Software Engineering

How To Create Software Products Everyone Loves!

Module 5

Scrum Rituals & Scrum Artifacts

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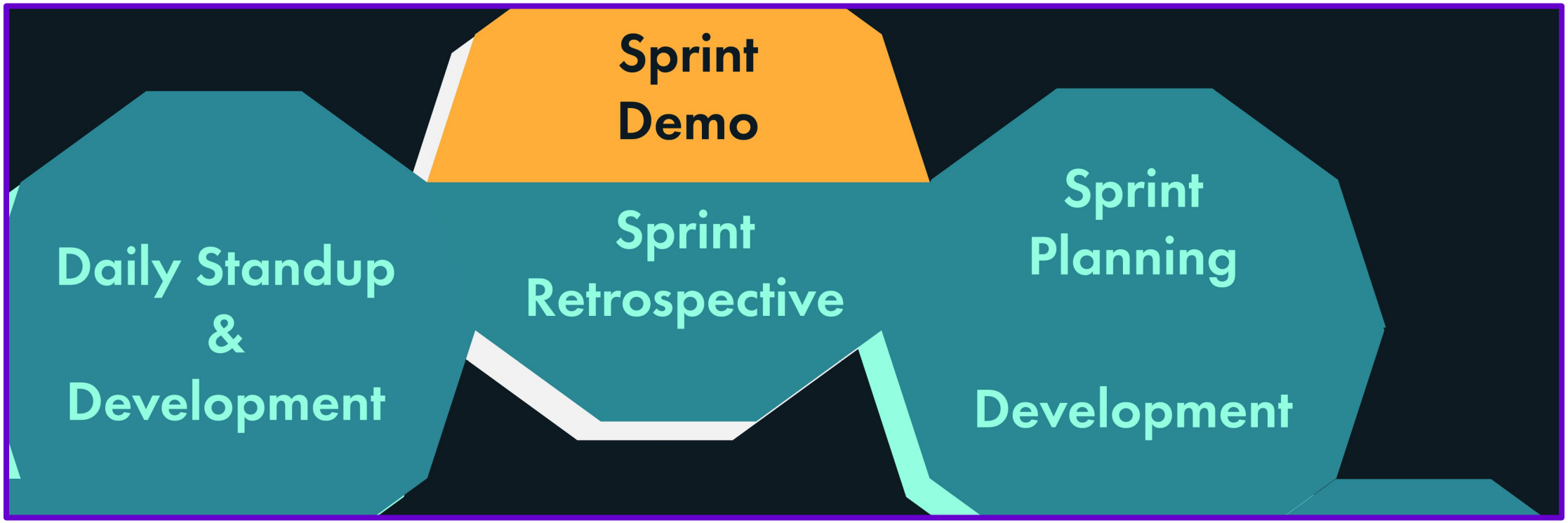
What You Will Learn

