

Sprint Review



Purpose

- PO Approval or Rejection for each committed feature, story, or bug fix
- PO feedback for completed work

Output

- The Product Owner must base his approval or rejection on the agreed-upon acceptance criteria for each commitment.
- The Team gives the demonstration, not the Scrum Master.
- The Team is held collectively accountable for failed commitments, not the Scrum Master

Rules

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Sprint Retrospective



Purpose

- To reflect on what went well & what did not in the last sprint

Output

- List of steps to be taken for making the next sprint more enjoyable and productive

Rules

- No blame game or finger pointing
- Everybody must contribute enthusiastically for the continuous improvement
- Attended only by —pigs

Sprint Planning



Scrum Ceremonies



Standard Scrum Ceremonies:

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Others:

- Backlog Grooming
- Release Planning

Definition of Done (DoD)



When a Product Backlog item or an Increment is described as “Done”, everyone must understand what “Done” means

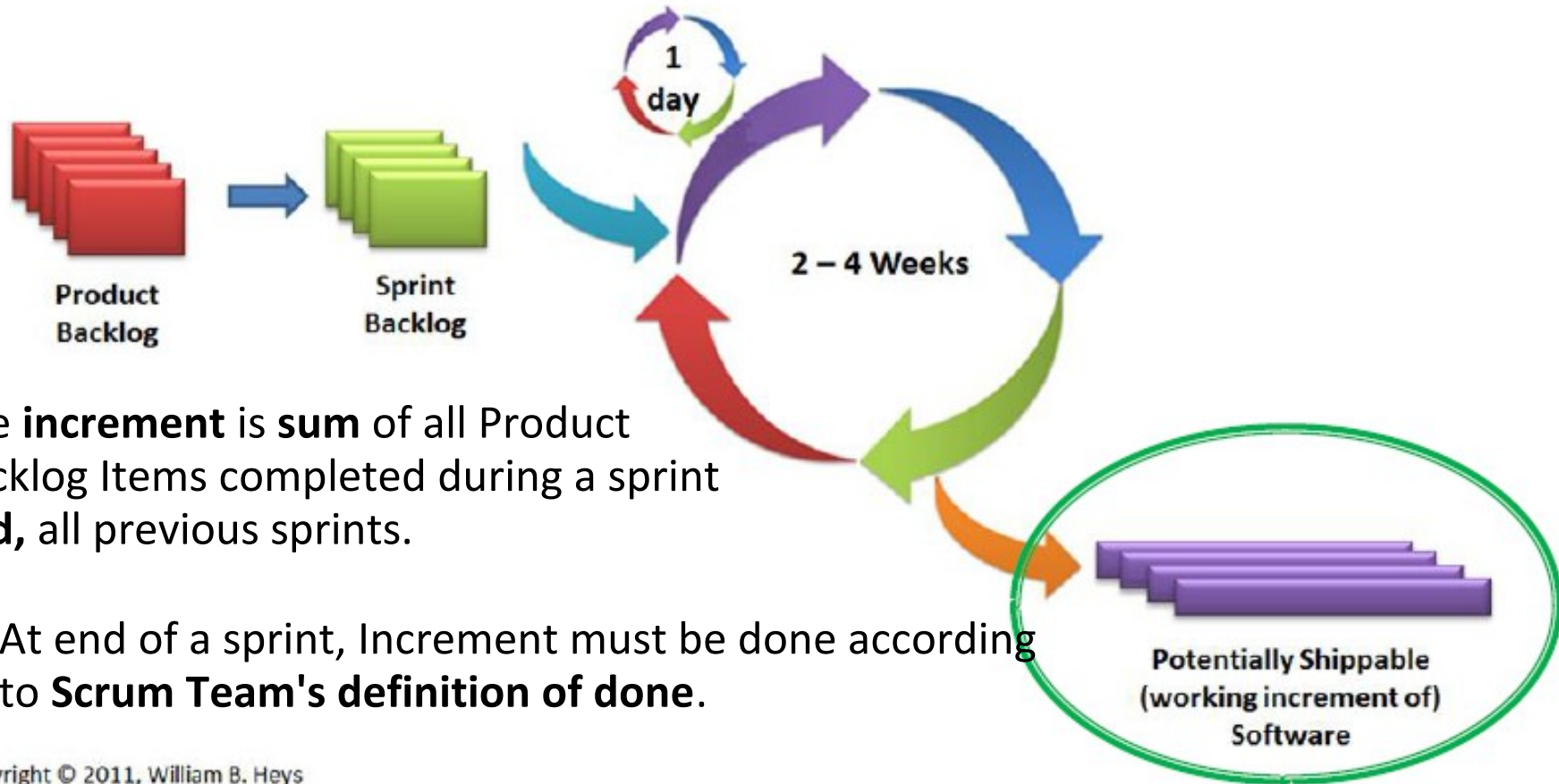
Purpose:

