Tutorial 7

1. What do the Scrum master, the Product Owner and various Team members do?

2. What is the maximum size of a team in Scrum. Why?

3. How are risks managed in Scrum?

4. What meetings take place during a Scrum sprint? How long are they?

5. What artefacts are produced when using Scrum?

6. What is an iteration and what is its velocity? How does it differ from a release?

7. What is a story points completed graph, and how does it differ from an iteration burndown chart?

8. What additional features does Large Scale Scrum have over ordinary Scrum?

9. What additional features does Scaled Professional Scrum have over ordinary Scrum?

10. How is SAFe (Scaled Agile Framework) different from other approaches to scaling up Scrum?

11. Is Feature Driven Development really an agile method?

12. What is a feature and how are features organised?

13. What is an object model and what role does it play in the process?

14. What advantages and disadvantages are there to the use of Feature Driven Development for large software projects?

15. What is DSDM and what is it useful for?

16. How is it possible to guarantee that the system is always delivered on time no matter what happens?

17. What work is done once only, at the start of the process?

18. How many iterations are there? How long are they? What is done in each?

19. How can requirements be developed vertically or horizontally?

20. Why are workshops important? What happens in them?