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Scrum

in February 2001
17 software guys
met at Snowbird
to ski and talk shop

the result = Agile Manifesto

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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
Stephen J. Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

individuals & interactions

over processes & tools

responding to change

over following a plan

customer collaboration

over contract negotiation

working software

over comprehensive documentation

Enter Scrum

Scrum = lightweight technique to bring new products to market in iterative, rapid cycles

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Scrum =

Ken Schwaber

+

Jeff Sutherland

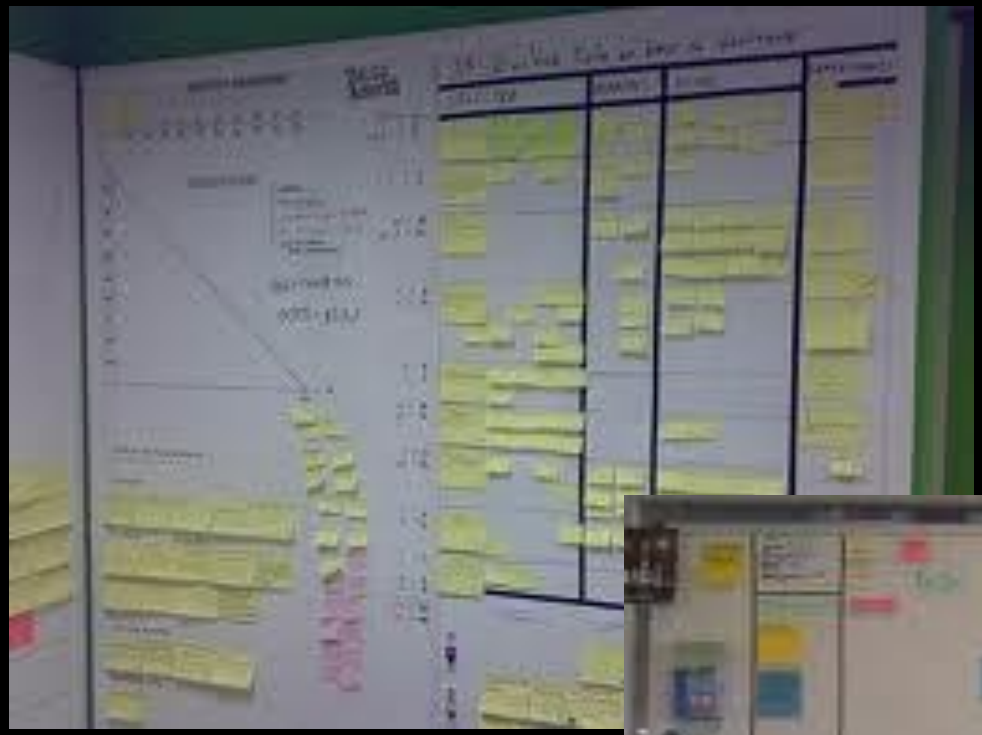
Culture eats process for breakfast

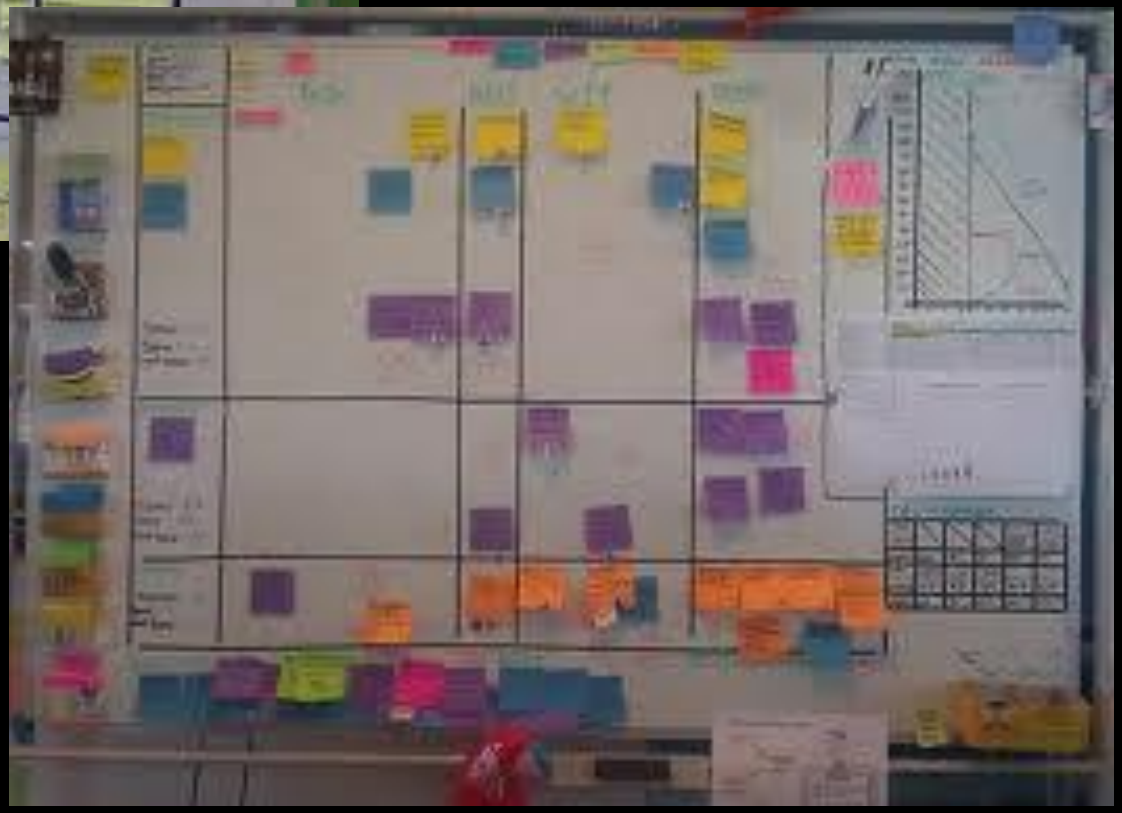
Ken Schwaber

Scrum Roles, Artifacts, Tools

- Roles: Product Owner, Team, ScrumMaster
- Tools: Breaking the sprint work, complexity & time estimating, estimation poker, daily Scrum meeting
- Artifacts: Product backlog, Sprint backlog, burndown


PBI
Todo
In Progress
Done





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https://github.com/ti-dev/Scrum-it

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product backlog =
prioritized list of features, tasks, bugs and other stuff that make a demand on team's time

