforces the rule that only members participate in the Daily Scrum.

Question 16 of 30

True or False: The Scrum Team must choose at least one high priority process improvement item, identified during the Sprint Retrospective, and place it in the Sprint Backlog.

○ True

◉ False   ✓

> **Feedback**
> An earlier version of the Scrum Guide prescribed the practice of placing one improvement in the Sprint Backlog. This was removed in the 2020 update to the Scrum Guide because it was felt to be too prescriptive. However, if this practice provides value to you then you should adopt it. It is simply not prescribed anymore, but can still be valuable.

Question 17 of 30

True or False: The purpose of a Sprint is to produce a valuable and useful Increment of a usable product.

◉ True   ✓

○ False

> **Feedback**
> The heart of Scrum is a Sprint, a timebox of one month or less during which a done, useful, and valuable working product Increment is created.

Question 18 of 30

The three pillars of Scrum are:

(choose the best answer)

○ **A.** Planning, Inspection, Adaptation.

○ **B.** Respect For People, Kaizen, Eliminating Waste.

◉ **C.** Transparency, Inspection, Adaptation.   ✅

○ **D.** Transparency, Eliminating Waste, Kaizen.

○ **E.** Planning, Demonstration, Retrospective.

Feedback
Scrum is founded on empiricism and lean thinking. Empiricism asserts that knowledge comes from experience and making decisions based on what is known.
The three pillars uphold empirical and lean thinking: transparency, inspection, and adaptation.

Question 19 of 30

The Developers should not be interrupted during the Sprint and the Sprint Goal should remain intact. These are conditions that foster creativity, quality and productivity.

(Which one the following answers is FALSE?)

○ **A.** As a decomposition of the selected Product Backlog items, the Sprint Backlog changes and may grow as the work emerges.

○ **B.** The Product Owner can help clarify or optimize the Sprint when asked by the Developers.

◉ **C.** The Sprint Backlog is fully formulated in the Sprint Planning event and does not change during the Sprint. ✓

○ **D.** The Developers may work with the Product Owner to add or remove work if they find themselves with more or less capacity than expected.

> **Feedback**
> The Sprint Backlog makes visible all of the work that the Developers identify as necessary to meet the Sprint Goal. The Developers modify the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the Sprint.

Question 20 of 30

The CEO asks the Developers to add a "very important" item to a Sprint that is in progress. What should the Developers do?

(choose the best answer)

- ○ **A.** Add the item to the Sprint Backlog for the next Sprint.

- ○ **B.** Add the item to the current Sprint Backlog and do whatever amount of work is necessary to meet the Sprint Goal while satisfying the CEO.

- ○ **C.** Add the item to the current Sprint Backlog, drop an item of similar size, and reduce the Sprint Goal.

- ● **D.** Discuss the item with the other members of the Scrum Team so the team can decide what to do. ✓

> **Feedback**
> The items selected for a Sprint have been selected as most valuable with the Product Owner during Sprint Planning. The items serve the Sprint's goal. No changes should be made that endanger the Sprint Goal. No one external to the Scrum Team can force changes on the Developers.

Question 21 of 30

The Developers should have all the skills needed to:

(choose the best answer)

○ **A.** Do all of the development work, except for specialized testing that requires additional tools and environments.

● **B.** Turn the Product Backlog items they select into an Increment of a useful and valuable product. ✅

○ **C.** Complete the project as estimated when the date and cost are committed to the Product Owner.

Feedback
The Developers are a group of professionals who do the work of delivering an Increment of done product at the end of each Sprint. As a team, Developers have all of the skills necessary to create a product Increment.

Question 22 of 30

What is the function or purpose of Management in Scrum?

(choose the best answer)

- ⊙ **A.** Support the Product Owner with insights and information into high value product and system capabilities. Support the Scrum Master to encourage organizational change that fosters empiricism, self-management, bottom-up intelligence, and intelligent product delivery. ✅

- ○ **B.** Continually monitor staffing levels of the Scrum Team.

- ○ **C.** Monitor the progress of the Developers on the Scrum Team.

- ○ **D.** Identify and remove people that are not working hard enough.