- **Enable time estimations.** If you don't know what people mean by *done* asking them for an estimate is pointless.
- **Avoid misunderstandings.** When having conversations about progress, work being done, and so on, shared definitions help avoid misunderstandings and disagreements.
- **Assure quality.** The DoD ensures quality and helps avoid technical debt by including test cases, refactoring, code documentation, and so on.

Properties:

- The DoD is dynamic. Evolve with team's learning. Shared with all to ensure transparency.
- If not entirely, a lowest common denominator of the DoD can be the same across teams, in a multi level Scrum implementation.
- The level of sharing also depends on at what level the DoD is used.

Increment



- The **increment** is **sum** of all Product Backlog Items completed during a sprint **and**, all previous sprints.
- At end of a sprint, Increment must be done according to **Scrum Team's definition of done**.

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- The increment must be in **usable condition** regardless of whether the Product Owner decides to actually release it.

Sprint Goal



- The Sprint Goal is a 'short statement' of WHAT WORK will be FOCUSED on during the Sprint.
- It contains set of selected Product Backlog items which deliver one coherent function.
- The Sprint Goal is that coherence which causes the Development Team to work together.
- Development Team's, and not individual's, focus stays on Sprint Goal.

 PRODUCT Product's name	 SPRINT The sprint number / id
 GOAL Why is it worthwhile to run the sprint? What should be achieved? For instance, address a risk, test an assumption, or deliver a feature.	
 METHOD How is the goal met? Which artefact, validation technique and test group are used? For instance, paper prototype, spike, shippable product increment; product demo, usability test, A/B test; users, customers and/or internal stakeholders.	
 METRICS How do you determine if the goal has been met? For instance, at least three of the five users carry out the usability test successfully in less than a minute.	

- Sprint Goal gives Development team that flexibility as per which they change Sprint backlog and tasks.

NOTE: If the work turns out to be different than the Development Team expected, they collaborate with the Product Owner to negotiate the scope of Sprint Backlog within the Sprint.

