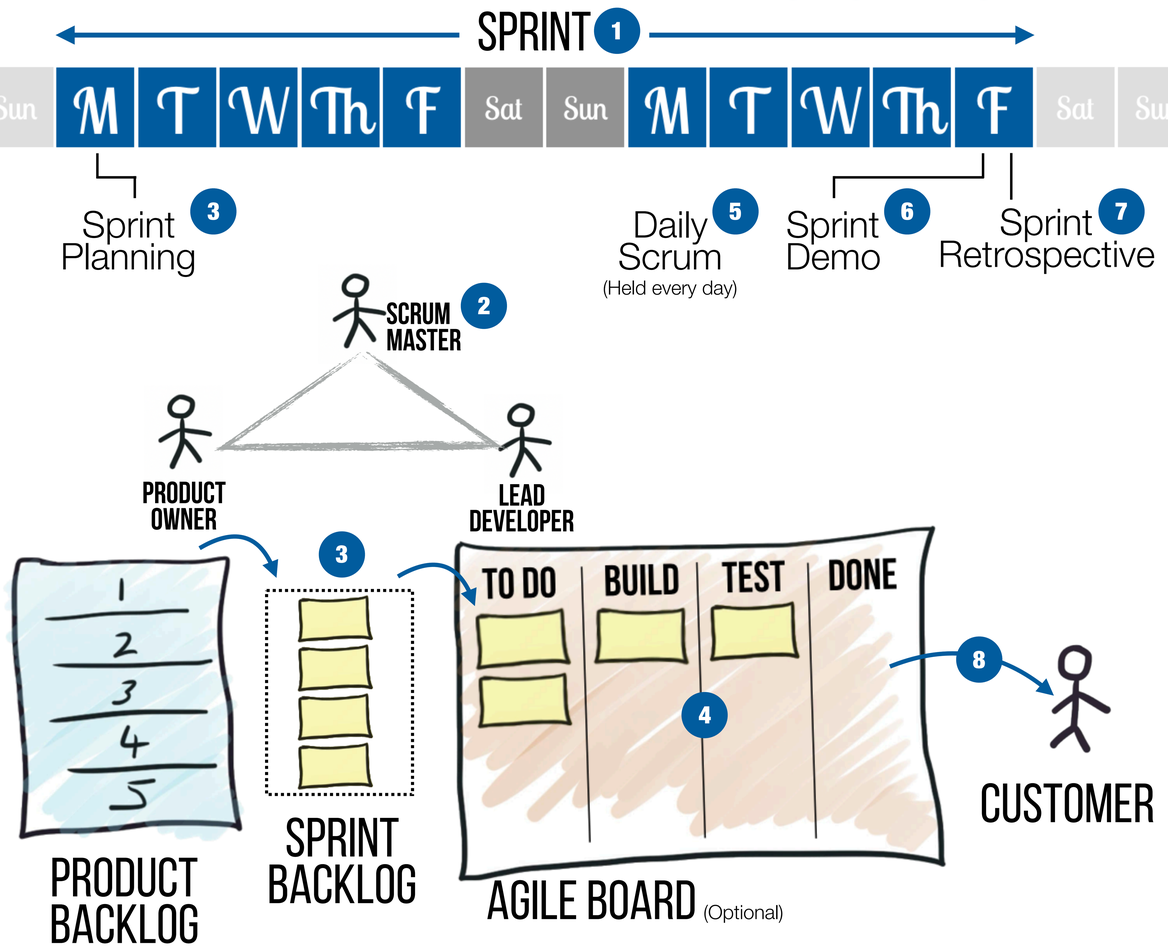
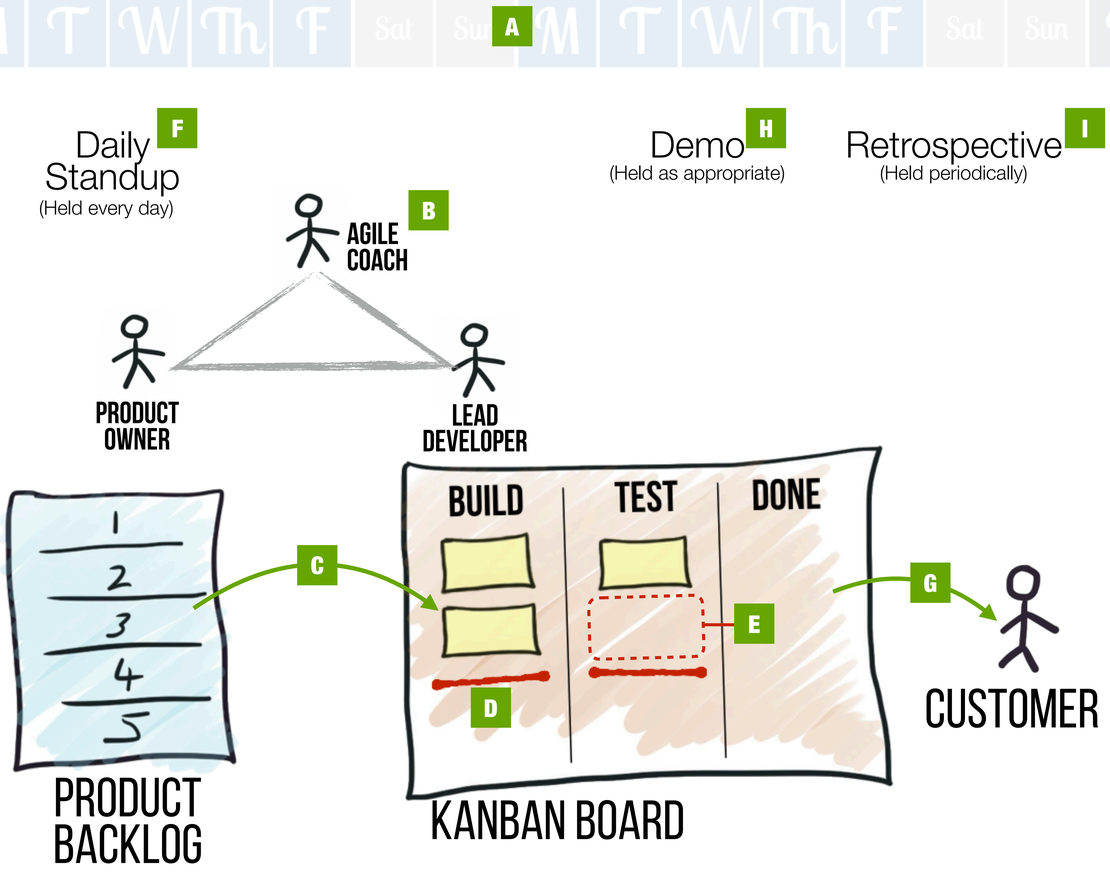
CHEATSHEET

