Scrum Open

Percentage: 100%

Duration: 00:08:28

Date started: Fri 7 Mar '25 19:00

Date finished: Fri 7 Mar '25 19:09

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

Scrum on,
Ken Schwaber

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Question 1 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 2 of 30

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

(choose the best answer)

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

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

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

◉ **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 3 of 30

Who is on the Scrum Team?

(choose the best three answers)

☐   **A.** Project Manager.

☑   **B.** The Product Owner.   ✓

☑   **C.** Developers.   ✓

☑   **D.** The Scrum Master.   ✓

> **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

When does a Developer become the sole owner of an item on the Sprint Backlog?

(choose the best answer)

○ **A.** Whenever a team member can accommodate more work.

○ **B.** During the Daily Scrum.

○ **C.** At the Sprint Planning event.

◉ **D.** Never. All Sprint Backlog items are "owned" by the Developers on the Scrum Team. ✓

Feedback

The entire Scrum Team is accountable for creating a valuable, useful Increment every Sprint, and the set of Product Backlog items selected for the Sprint are collectively owned by the Developers. No individual Developer can claim ownership over an item as this would block communication and collaboration. The Sprint Backlog is updated by the Developers throughout the Sprint as more is learned.

Question 5 of 30

Why is the Daily Scrum held at the same time and same place?

(choose the best answer)

- ● **A.** The consistency reduces complexity. ✓
- ○ **B.** Rooms are hard to book and this lets it be booked in advance.
- ○ **C.** The Product Owner demands it.
- ○ **D.** The place can be named.

> **Feedback**
> The Daily Scrum is held at the same time and place each day to reduce complexity.

Question 6 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 must happen at a set time.
- ○ **C.** The event must happen by a given 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 7 of 30

What is the function or purpose of Management in Scrum?

(choose the best answer)

○ **A.** Monitor the progress of the Developers on the Scrum Team.

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

◉ **C.** 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.

○ **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 8 of 30

Which Scrum events are timeboxed?

(choose the best three answers)

☐ **A.** Refinement.

☐ **B.** Release Retrospective.

☑ **C.** Sprint Review.   ✅

☐ **D.** Release Testing.

☑ **E.** Sprint Planning.   ✅

☑ **F.** Sprint Retrospective.   ✅

☐ **G.** Sprint Testing.

> **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

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 10 of 30

The Product Backlog is ordered by:

(choose the best answer)

⊙ **A.** Whatever is deemed most appropriate by the Product Owner.   ✅

○ **B.** Least valuable items at the top to most valuable at the bottom.

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

○ **D.** Items are randomly arranged.

○ **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 11 of 30

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

(choose the best answer)

A. The Developers.   ✅

B. The most junior member of the team.

C. The Scrum Master.

D. The Product Owner.

> **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 12 of 30

The timebox for the Sprint Planning event is?

(choose the best answer)

○ **A.** Monthly.

◉ **B.** 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter. ✅

○ **C.** Whenever it is done.

○ **D.** 4 hours.

> **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 13 of 30

How much work must the Developers complete for each Sprint?

(choose the best answer)

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

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

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

◉ **D.** Enough so that the Increment meets the Definition of Done. ✓

> **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

When does a Sprint conclude?

(choose the best answer)

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

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

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

○ **D.** When all Product Backlog items meet their Definition of Done.

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 15 of 30

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

(choose the best two answers)

✅ **A.** By removing impediments that hinder the Scrum Team. ✅

✅ **B.** By facilitating Developer decision-making. ✅

☐ **C.** By starting and ending the meetings at the proper time.

☐ **D.** By keeping high value features high in the Product Backlog.

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 16 of 30

When should a Developer on a Scrum Team be replaced?

(choose the best answer)

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

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

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

⦿ **D.** As needed, while taking into account a short-term reduction in 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 17 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 18 of 30

The timebox for the Sprint Review is:

(choose the best answer)

⦿ **A.** 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter.   ✅

○ **B.** 1 day.

○ **C.** As long as needed.

○ **D.** 2 hours.

○ **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 19 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 20 of 30

What is the typical size for a Scrum Team?

(choose the best answer)

○ **A.** 7 plus or minus 2.

○ **B.** Minimum of 7.

◉ **C.** 10 or fewer.   ✓

○ **D.** 9.

> **Feedback**
> A Scrum Team is small enough to remain nimble and large enough to complete
> significant work within a Sprint, typically 10 or fewer people. Generally smaller teams
> communicate better and are more productive

Question 21 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 22 of 30

Who creates the Definition of Done?

(choose the best answer)

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

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

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

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

> **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 23 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 24 of 30

The three pillars of Scrum are:

(choose the best answer)

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

◉ **B.** Transparency, Inspection, Adaptation.   ✓

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

○ **D.** Planning, Inspection, Adaptation.

○ **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 25 of 30

Which statement best describes Scrum?

(choose the best answer)

○ **A.** A defined and predictive process that conforms to the principles of Scientific Management.

◉ **B.** A framework for creating complex products in complex environments.   ✅

○ **C.** A cookbook that defines best practices for software development.

○ **D.** A complete methodology that defines how to develop software.

> **Feedback**
> Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Question 26 of 30

Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

(choose the best answer)

○ **A.** The Project Manager

○ **B.** The Scrum Master

○ **C.** The Developers

◉ **D.** The Product Owner   ✓

Feedback
The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The Product Owners' accountabilities include; developing and communicating the Product Goal, creating and communicating Product Backlog items, ordering the Product Backlog, and ensuring that the Product Backlog is transparent, visible and understood.

Question 27 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

○ **A.** The Developers and Product Owner.

◉ **B.** The Developers.   ✅

○ **C.** The Developers and Scrum Master.

○ **D.** The Scrum Master 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 28 of 30

The Developers should have all the skills needed to:

(choose the best answer)

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

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

◉ **C.** Turn the Product Backlog items they select into an Increment of a useful and valuable product. ✓

> **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 29 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 30 of 30

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

(choose the best answer)

○ **A.** The Developers.

○ **B.** The CEO.

○ **C.** The Stakeholders.

○ **D.** The Scrum Master.

◉ **E.** The Product Owner.   ✓

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