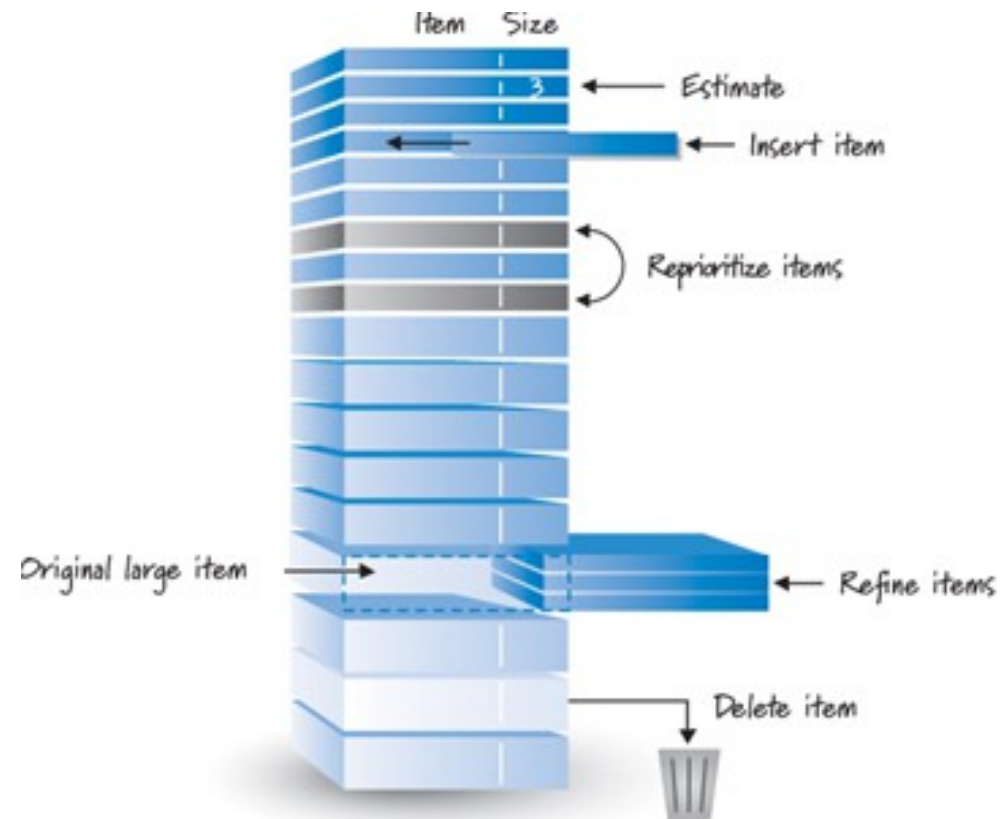
Product Backlog Items (PBIs)

Characteristics

Each of PBIs should follow I.N.V.E.S.T criteria:

- Independent
- Negotiable
- Valuable
- Estimable
- Small
- Testable

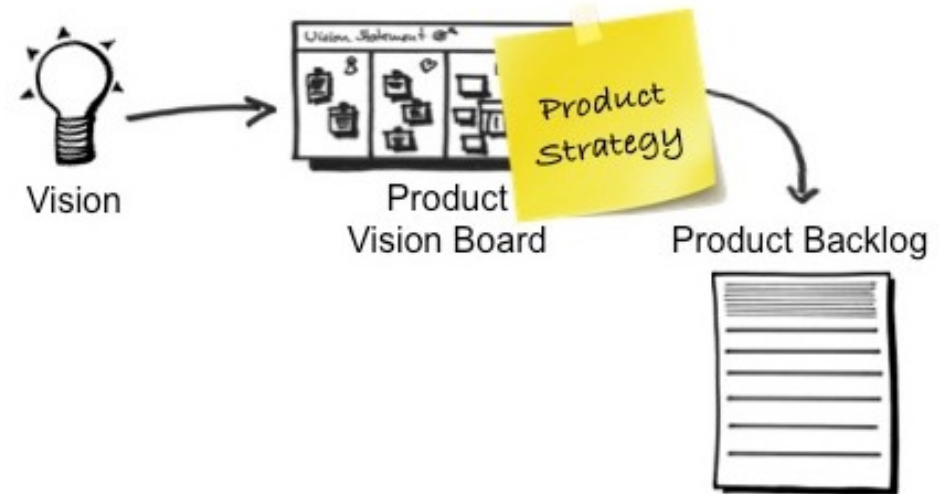
**** Team does collaborative grooming**



Product Vision



The product vision paints a picture of the future that draws people in for your Product. It describes who the customers are, what customers need, and how these needs will be met. It captures the essence of the product – the critical information we must know to develop and launch a winning product. Developing an effective product vision entails carefully answering the following questions:

