# ScrumButt Test a.k.a Nokia Test

## 000 - Iterations

| Points | Criteria | Check |
|---|---|---|
| 0 | No iterations | |
| 1 | Iterations > 6 weeks | |
| 2 | Variable length < 6 weeks | |
| 3 | Fixed iteration length 6 weeks | |
| 4 | Fixed iteration length 5 weeks | |
| 10 | Fixed iteration length 4 weeks | |

## 001 - Testing

| Points | Criteria | Check |
|---|---|---|
| 0 | No dedicated testers on team | |
| 1 | Unit tested | |
| 5 | Features tested | |
| 7 | Features tested as soon as completed | |
| 8 | Software passes acceptance testing | |
| 10 | Software is deployed | |

## 002 - Enabling Specifications

| Points | Criteria | Check |
|---|---|---|
| 0 | No requirements | |
| 1 | Big requirements documents | |

| | | | |
|---|---|---|---|
| 4 | Poor user stories | | |
| 5 | Good requirements | | |
| 7 | Good user stories | | |
| 8 | Just enough, just in time specifications | | |
| 10 | Good user stories tied to specifications as needed | | |

## 003 - Product Owner

| Points | Criteria | Check |
|---|---|---|
| 0 | No Product Owner | |
| 1 | Product Owner who doesn't understand Scrum | |
| 2 | Product Owner who disrupts team | |
| 3 | Product Owner not involved with team | |
| 5 | Product Owner has a clear product backlog estimated by team before Sprint Planning meeting (READY) | |
| 8 | Product owner with release roadmap with dates based on team velocity | |
| 10 | Product owner who motivates team | |

## 004 - Product Backlog

| Points | Criteria | Check |
|---|---|---|
| 0 | No Product Backlog | |
| 1 | Multiple Product Backlogs | |
| 3 | Single Product Backlog | |
| 5 | Product Backlog has good user stories that satisfy the INVEST criteria | |
| 7 | Two sprints of Product Backlog are in a READY state | |
| 10 | Product Roadmap is available and updated regularly based on team estimates of Product Backlog | |

## 005 - Estimates

| Points | Criteria | Check |
|--------|----------|-------|
| 0 | Product Backlog not estimated | |
| 1 | Estimates not produced by team | |
| 5 | Estimates not produced by planning poker | |
| 8 | Estimates produced by planning poker by team | |
| 10 | Estimate error < 10% | |

## 006 - Sprint Burndown Charts

| Points | Criteria | Check |
|--------|----------|-------|
| 0 | No burndown chart | |
| 1 | Burndown chart not updated by team | |
| 2 | Burndown chart in hours/days not accounting for work in progress (partial tasks burn down) | |
| 4 | Burndown chart only burns down when task in done (TrackDone pattern) | |
| 5 | Burndown only burns down when story is done | |
| 3 | Team knows velocity | |
| 3 | Add two point if Product Owner release plan | |

# 007 - Team Disruption

| Points | Criteria | Check |
|--------|----------|-------|
| 0 | Manager or Project Leader disrupts team | |
| 1 | Product Owner disrupts team | |
| 3 | Managers, Project Leaders or Team leaders telling people what to do | |

| Points | Criteria | Check |
|--------|----------|-------|
| 5 | Have Project Leader and Scrum roles | |
| 10 | No one disrupting team, only Scrum roles | |

# 008 - Team

| Points | Criteria | Check |
|--------|----------|-------|
| 0 | Tasks assigned to individuals during Sprint Planning | |
| 0 | Team members do not have any overlap in their area of expertise | |
| 1 | No emergent leadership - one or more team members designated as a directive authority | |
| 2 | Team does not have the necessary competency | |
| 7 | Team commits collectively to Sprint goal and backlog | |
| 9 | Team members collectively fight impediments during the sprint | |
| 10 | Team is in hyperproductive state | |