Playbook Methods Repository

# **Discovery / Delivery Sprint 0**

Ensure readiness for future product strategy, research, design, and/or agile development sprints. Consume existing problem/product research, analytics, requirements or backlog. Typically this includes the setup of team processes, tooling and minimal development environment.

### Remote Agility: **•** High

### Linked Tactic(s): Immersion

## Why we do it:

Sprint Zero helps the team self-organize for upcoming sprints.

Sprint Zero should be used to create the basic skeleton and plumbing for the project so that future sprints can truly add incremental value in an efficient way. It may involve some research spikes.

Delivery: Minimal design up front is done in Sprint Zero so that emergent design is possible in future sprints. This includes putting together a flexible enough framework so that refactoring is easy. For minimal design up front, the team picks up a very few critical stories and develops them to completion. Since these are the first few stories, delivering them includes putting the skeleton/framework in place, but even Sprint Zero delivers value.

Discovery:

## 

## When to apply it:

Not all teams will need a Sprint Zero if they are sufficiently prepared for an effective first sprint.

Sprint zero usually takes place before the formal start of the project and/or at a team's inception. The goal of the Sprint is for the Development Team to come together to develop a user story map, minimal number of User Stories, project skeleton, and develop a workable product. This Sprint should be kept lightweight and relatively high level. It is all about the origination of project exploration and gaining an understanding of where you want to head while keeping velocity low.

Sprint zero can also work to the benefit of the Development Team to get them familiar with your chosen development process (e.g. Scrum or Kanban). Think of it as an opportunity for the team to get a crash course, to understand the various Agile events and where they each fit. The team can also get a rhythm, go through their forming, storming, norming, and performing phases early-on. The time can also get used to familiarize the team with the product mission and vision in context.

## Best Practices & Considerations:

* Don’t take longer than a week.
* Do keep it lightweight and avoid big design principles.
* Don’t do more than is expressly needed for the first sprint to have a successful kickoff.
* Do work together as a team and emphasize a culture of team building.

## Responsible roles:

* Product Manager
* Product Design
* Engineering
* Quality Assurance

## Tools:

### Online tools/platforms/services

* + Connected Asana checklist for starting up a new engagement. Be careful, though. Not all tasks should fall into the Sprint 0 activities. Determine what is relevant for your project and follow the guidelines above to maintain the correct purpose of a Sprint 0: <https://app.asana.com/0/project-templates/1203001798627881/list>

### Websites

* + <https://resources.scrumalliance.org/Article/sprint-zero>
  + <https://www.bmc.com/blogs/sprint-zero/>

### Databases

* + xx
* Other
  + xx

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## Thoughtworks Examples - Linked

### Client working docs, airtable, miro/mural boards

* + xx

### Client polished presentations/deliverables

* + xx

### Internal assets - clinic materials / guild docs

* + xx

## Learn more: How we do this?

### Templates (docs, decks, sheets, miro, etc.)

* + xx

### How-To Resources (external or internal)

* + xx

### Outside References (articles, books, etc.)

* + xx

### Sub-set Activities

* + xx

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