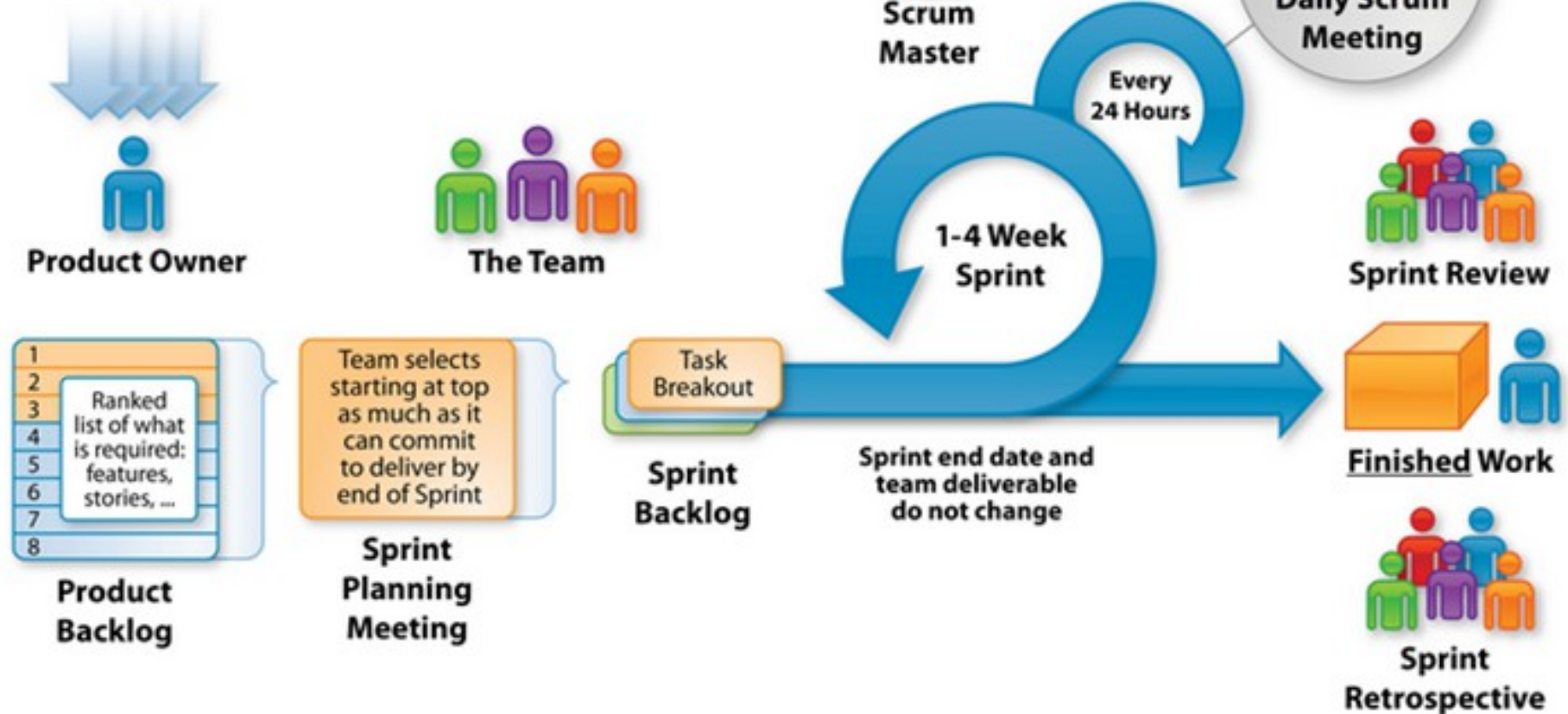


- Who is going to buy the product? Who is the target customer?
- Which customer needs will the product address?
- Which product attributes are critical to satisfy the needs selected, and therefore for the success of the product?
- How does the product compare against existing products, both from competitors and the same company? What are the product's unique selling points?
- What is the target timeframe and budget to develop and launch the product?
- PO is responsible for creating Product Vision.

SCRUM Framework

The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Product Owner



- ❑ Define the features of the product
- ❑ Decide on release date and content
- ❑ Be responsible for the profitability of the product (ROI)
- ❑ Prioritize features according to market value
- ❑ Adjust features and priority every iteration, as needed
- ❑ Accept or reject work results.

