### Software Engineering Essentials

# ПП

## Scrum

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### Learning goals



- 1) Understand the difference between defined and empirical process control
- 2) Explain the concepts of Scrum

## Defined vs empirical process control







Planned
Follows strict rules
Avoids deviations



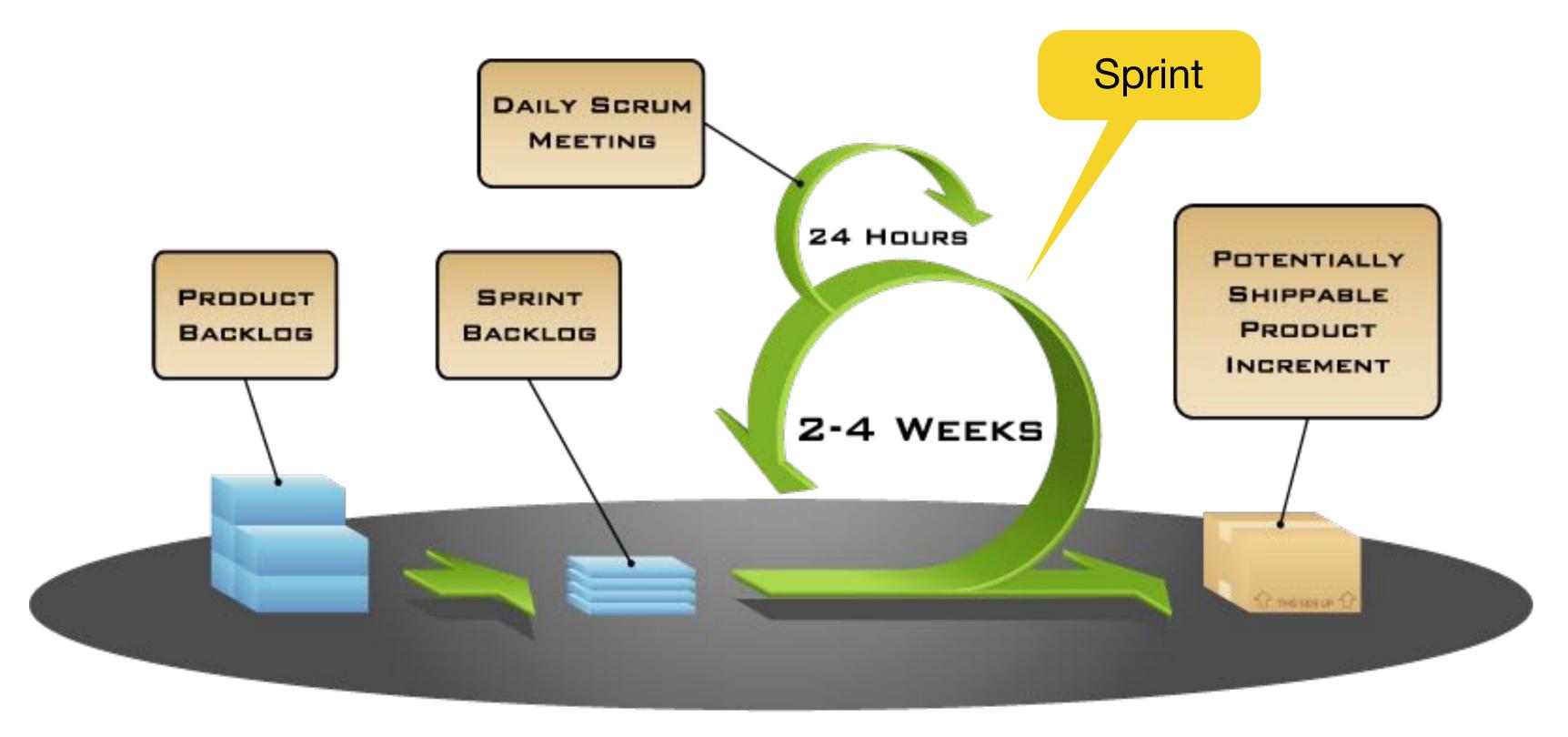
**Empirical process** 

Not entirely planned inspect and adapt

# Scrum: example of an empirical process



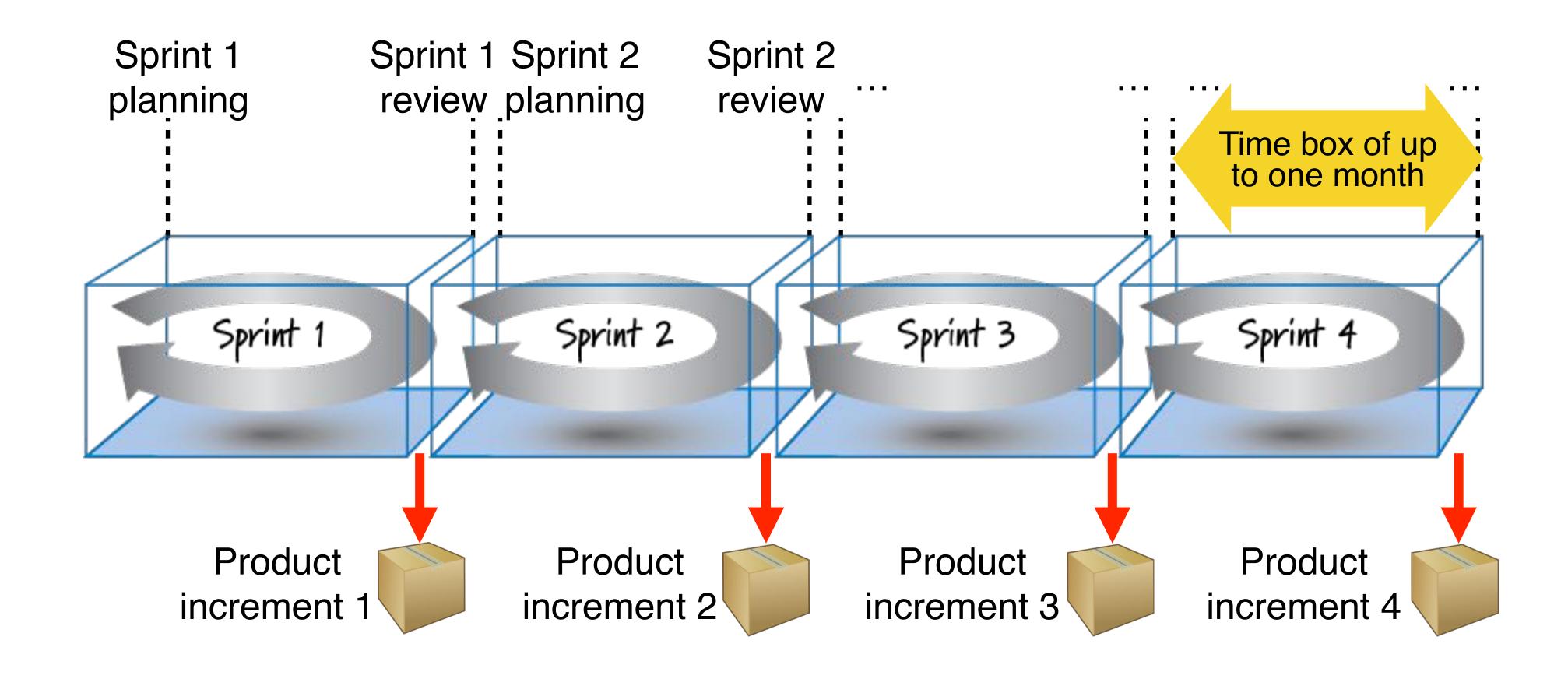
