<u>Our</u> Scrum <u>Adaptation</u>

- Scrum.org **Scrum Guide´s Scrum** is agile product development **framework**. *(~Product development work organization framework)*

- **Your/Our Scrum** *(Guide + Your company's/Our practical rules, templates etc. facilitations for implementation it)* is an agile product development **method/methodology**

These details are not in the Guide, but would make sense / we need to specify something like this:

- Features are in PBL (usually presented as user stories or use cases or other text. Attachments possible). We could call the items that PBL contains: **PBL items.**

- In addition to features there are things we need to do, even if they cannot be called features of the product. Som technical PRE-WORK and/or POST-WORK items also? What about learning needs?

- Select PBL items from PBL for the sprint and lock them from changes/editing. Other PBL items can be changed or specified in more detail all the time = Product Backlog refining.

- If PBL item won't be finished in sprint/ accepted in sprint review, what to do? Put back to PBL. Possibly split out the done part to be a completed item, and rest to the new item (possibly done in future sprints).

- We will put **2h-6h tasks** in SBL (=**SBL items** could be called **tasks** (=daily tasks)).

- Some companies/books talk about even 16h tasks, which kind of spoils some inspect and adapt benefits. It would take several days before we know if we are progressing with the task or not (as as long as it is not done, it can still take forever). (Although the 2016 Scrum Guide talks only about planning enough of (the start of) the Sprint). SBL contains: SBL items = tasks (to complete a selected PBL item)

- How/when/where is Definition of Done used? E.g. during Daily scrum (SBL) and Sprint review (PBL).

- Is Scrum (or agile in general) more stressful or less stressful than with bigger-chunk approaches (=plan-driven development process models, like waterfall)?

- Sprints are min 1 week, max 4 weeks (or one full month) long. But how many sprints do we need to have any benefits of Scrum? (agile, incremental, =iterative, inspect and adapt (both product and process), fail early, reduce risks) Maybe 3 or more would make sense normally. Less would not offer

- How many sprints at max? No limit, as we could be e.g. maintaining/improving our own e-commerce web app which is already in use, but we would like to develop it constantly adding more and more features or improving usability or performance.