→ Scrum Rituals: Demo & Retrospective

2 Scrum Artifacts: DOD, Velocity & Burndown Charts

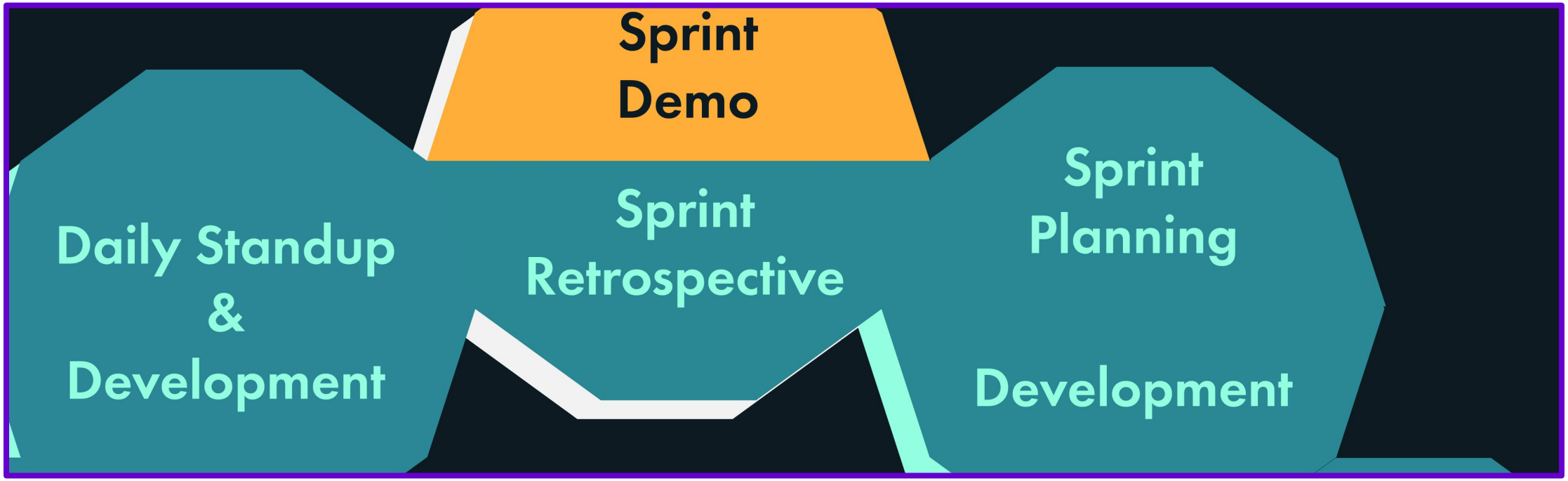
Sprint Demo

At the end of the sprint, everything that was worked on for the current sprint is demonstrated for the team, the product owner, and anybody who's invited to observe.



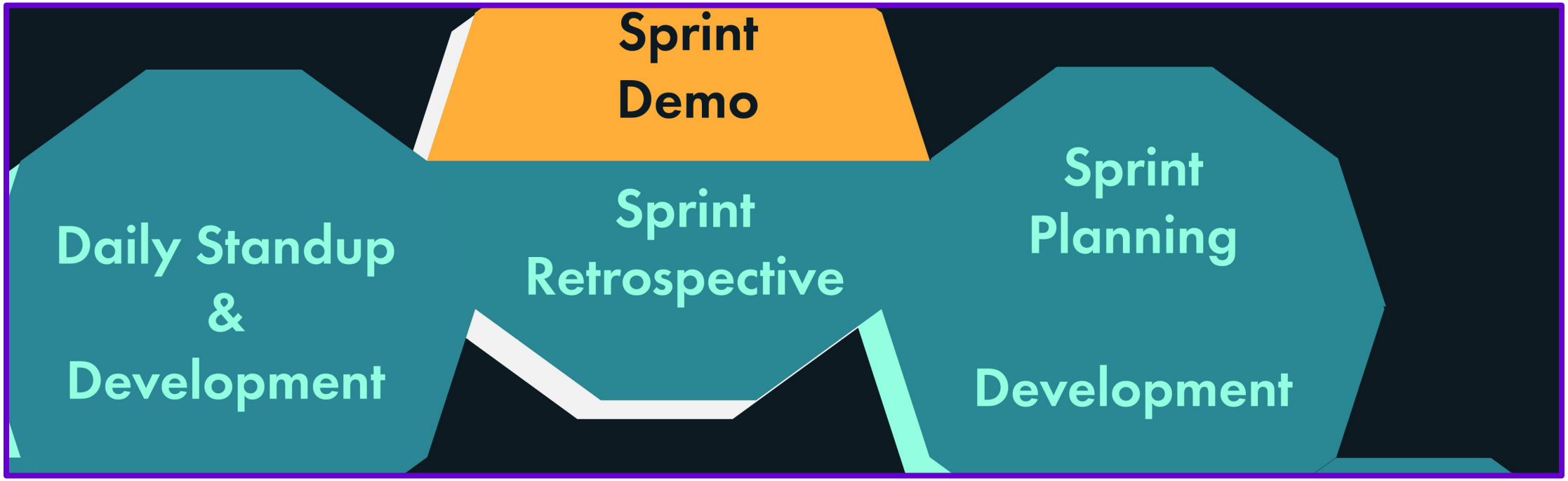
Sprint Demo: Objective

The objective of the sprint demo is to get a clear picture of how much work has been completed during the sprint, and to see what the current state of the product will be after integrating the work that was done during the sprint.



Sprint Demo: Time Box

Most teams allocate half a day for the sprint demo if they're using a two week sprint.