Feedback
Management has no official role or accountability on a Scrum Team. However, management external to the Scrum Team is relevant in setting the vision and strategy to guide the overall direction of the organization.

Question 23 of 30

The timebox for the Sprint Review is:

(choose the best answer)

○ **A.** 2 hours.

○ **B.** 1 day.

◉ **C.** 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter.   ✓

○ **D.** As long as needed.

○ **E.** 4 hours and longer as needed.

Feedback
Sprint Review is a maximum four-hour timeboxed event for one-month Sprints. For shorter Sprints, the event is usually shorter.

Question 24 of 30

What is the main reason for the Scrum Master to be at the Daily Scrum?

(choose the best answer)

○ **A.** To gather status and progress information to report to management.

○ **B.** To make sure every team member answers the three questions.

○ **C.** To write down any changes to the Sprint Backlog, including adding new items, and tracking progress on the burn-down.

◉ **D.** They do not have to be there; they only need to ensure the Developers have a Daily Scrum. ✓

> **Feedback**
> The Scrum Master only ensures that all Scrum events take place and are positive, productive, and kept within the timebox.

Question 25 of 30

The Product Backlog is ordered by:

(choose the best answer)

○ **A.** Items are randomly arranged.

○ **B.** Size, where small items are at the top and large items are at the bottom.

◉ **C.** Least valuable items at the top to most valuable at the bottom. ✗

○ **D.** Whatever is deemed most appropriate by the Product Owner. ✓

○ **E.** Risk, where safer items are at the top, and riskier items are at the bottom.

> **Feedback**
> The Product Owner is accountable for effective Product Backlog management. The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.

Question 26 of 30

True or False: When multiple Scrum Teams work together on the same product, each team should maintain a separate Product Backlog.

○ True

◉ False ✓

> **Feedback**
> Products have one Product Backlog, regardless of how many Scrum Teams are used. Any other setup makes it difficult for the Developers to determine what they should work on.

Question 27 of 30

When many Scrum Teams are working on a single product, what best describes the Definition of Done?

(choose the best answer)

○ **A.** It depends.

○ **B.** Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.

◉ **C.** All Scrum Teams must have a Definition of Done that makes their combined Increment valuable and useful. ✓

> **Feedback**
> The Increment must be valuable and useful. This means that when many Scrum Teams are working on a single product, they are expected to adhere to a single Definition of Done for the Increment.

Question 28 of 30

The timebox for the Sprint Planning event is?

(choose the best answer)

- ⊙ **A.** 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter.   ✓
- ○ **B.** 4 hours.
- ○ **C.** Whenever it is done.
- ○ **D.** Monthly.

Feedback
Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

Question 29 of 30

What are three incorrect, untrue, or misleading statements about Scrum?

(choose the best three answers)

☑ **A.** Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment.   ✅

☐ **B.** Scrum is a framework for developing and sustaining complex products.

☑ **C.** Each component of Scrum serves a specific purpose and is essential to your ability to use Scrum to develop complex products.   ❌

☑ **D.** Scrum is like traditional processes but with self-organization to replace Project Managers.   ✅

☐ **E.** Scrum is founded on empiricism and lean thinking.

☐ **F.** Scrum is a framework that eliminates complexity.   ✅

> ℹ️ You did not select all available correct options.

Feedback
- Scrum is meant to be implemented as prescribed in the Scrum Guide. For example, the five events in the Scrum Guide are mandatory, each event has a specific purpose.
- Scrum does not eliminate the complexity that is inherent in delivering a product in today's world, instead it offers a framework for dealing with complexity. By regularly delivering Increments of value teams gain the ability to inspect and rapidly adapt based on the feedback received.
- Project Managers are not simply replaced by self-managing teams. Scrum is a framework for optimizing decision making based on the knowledge and experience of the entire team.

Question 30 of 30

A Scrum Team consists of the following:

(choose the best three answers)

☑ **A.** Product Owner	✅
☑ **B.** Scrum Master	✅
☐ **C.** Users	
☐ **D.** Customers	
☑ **E.** Developers	✅

Feedback
The Scrum Team consists of one Scrum Master, one Product Owner, and Developers.