SCRUM Master



- ❑ Represents management to the project
- ❑ Responsible for enacting Scrum values and practices
- ❑ Removes impediments
- ❑ Ensure that the team is fully functional and productive
- ❑ Enable close cooperation across all roles and functions
- ❑ Shield the team from external interferences

SCRUM Development Team



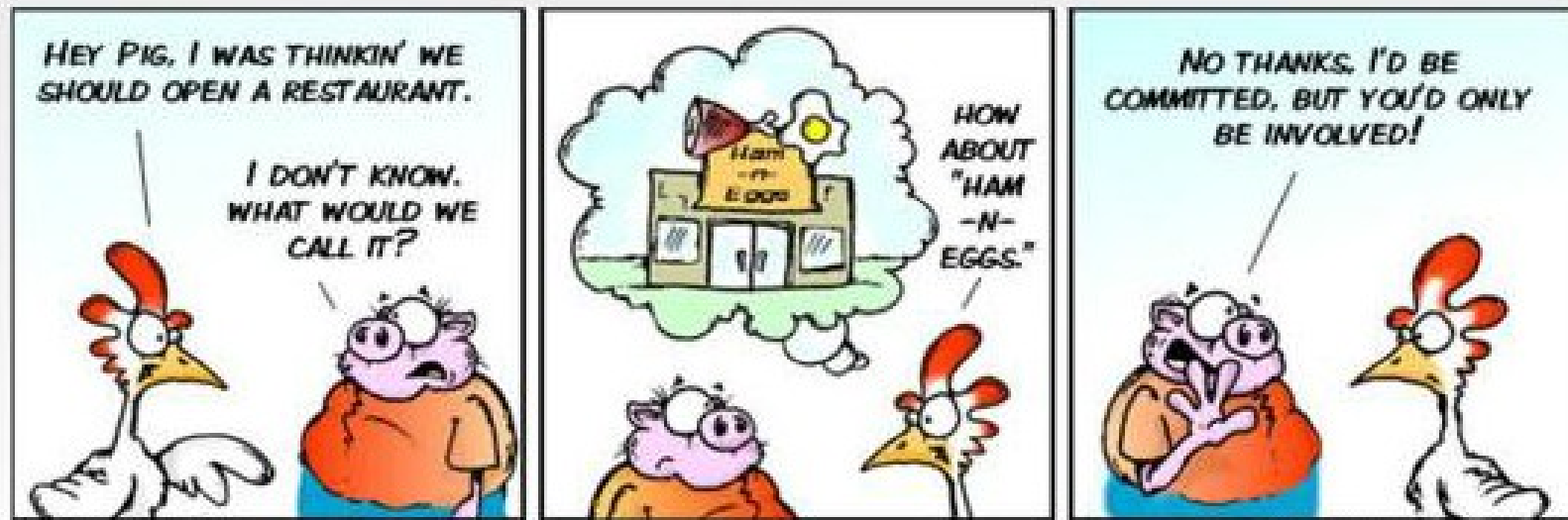
- Size: 6 ± 3
- Cross-functional
 - QA, Tester, Programmer, UI Designers, etc.
- Members should be full-time
 - May be exceptions (e.g., System Admin, etc.)
- Teams are self-organizing
 - What to do if a team self-organizes someone off the team??
 - Ideally, no titles but rarely a possibility
- Membership can change only between sprints