Sprint Demo: Preparation

The demo covers all the work back to the beginning of the sprint that has taken a story to the team's definition of done, whether or not that work has been released.

Each person who has worked on any stories that are ready to demo needs to be prepared to explain what they did with those stories.

Often the engineers will get together with the product owner before the demo to make sure everybody is aware of what's going to be presented.

Sprint Demo: Preparation…

It's the responsibility of the scrum master to run the ritual, and see to it that everything that needs to be demonstrated can be presented within the time box allocated.

While some teams let the engineers demonstrate the stories, a good practice is to have the product owner participate

Sprint Demo: Demonstrating a Story

The process of demonstrating each story should be consistent. The scrum master should go through each story on the list, and have the engineers set up the demo for the team.

The demo should walk through each of the acceptance criteria, proving that they have been met. Each story should be a complete slice of functionality added to the product

The product owner in this situation should be prepared to create new stories for a future sprint that relate to the additional acceptance criteria that weren't addressed in the original story.

Sprint Demo: Tallying up the Points

The scrum master should add up the number of points completed during the sprint, based solely on the estimated points assigned to stories that were accepted as done.

The total number of points completed in the sprint should be recorded as the team's velocity for that sprint.

It'll be up to the product owner whether stories that weren't completed will be added to the next sprint, or put on hold pending a possible future sprint

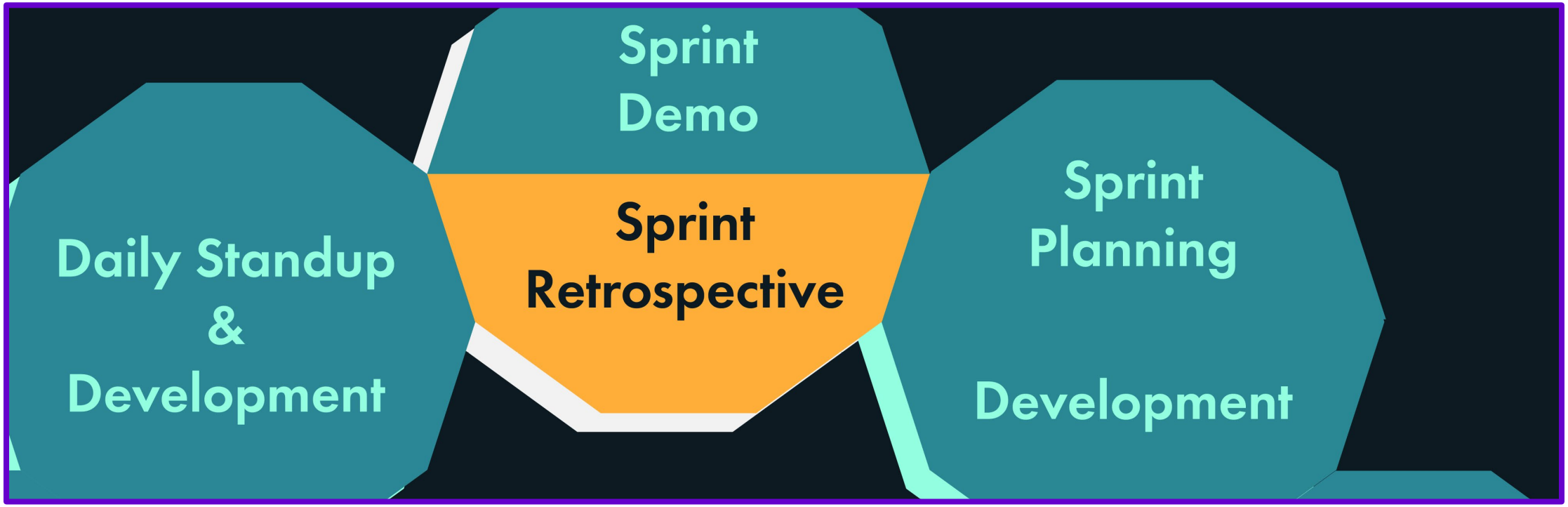
Sprint Demo: Releasing the Stories

Releasing is the process that takes completed features and integrates them into the live product, either so the users can have access to them immediately, or so they can be evaluated for inclusion in a future release.

