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Scrum Open

Percentage: 90%

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Date started: Fri 7 Mar '25 12:59

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Feedback

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

Scrum on,
Ken Schwaber

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all questions

27 correct

3 incorrect

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Question 1 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 2 of 30

An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done?

(choose the best answer)

☐ A. Without a new vocabulary as a reminder of the change, very little change may actually happen.

☐ B. The organization may not understand what has changed with Scrum and the benefits of Scrum may be lost.

☐ C. Management may feel less anxious.



☒ D. All of the above.



Question 3 of 30

When does a Developer become accountable for the value of a Product Backlog item selected for the Sprint?

(choose the best answer)

- ☐ A. During the Daily Scrum.
- ☐ B. Never. The entire Scrum Team is accountable for creating value every Sprint. 
- ☐ C. Whenever a team member can accommodate more work.
- ☒ D. At the Sprint Planning Event. 




Feedback


All members of the Scrum Team share in the accountability for creating value every Sprint.

Question 4 of 30

What are two ways a Scrum Master serves to enable effective Scrum Teams?

(choose the best two answers)

- ☐ A. By keeping high value features high in the Product Backlog.
- ☒ B. By removing impediments that hinder the Scrum Team. 
- ☒ C. By starting and ending the meetings at the proper time. 
- ☐ D. By facilitating Developer decision-making. 

 You did not select all available correct options.


Feedback

The Scrum Master serves the Scrum Team in several ways. Facilitation and removing impediments are examples of ways a Scrum Master helps a team become more effective.

Question 5 of 30

When does the next Sprint begin?

(choose the best answer)

- ☐ A. Immediately following the next Sprint Planning.
- ☒ B. Immediately after the conclusion of the previous Sprint. 
- ☐ C. When the Product Owner is ready.
- ☐ D. Next Monday.


Feedback

A new Sprint starts immediately after the conclusion of the previous Sprint.

Question 6 of 30

Who creates the Definition of Done?

(choose the best answer)

- ☐ A. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.
- ☐ B. The Scrum Master since they are responsible for the productivity of the Developers.
- ☐ 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

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 8 of 30

Which Scrum events are timeboxed?

(choose the best three answers)


☐ A. Sprint Testing.

☒ B. Sprint Review. 

☐ C. Refinement.

☒ D. Sprint Retrospective. 

☐ E. Release Testing.

☒ F. Sprint Planning. 

☐ G. Release Retrospective.


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 9 of 30

When might a Sprint be cancelled?

(choose the best answer)

- ☒ **A.** When the Sprint Goal becomes obsolete. 
- ☐ **B.** When it becomes clear that not everything will be finished by the end of the Sprint.
- ☐ **C.** When the sales department has an important new opportunity.
- ☐ **D.** When the Developers feel that the work is too hard.


Feedback

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

Question 10 of 30

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

(choose the best answer)

- ☐ A. The event must happen by a given time.
- ☐ B. The event must happen at a set time.
- ☐ C. The event must take at least a minimum amount of time.
- ☒ D. The event can take no more than a maximum amount of time. 

Feedback

Timeboxed events are events that have a maximum duration.

Question 11 of 30

Who has the final say on the order of the Product Backlog?

(choose the best answer)

☒ **A.** The Product Owner.



☐ **B.** The CEO.

☐ **C.** The Developers.

☐ **D.** The Scrum Master.

☐ **E.** The Stakeholders.


Feedback

The Product Owner is the sole person responsible for ordering the Product Backlog.

Question 12 of 30

Which statement best describes the Sprint Review?

(choose the best answer)

- ☐ A. It is a demo at the end of the Sprint for everyone in the organization to check on the work done.
- ☐ B. It is a mechanism to control Developer activity during a Sprint.
- ☒ C. It is when the Scrum Team and stakeholders inspect the outcome of a Sprint and figure out what to do next. 


Feedback

Every event in Scrum, besides the Sprint, which is a container for the other events, is an opportunity to Inspect and Adapt.

Question 13 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 Developers participate in the Daily Scrum.