Pigs and Chickens

Pigs and Chickens

**Product Owner
Scrum Master
Team Members**

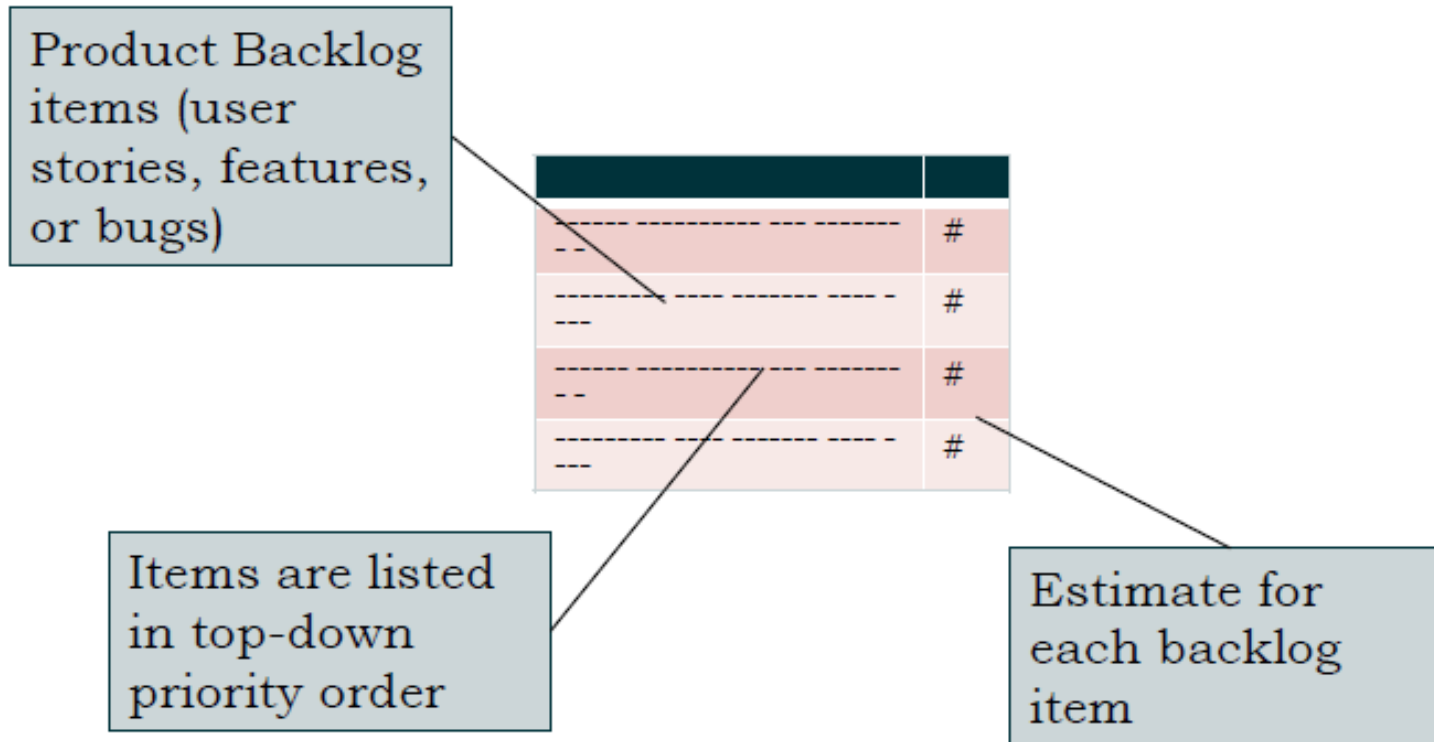
**Users
Managers
Marketing**



By Clark & Vizdos

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Product Backlog



Description	Priority	Estimation
Feature F	1	4 Story Pts.
Feature A	5	5 Story Pts.
Feature C	4	3 Story Pts.
Feature B	2	5 Story Pts.

SCRUM Roles



SCRUM Team:

- ❑ Product Owner
- ❑ Scrum Master
- ❑ Scrum Development Team

Others:

- ❑ Management
- ❑ Supporting & Facilitating bodies in Organization
- ❑ Stakeholders
- ❑ Users

SCRUM Artifacts



Scrum's artifacts represent work or value to provide transparency and opportunities for inspection and adaptation. Artifacts defined by Scrum are specifically designed to maximize transparency of key information so that everybody has the same understanding of the artifact. Defined Artifacts are:

- Product Backlog
- Sprint Backlog
- Increments