For teams doing continuous integration, the release of the stories into the live product will already have been done as part of completion of the stories themselves, and no further steps will be needed after the demo.

Sprint Retrospective

Sprint retrospectives offer the team the opportunity to reflect on what they've been doing at the end of every sprint, and figure out how they want to modify their process going forward.



Sprint Retrospective: Objective

The goal is to come away with a set of modifications to the process that everybody on the team agrees to try for the upcoming sprint.

Rarely are guests invited to attend the sprint retrospective.

For a two-week sprint, it's not unusual for the team to devote half a day to the retrospective.

Sprint Retrospective: Preparation

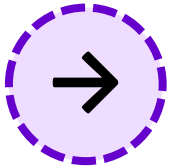
What Went Well?

What Didn't Go Well?

What Should We Do about It?
(Only Make Manageable Changes Between Sprints)

What You Will Learn

Scrum Rituals: Demo & Retrospective



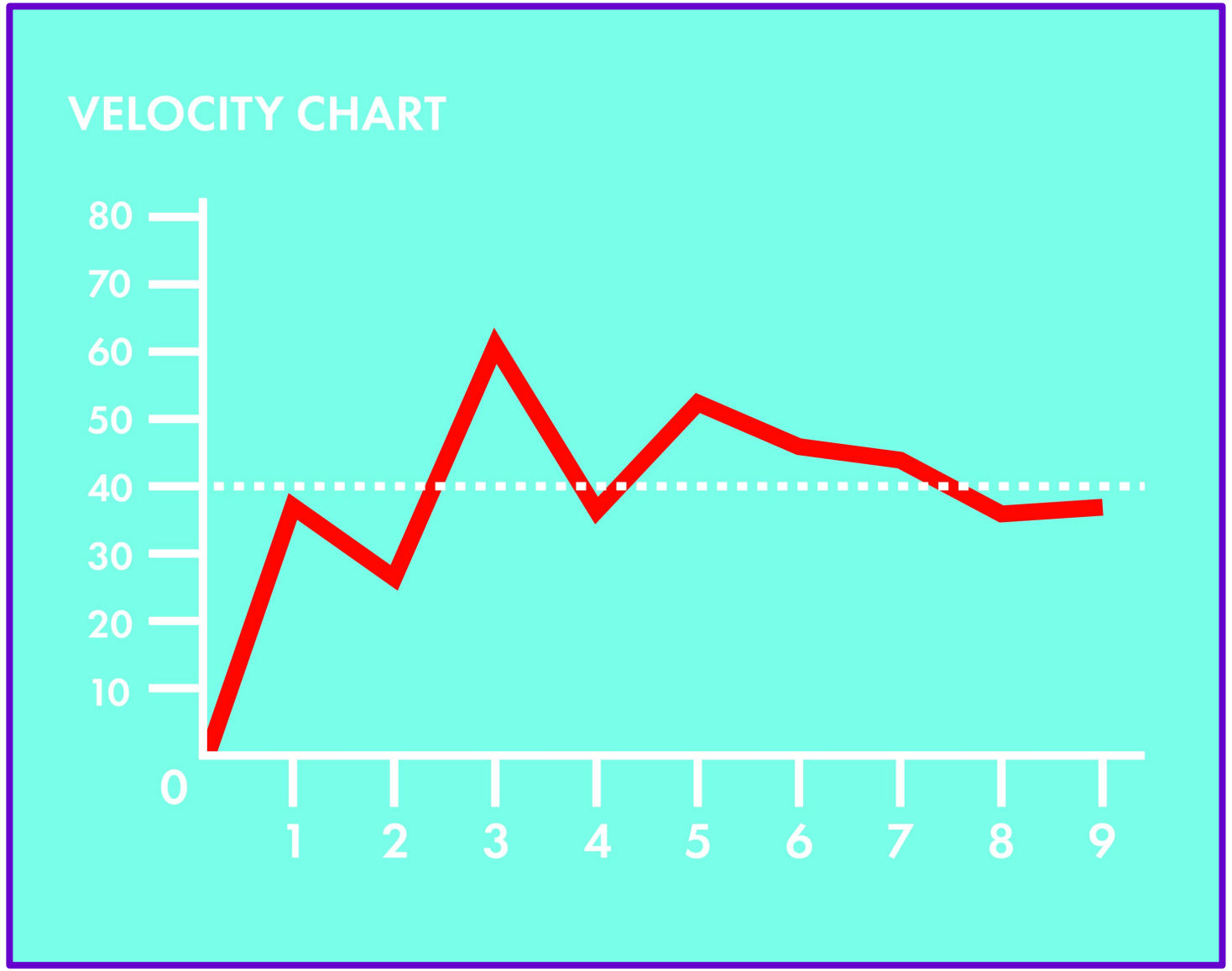
Scrum Artifacts: DOD, Velocity & Burndown Charts

