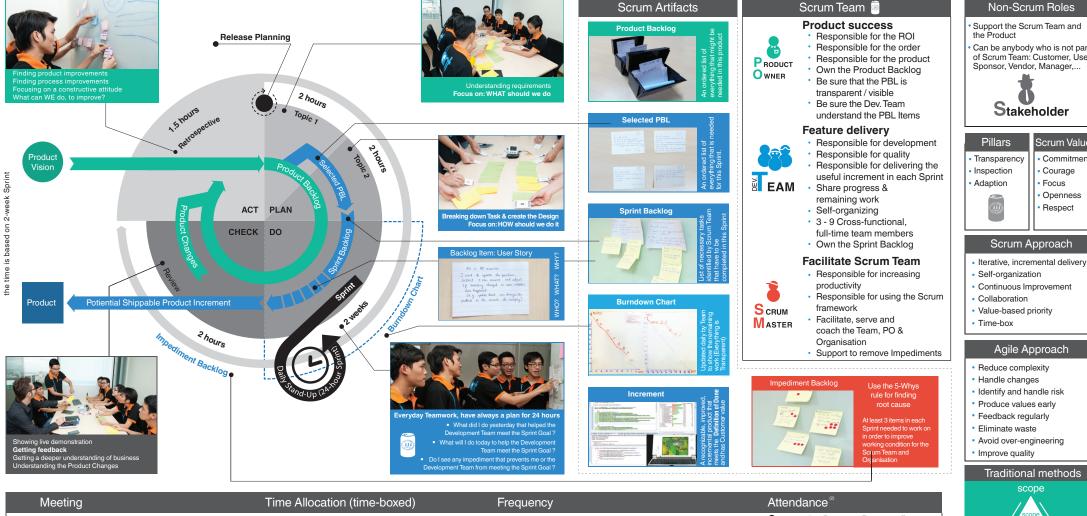
SCRUM ON A PAGE

Individuals and interactions over processes and tools Working software over comprehensive documentation Customer collaboration over contract negotiation Responding to change over following a plan | |

AXON ACTIVE www.axon.vn

Agile Manifesto 2001



	Meeting	Time Allocation (time-boxed)	Frequency	Attendance®			
	Release Planning (1)	As needed	As needed	8	فَهُفَّ	8	ð
	Product Backlog refinement (Backlog Grooming)	Max: 10% of the Capacity of the Dev. Team	During the Sprint as needed	8	فُهُوُ	Š	8
	Sprint Planning Topic I (What)	Max : 2 hours (2-week Sprint)	At the beginning of the Sprint	8	888	A 8	18 1
	Sprint Planning Topic II (How)	Max: 2 hours (2-week Sprint)	At the beginning of the Sprint	8	888	18	8
0	Daily Scrum (Stand-up)	Max : 15 minutes	Daily during the Sprint	8	888	8	8V
	Sprint Review (should be with Stakeholders)	Max : 2 hours (2-week Sprint)	At the end of the Sprint	8	888	8	8
	Retrospective	Max: 1.5 hours (2-week Sprint)	At the end of the Sprint & after major events	8	څُهُهُ	8	8

(2) Mandatory Mandatory facilitating Service to the Scrum Team

(4) Agile Manifesto 2001, www.agilemanifesto.org



Non-Scrum Roles

- Support the Scrum Team and the Product
- Can be anybody who is not part of Scrum Team: Customer, User. Sponsor, Vendor, Manager,...



Pillars

- Transparency
- Inspection Adaption

Scrum Approach

Agile Approach

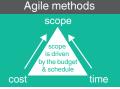
Scrum Values Commitment

- Courage
 - Focus
 - Openness
 - Respect

 Produce values early Feedback regularly Eliminate waste

- Avoid over-engineering
- Improve quality

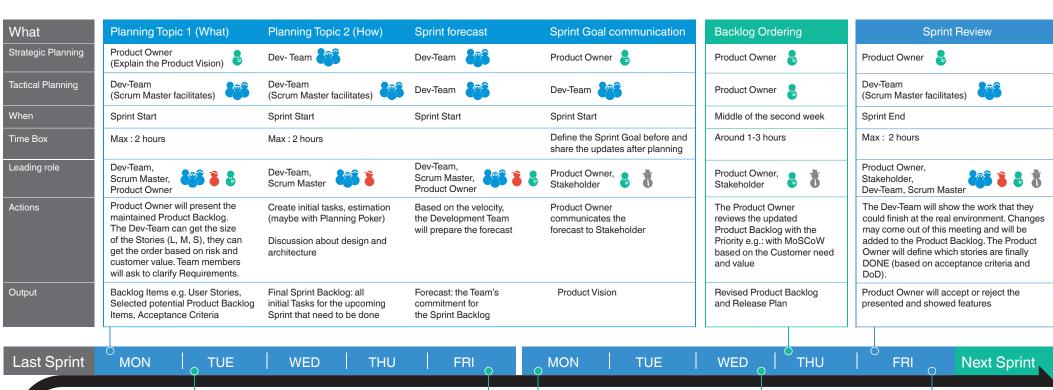






(1) Best Practice in offshore software development

TWO - WEEK SPRINT TIMELINE ACTIVITY AXON ACTIVE SWWW.axon.vn









SCROOL



What

Strategic Planning

Tactical Planning

When

Time Box

Leading role

Actions

Output

The Product Owner will work together with the Stakeholder to prepare the Backlog Items e.g. User Stories, Product Owner and Stakeholder review the Product Backlog. They add, update, modify the new and available stories. They may use the Story mapping approach.

Start Workshop

Once at the beginning of the Project

Product Owner

Product Owner

Depends on the project

Product Owner, Stakeholder

Story based on clarifications at the Product Backlog, Update Priority (MoSCoW). Based on the customer needs.

Product Backlog refinement

Product Owner

Product Owner

Second week, before Review

max 10% capacity of the Development Team

Product Owner, Stakeholder, Dev-Team

The Product Owner also should spend his time with the Dev-Team and review the updated Product Backlog. Dev-Team can update the estimation with Points. Everybody in the Scrum Team has to understand the Customer needs.

Updated Product Backlog, estimation of the whole Product Backlog to keep it up to date.

Pair work

Dev-Team

Dev-Team

During the Sprint

Depends on the Dev-Team

Dev-Team

The Dev-Team can work with Pair programming. Other Dev-Team members can verify which available solution is the best fit for

To increase the quality, productivity and get knowledge exchange.

customer needs.

Sprint Retrospective

Dev -Team (SM facilitates), **Product Owner**

Dev-Team (SM facilitates). **Product Owner**

Sprint End

Max: 1.5 hours

Dev-Team. Scrum Master. **Product Owner**

The Dev-Team will identify what was working well and what was not working during the last Sprint. This is basic for the continuous improvement and increasing

the productivity and quality (for the Scrum Team, Organisation and Product). The Product Owner also should be involved.

At least 3 impediments should be selected, which will be solved in the next Sprint.