Keep Product Backlog
less than team’s
3 sprint capacity

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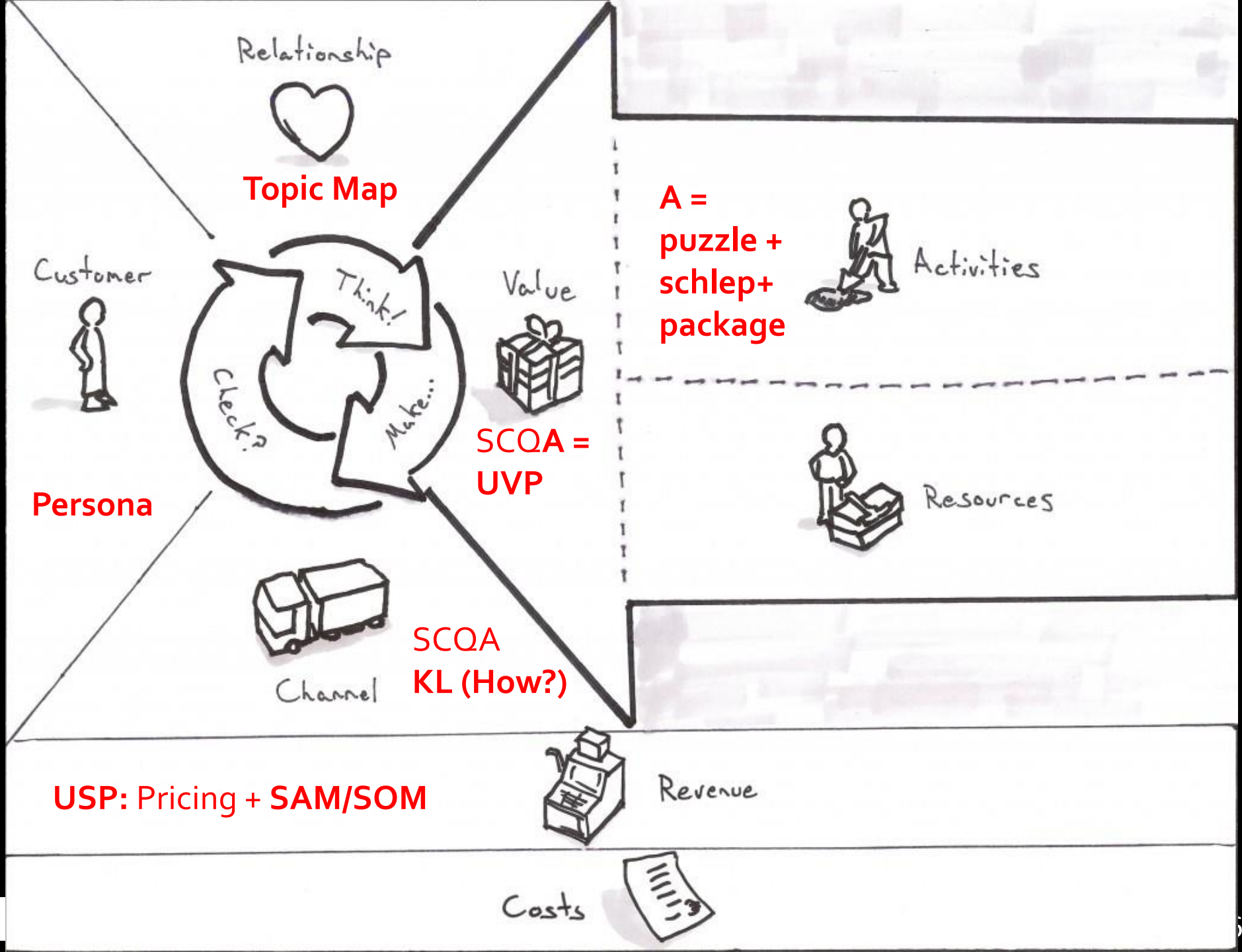
sprint = one iteration

a quantum amount of work time
where scope won’t change
so team can focus to get stuff done


Relationship
Topic Map
Customer
Persona
Think!
Make...
Check?
Value
SCQA =
UVP
A =
puzzle +
schlep+
package
Activities
Resources
Channel
SCQA
KL (How?)
USP: Pricing + SAM/SOM
Revenue
Costs

Set

One Sprint = One Week

sprint backlog =
tasks broken down,
estimated from features

start: Team x Weekly Hrs
add: buffers, debug, vacations
fill the rest with taks

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add buffer
to sprint backlog

things tend to run over, people get sick, things are overlooked. there will be slips. work expands to fill the time available for its completion (=Parkinson's Law)

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use two kinds of buffer

1. tasks that took longer than originally estimated
2. tasks that you didn't know you would have to do

add debugging
to sprint backlog

1. easier to fix bugs the same day you wrote the code
2. fixing bugs is like doing science

If bug count is low => easy to estimate when you will release

add vacations, holidays and other projects to sprint backlog

if timeline = a year, each person will probably take 10 to 15 days of vacation

break down features to fine-grained tasks

this is how you force yourself to actually figure out what to do

only the person(s) who performs that task type can estimate

pigs and chickens

estimate backlog tasks in days, not weeks

each task <= 8 days else, else you're not breaking it down enough. use estimation poker.

tasks measured in weeks are lies

estimate current sprint tasks in hours, not days

each task <= 8 hrs else, else you're not breaking it down enough. use estimation poker.

track the basic stuff

Feature: Description or intention-revealing name
Task: Description or intention-revealing name
Team Member: doh
(Original Estimate: Initially estimated work)
Current Estimate: Today's estimate, given what you learned so far
Elapsed: Cumulative time spent working on this task
Remaining: Today's estimate of remaining work

use stickies on the wall
for co-located teams

keep it simple

Pull.