Definition of Done

Usually a definition of done includes a number of familiar expectations. For example, the code should be complete, the build shouldn't fail, the test suite shouldn't be broken, and the product should run as expected.

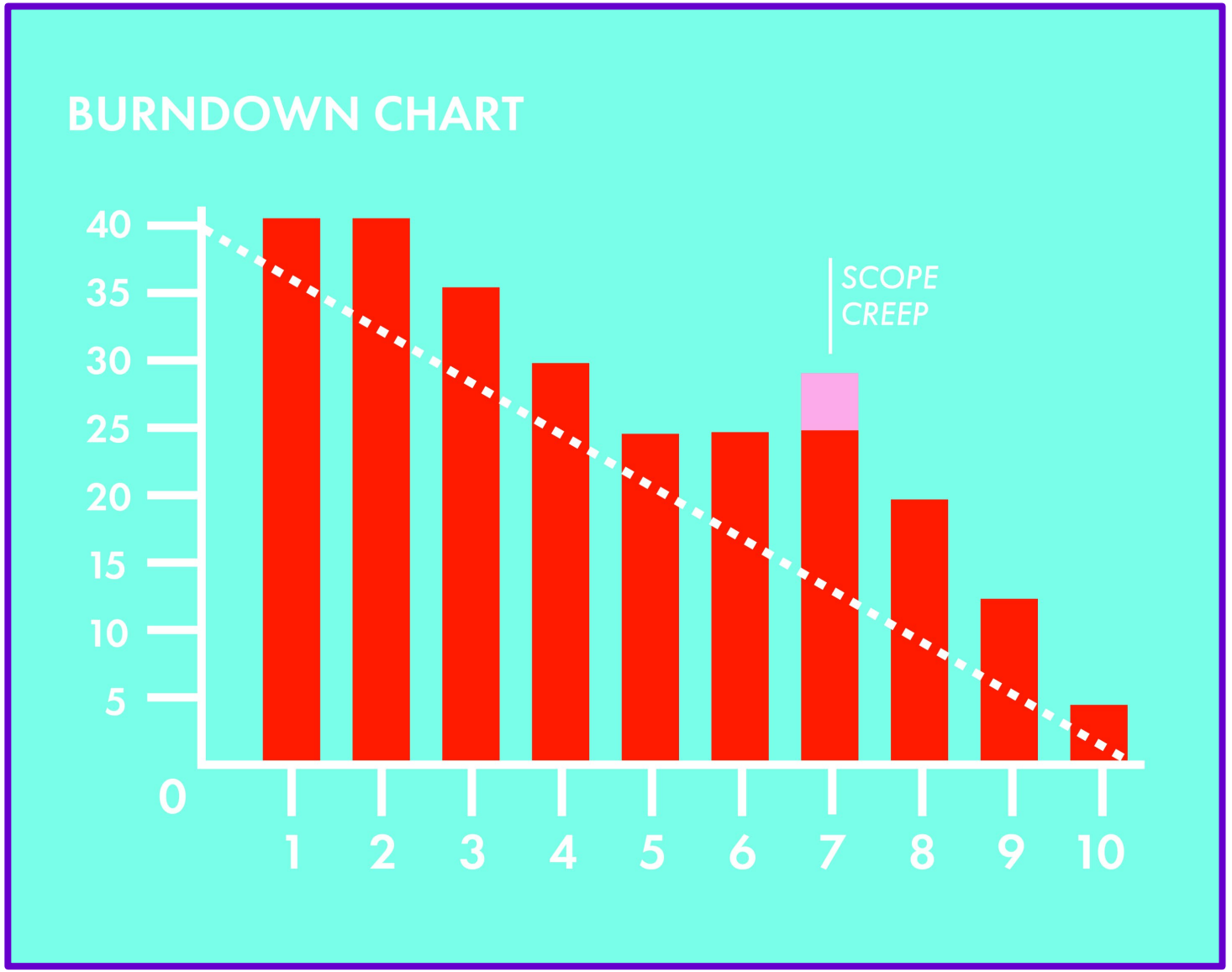
Velocity Chart

Velocity is how a scrum team measures the amount of work they can complete in a typical sprint. Velocity is not a KPI.



