The bottom line If you achieve these you can ignore the rest of the checklist. Your process is fine. Delivering working, tested software every 4 weeks or less Delivering what the business needs most Process is continuously improving Clearly defined product owner (PO) PO is **empowered** to prioritize PO has knowledge to prioritize PO has direct contact with team PO has direct contact with stakeholders PO speaks with one voice (in case PO is a team) Team has a sprint backlog Highly visible **Updated** daily Owned exclusively by the team Daily Scrum happens Whole team participates Problems & impediments are surfaced **Demo** happens after every sprint Shows working, tested software Feedback received from stakeholders & PO Have **Definition of Done (DoD)** DoD achievable within each iteration

Team respects DoD

Core Scrum These are central to Scrum. Without these you probably shouldn't call it Scrum. Retrospective happens after every Results in concrete improvement proposals Some proposals actually get implemented Whole team + PO participates PO has a product backlog (PBL) Top items are **prioritized** by business value Top items are estimated Estimates written by the team Top items in PBL small enough to fit in a sprint PO understands purpose of all backlog items Have sprint planning meetings PO participates PO brings up-to-date PBL Whole team participates Results in a sprint plan Whole team believes plan is achievable PO satisfied with priorities Timeboxed iterations Iteration length 4 weeks or Always end on time Team not disrupted or controlled by outsiders Team usually delivers what they committed to Team members sit together Max 9 people per team



Recommended but not a Most of these will usually be needed, but not a	
Team has all skills needed to bring backlog items to Done	PBL items are broken into tasks within a sprint
Team members not locked into specific roles	Sprint tasks are estimated
Iterations that are doomed to fail are terminated early	Estimates for ongoing tasks are updated daily
PO has product vision that is in sync with PBL	Velocity is measured
PBL and product vision is highly visible	All items in sprint plan have an estimate
Everyone on the team participates in estimating	PO uses velocity for release planning
PO available when team is estimating	Velocity only includes items that are Done
Estimate relative size (story points) rather than time	Team has a sprint burndown chart
Whole team knows top 1-3 impediments	Highly visible
SM has strategy for how to fix top impediment	Updated daily
SM focusing on removing impediments	Daily Scrum is every day, same time & place
Escalated to management when team can't solve	PO participates at least a few times per week
Team has a Scrum Master (SM)	Max 15 minutes
SM sits with the team	Each team member knows what the others are doing
Scaling	Positive indicators
These are pretty fundamental to any Scrum scaling effort.	Leading indicators of a good Scrum implementation.
You have a Chief Product Owner (if many POs)	Having fun! High energy level.
Dependent teams do Scrum of Scrums	Overtime work is rare and happens voluntarily
Dependent teams integrate within each sprint	Discussing, criticizing, and experimenting with the process

PO = Product owner **SM** = Scrum Master **PBL** = Product Backlog **DoD** = Definition of Done http://www.crisp.se/scrum/checklist | Version 2.2 (2010-10-04)



Scrum Checklist www.crisp.se/scrum/checklist

What is this? Who is it for?

The Scrum checklist is a simple tool to help you get started with Scrum, or assess your current implementation of Scrum.

Note that these aren't *rules*. They are *guidelines*. A team of two might decide to skip the daily Scrum, since they are pair programming all day anyway and might not need a separate meeting to synchronize. Fine. Then they have intentionally skipped a Scrum practice but ensured that the underlying purpose of the scrum practice has been fulfilled in another way. That is what counts!

If you are doing Scrum it might be interesting to have the team go through this list at a retrospective. As a discussion tool, not an evaluation tool.

How do I use it?

- **Joe:** "For this retrospective, I've brought a useful little checklist. Is there any of this stuff that we aren't doing?"
- Lisa: "Hmmm, let's see. Well, we're certainly missing Definition of Done, and we don't measure Velocity."
- Joe: "Well, 'Definition of Done' is listed under 'Core Scrum' so it seems pretty important! Velocity is listed under 'Recommended but not always necessary' so let's wait with that and start with the core stuff.
- Lisa: "Look, we're also missing 'Delivering working, tested software every 4 weeks or less'. That's listed under 'The bottom line'! Makes sense, because marketing is always complaining about that!"

- **Joe:** "Maybe a concept like 'Definition of Done' could help us take on smaller bits per sprint and get stuff releasable more often?'
- Lisa: "Good idea, let's give it a shot."

How do I NOT use it?

- **Big Boss:** "OK team, time to see how Scrum compliant you are. Fill in this checklist please."
- **Joe:** "Boss, I'm happy to report that we are doing everything. Well, everything except Sprint burndown charts"
- **Big Boss:** "Bad, bad team! It says here that you should be doing those... er... sprint burning thingies! I want them!"
- Lisa: "But we do 2 week sprints and almost always manage to deliver what we commit to, and the customers are happy. Sprint burndown charts wouldn't add value at this stage."
- **Big Boss:** "Well it says here that you should do it, so don't let me catch you cheating again, or I'll call in the Scrum Police!"

Is this an official checklist?

No. The checklist reflects my personal & subjective opinion about what really matters in Scrum. I've spent years helping companies get started with Scrum and met hundreds of other practitioners, trainers, and coaches; and I've found that checklists like this can be helpful, if used correctly.