SCRUM vs KANBAN

Watch the video:
http://bit.ly/2jDxyUh





1. **Scum** Teams work in a series of **Sprints** of 1, 2 (most common), 3 or 4 weeks duration.
2. It is the job of the **Scrum Master** to help the *Product Owner*, the *Lead Developer* and the *Development Team* to develop and maintain good habits.
3. Each Sprint it proceeded by a **Sprint Planning Meeting** - run by the *Scrum Master* and attended by the *Product Owner* and the *Development Team* and (optionally) other *Stakeholders*. Together they select high priority items from the **Product Backlog** that the *Development Team* believe it can commit to delivering in a single Sprint. The selected items are known as the **Sprint Backlog**.
4. The *Development Team* work on items in the Sprint Backlog ***only*** for the duration of the Sprint. In all but exceptional circumstances, new issues must wait for the next Sprint.
5. The **Daily Scrum** (aka Daily Huddle, Daily Standup) is a short standup meeting attended by the *Scrum Master*, the *Product Owner* and the *Development Team*.
6. Features developed during the sprint are demonstrated to *Stakeholders*.
7. An examination of what went well, what could be improved, etc. Aim: to make each Sprint more efficient and effective than the last.
8. At the end of the sprint, completed items are packaged for release to live. Any incomplete items are returned to the Product Backlog.

DEVELOPMENT THAT PAYS

- A **Kanban** is a continuous process. (cf. Scrum's Sprint.)
- B It is the job of the **Agile Coach** (if present - not all Kanban teams have one) to help the *Product Owner*, the *Lead Developer* and the *Development Team* to develop and maintain good habits.
- C Items are "***pulled***" directly from the **Product Backlog.**
- D Each column has a strict Work in Progress (**WIP**) limit. A team with two *Developers* might set a **Build** WIP limit between 2 and 4 items (- lower is better). The WIP limits ensure that items move across the board in the shortest possible time.
- E An empty - or nearly empty - column is a signal to the *previous* column to send another item. This is the "pull" system in action.
- F The **Daily Standup** is a short standup meeting attended by the *Agile Coach*, the *Product Owner* and the *Development Team*.
- G Each item is packaged for release as soon as it is ready.
- H A demonstration of new functionality to *Stakeholders*.
- I An examination of what went well, what could be improved, etc. Aim: to improve the process.

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