Don’t Push

Pull UX first at early stage

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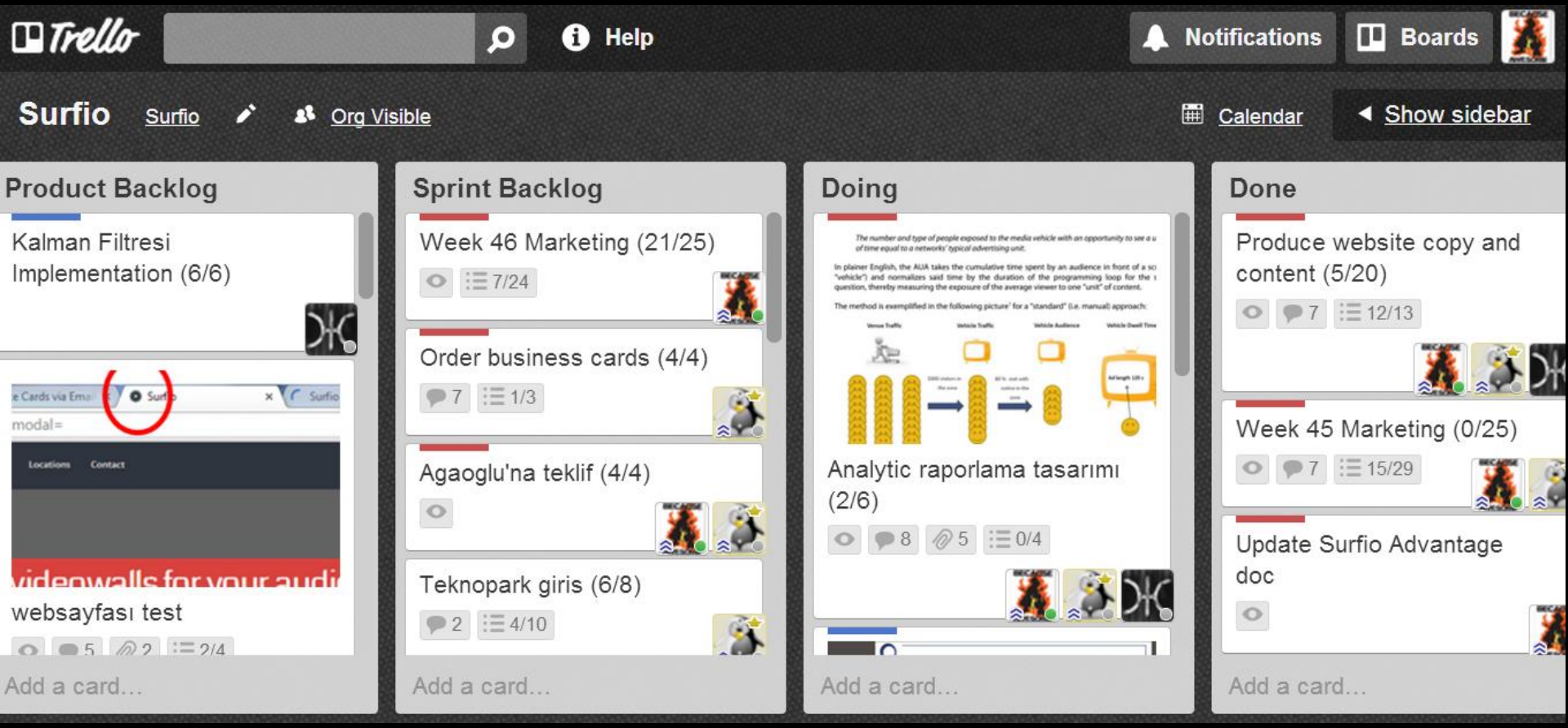

use Trello to keep it simple

www.trello.com

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Scrum