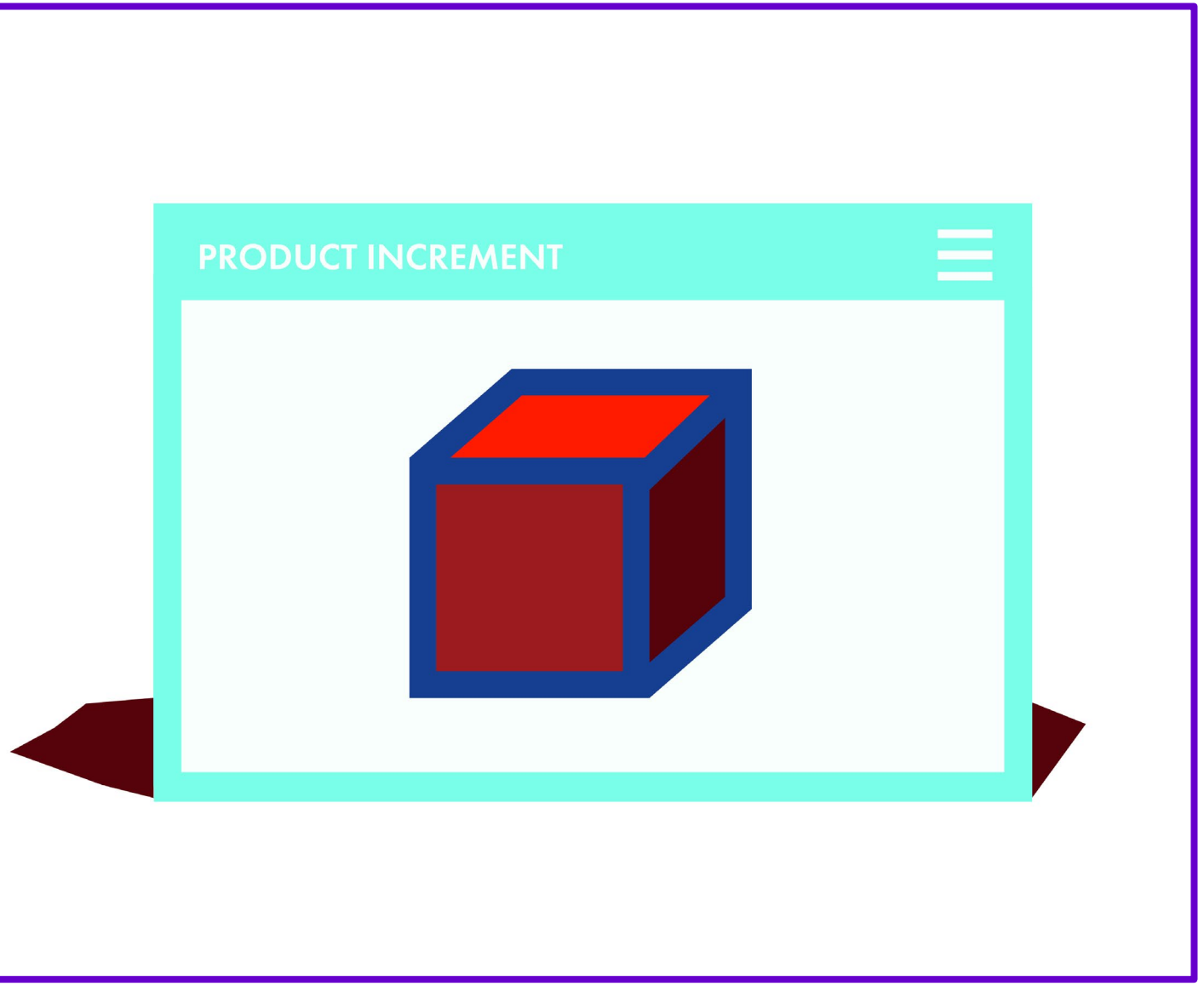
Burndown Chart

A burndown chart shows the team's progress toward completing all of the points they agreed to complete within a single sprint.

