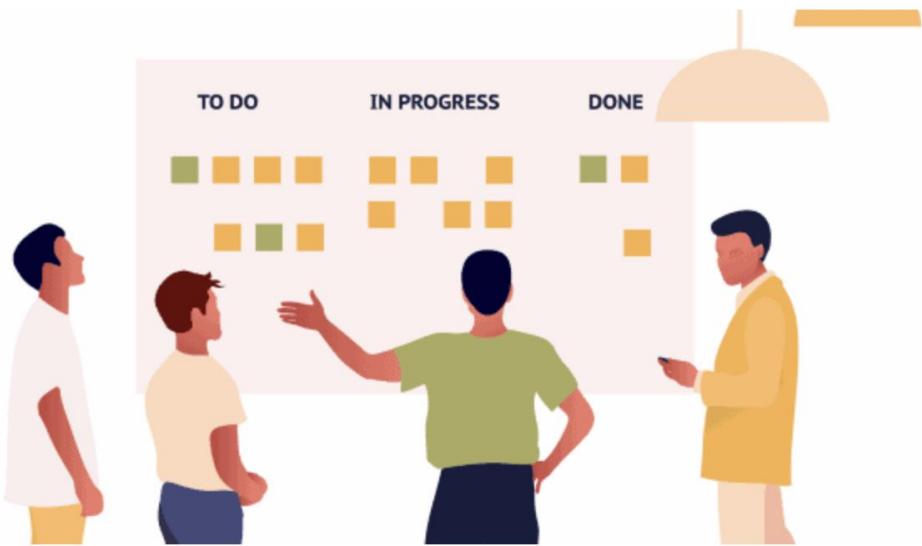


ARTIFICIAL INTELLIGENCE SOFTWARE DEVELOPMENT

Week 4 Lecture 1
Dr. Hari M Koduvely

SCRUM meeting



TIME BOXING
SPRINT PLANNING
AND
SCRUM MEETINGS

Image Source
<https://number8.com/5-types-of-scrum-meetings/>

What is Time Boxing?

- A timebox is a fixed period of time when a person or a team works towards an agreed goal
- Every event in scrum is time boxed
 - Sprint - Between 1 and 4 weeks
 - Sprint Planning - 2 hours for each week in a Sprint
 - Daily Scrum - 15 minutes
 - Sprint Review - 2 to 4 hours
 - Sprint Retrospective - 60 to 90 minutes

Reference:

<https://www.wrike.com/scrum-guide>

Spring Planning Meetings

- Every Scrum development cycle begins with a Sprint Planning Meeting.
- It is important to structure this meeting to avoid unproductive meetings.
- A Sprint Planning Meeting is an event where Team Owner, Scrum Master and Sprint Team meet together to decide:
 - Sprint Goal
 - Sprint Backlog

Duration of Sprint Planning Meeting

- Sprint planning meetings are Time Boxed events
- Rule of Thumb for duration:
Number of Weeks * 2 Hours
- Example:
 - A three week sprint should have a maximum 6 hour sprint plan meeting
 - A two week sprint should have a maximum 4 hour sprint plan meeting

Velocity Metric

- Measures the amount of work a team can deliver during a Sprint
- It is used during Sprint Planning to decide the Sprint Backlog
- How to compute Velocity?
 - Assign a number of story points to each story
 - Compute total story points for all completed stories in the previous 3 sprints
 - Velocity is the average story points completed in the last 3 sprints

Velocity Metric

Sprint 1		
User stories	Completed	Story points
User story 1	Yes	6
User story 2	No	4
User story 3	Yes	8
	Total completed	14

Velocity Metric

Sprint 2

User stories	Completed	Story points
User story 4	Yes	2
User story 5	Yes	4
User story 6	Yes	4
Total completed		10

Velocity Metric

Sprint 3

User stories	Completed	Story points
User story 7	Yes	6
User story 8	Yes	6
User story 9	No	2
Total completed		12

Velocity Metric

Sprints	Story points
Sprint 1	14
Sprint 2	10
Sprint 3	12
Average	12

Sprint Planning Meeting

- Phase 1: Product Owner communicates
 - Sprint priorities for the team
 - Overview of sprint objectives
 - Proposed velocity
 - Agreement is reached between Product Owner and Team
- Phase 2: Team plans how to achieve the committed Sprint goal
 - Breakdown stories into further subtasks
 - Establish deadlines
 - Prioritize them
 - Assign to different members

Daily Scrum Meetings

- Short, Time-Boxed (15 Minutes) Meeting
- Team members provide updates on:
 - What they worked yesterday
 - What they are planning to work on today
 - Any impediments or issues for their work to progress

Benefits of Daily Scrum Meetings

- Sync Team Progress
- Promote Team-Work
- Enable Problem Solving