Question 14 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 write down any changes to the Sprint Backlog, including adding new items, and tracking progress on the burn-down.
- ☒ C. They do not have to be there; they only need to ensure the Developers have a Daily Scrum. 
- ☐ D. To make sure every team member answers the three questions.


Feedback

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

Question 15 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.** Discuss the item with the other members of the Scrum Team so the team can decide what to do. 
- ☐ **B.** Add the item to the current Sprint Backlog, drop an item of similar size, and reduce the Sprint Goal.
- ☐ **C.** Add the item to the Sprint Backlog for the next Sprint.
- ☐ **D.** 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.



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 16 of 30

When does a Sprint conclude?

(choose the best answer)

- ☒ **A.** When all Product Backlog items meet their Definition of Done. 
- ☐ **B.** When the Sprint Retrospective is complete. 
- ☐ **C.** When the Product Owner decides enough has been delivered to meet the Sprint Goal.
- ☐ **D.** When all the tasks are completed by the Developers.

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 17 of 30

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

(choose the best answer)


- ☒ **A.** All Scrum Teams must have a Definition of Done that makes their combined Increment valuable and useful. 
- ☐ **B.** Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
- ☐ **C.** It depends.

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 18 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 19 of 30

Who is on the Scrum Team?

(choose the best three answers)



A. The Scrum Master.



B. Project Manager.



C. The Product Owner.



D. Developers.


**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 20 of 30

When should a Developer on a Scrum Team be replaced?

(choose the best answer)

- ☐ A. As needed, with no special allowance for changes in productivity.
- ☐ B. Every Sprint to promote shared learning.
- ☒ C. As needed, while taking into account a short-term reduction in productivity. 
- ☐ D. Never, it reduces productivity.


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 21 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. 4 hours and longer as needed.
- ☐ E. As long 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 22 of 30

The timebox for a Daily Scrum is?

(choose the best answer)

- ☐ A. 15 minutes for a 4-week sprint. For shorter Sprints it is usually shorter.
- ☐ B. 4 hours.
- ☐ C. The same time of day every day.
- ☒ D. 15 minutes. 
- ☐ E. Two minutes per person.


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 23 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 24 of 30

Which statement best describes a Product Owner's responsibility?

(choose the best answer)

- ☐ A. Keep stakeholders from distracting the Developers.
- ☒ B. Maximizing the value of the work the Scrum Team does. 
- ☐ C. Managing the project and ensuring that the work meets the commitments to the stakeholders.
- ☐ D. Directing the Developers.

Feedback

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

Question 25 of 30

A Scrum Team consists of the following:

(choose the best three answers)

☐ A. Users

☒ B. Product Owner



☐ C. Customers

☒ D. Developers



☒ E. Scrum Master

**Feedback**

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

Question 26 of 30

True or False: Scrum has a role called "project manager."

☐ True

☒ False


**Feedback**

A Scrum Team has a Scrum Master, a Product Owner and Developers. As a whole they have all controls needed.

Question 27 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 28 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

- ☐ A. The Scrum Master and Product Owner.
- ☐ B. The Developers and Scrum Master.
- ☒ C. The Developers. 
- ☐ D. The Developers and Product Owner.
- ☐ E. The Scrum Team.


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 29 of 30

The timebox for the Sprint Planning event is?

(choose the best answer)

- ☐ A. 4 hours.
- ☐ B. Monthly.
- ☒ C. 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 
- ☐ D. Whenever it is done.

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 30 of 30

During a Sprint, a Developer determines that the Scrum Team will not be able to complete the items in their forecast. Who should be present to review and adjust the Product Backlog items selected?

(choose the best answer)

- ☐ A. The Product Owner and all stakeholders.
- ☐ B. The Scrum Master, the project manager, and the Developers
- ☒ C. The Product Owner and the Developers. 
- ☐ D. The Developers.

Feedback

During the Sprint, scope may be clarified and re-negotiated between the Product Owner and the Developers as more is learned. It is important to be transparent when challenges arise since ultimately the entire Scrum Team is accountable for creating a valuable, useful Increment.