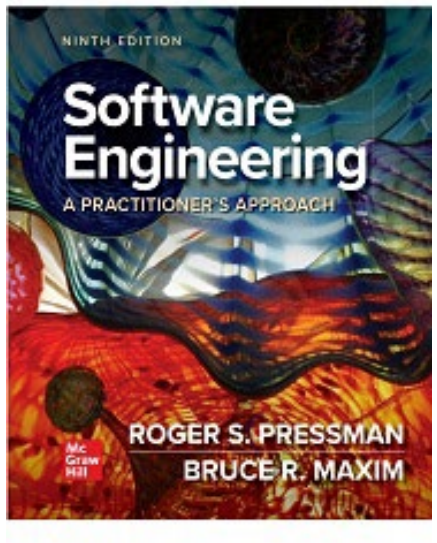


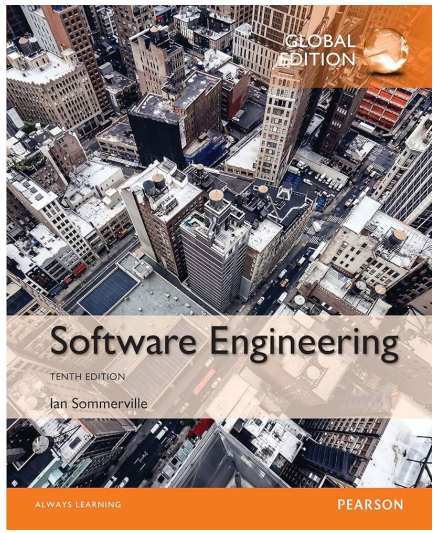
Product Increment

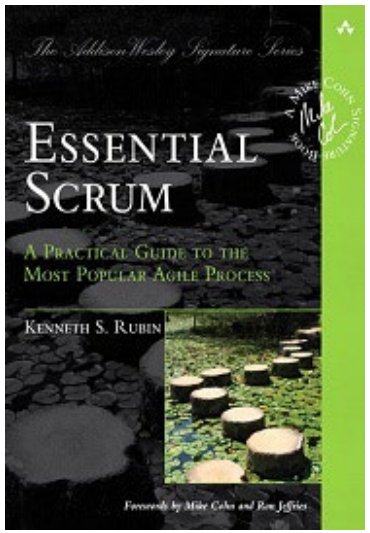
At the end of each sprint, the completed features that were worked on should be added to the product for the sprint demo.

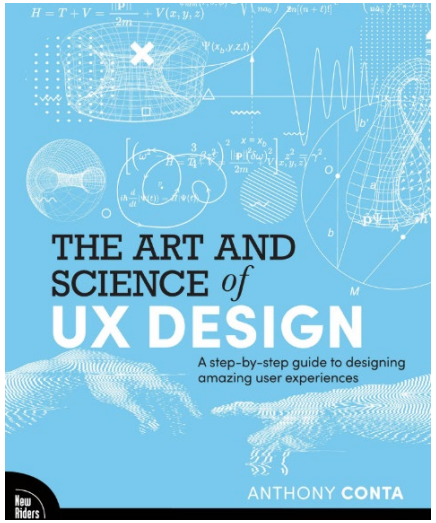


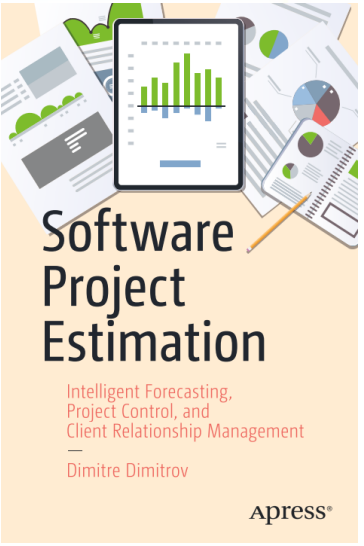
Course References











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