#### Most popular agile method



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## Scrum sprint





### Scrum team



#### Development team

Self-organizing and cross-functional Realizes the product increment







### Product owner

Defines the product Responsible for results

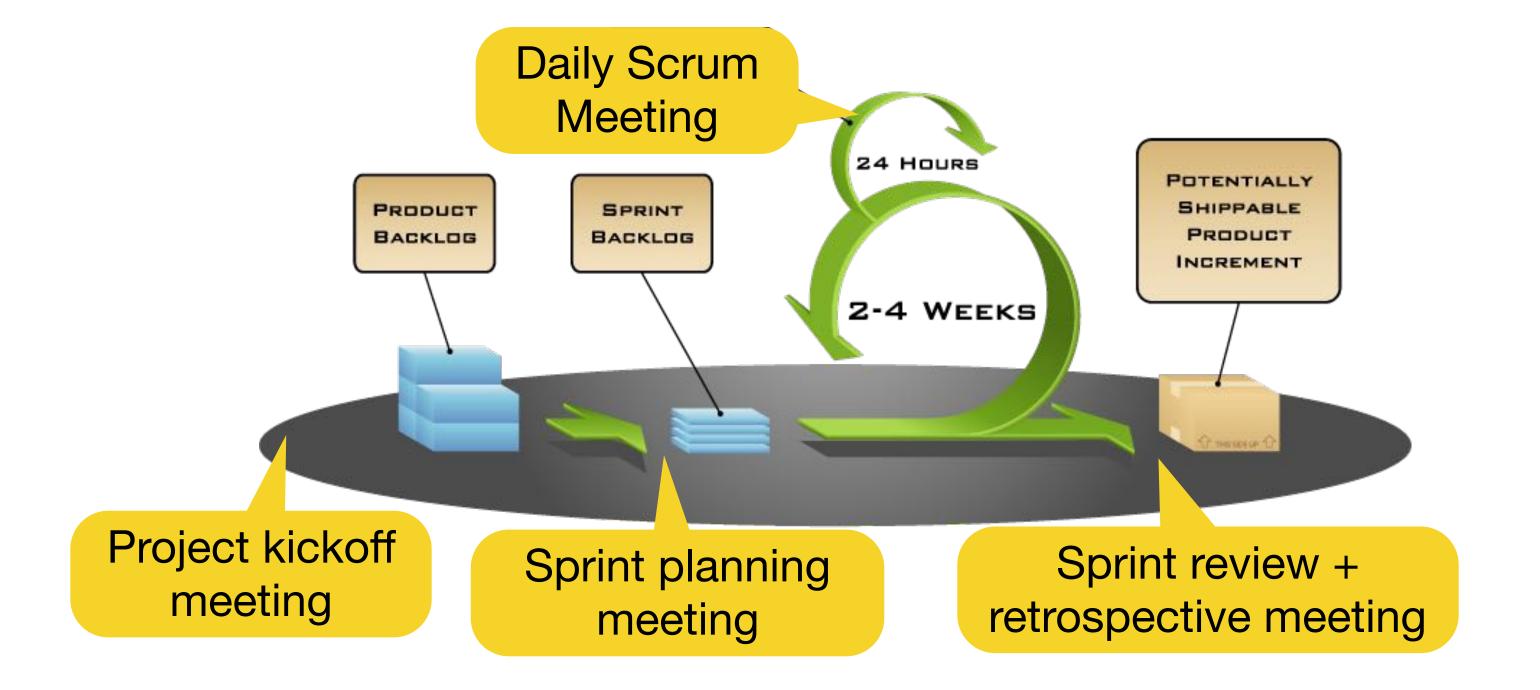
Scrum master

Resolves impediments Responsible for the process

### Scrum meetings



- 1) Project kickoff meeting: create and prioritize product backlog
- 2) Sprint planning meeting: create sprint backlog
- 3) Daily scrum meeting: 15 min standup meeting to share status, impediments and promises
- 4) Sprint review meeting: demonstration of realized backlog items to the product owner
- 5) Sprint retrospective: inspect the sprint and find improvements for the next sprint



### Scrum artifacts



- 1) Product backlog: list of requirements for the whole product
- 2) Sprint backlog: list of requirements and tasks for one iteration (sprint)
- 3) Potentially shippable product increment: release to the product owner



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