


AGILE & SCRUM TIP SHEET

4 AGILE VALUES

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

 **INDIVIDUALS & INTERACTIONS**
Over Processes and Tools.


WORKING SOFTWARE
Over Comprehensive Documentation. 


 **CUSTOMER COLLABORATION**
Over Contract Negotiation.


RESPONDING TO CHANGE
Over Following a Plan. 


That is, while there is value in the items on the right, we value the items on the left more.


12 AGILE PRINCIPLES


 **1. Our highest priority is to SATISFY THE CUSTOMER** through early and continuous delivery of valuable solutions.


2. WELCOME CHANGING REQUIREMENTS, even late in development. Agile processes harness change for the customer's competitive advantage. 


 **3. DELIVER WORKING SOLUTIONS FREQUENTLY**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4. Business people and developers must WORK TOGETHER daily throughout the project. 


 **5. Build projects around MOTIVATED INDIVIDUALS.** Give them the environment and **SUPPORT** they need, **AND TRUST** them to get the job done.


6. The most efficient and effective method of conveying information to and within a development team is FACE-TO-FACE CONVERSATION. 


 **7. WORKING SOLUTIONS** are the primary measure of progress.

8. Agile processes promote SUSTAINABLE DEVELOPMENT. The sponsors, developers, and users should be able to maintain a constant pace indefinitely. 

 **9. Continuous attention to TECHNICAL EXCELLENCE** and good design enhances agility.


10. SIMPLICITY--the art of maximizing the amount of work not done--is essential. 


 **11. The best architectures, requirements, and designs emerge from SELF-ORGANIZING TEAMS.**

12. At regular intervals, the team REFLECTS on how to become more effective, then tunes **AND ADJUSTS** its behavior accordingly. 

3 SCRUM ROLES

 **PRODUCT OWNER**
Key business decision-maker, prioritizer, and communicator

 **DEVELOPMENT TEAM**
Cross-functional and self-organizing team of 5-9 people who do all the work to take backlog items to done

 **SCRUM MASTER**
Coach, trainer, impediment remover, and servant leader for the team


5 SCRUM EVENTS

SPRINT PLANNING

PURPOSE - Understand WHAT the PO wants the Dev Team to work on and plan HOW to accomplish.


 **1. Backlog items should be small and well-understood by the Dev Team.**


 **2. The Dev Team takes on a realistic amount of work based on capacity and past performance.**


 **3. The Dev Team plans the work together with the goal of completing it together.**

DAILY SCRUM

PURPOSE - For the Dev Team to synch their efforts, assess progress toward the sprint goal and plan their next day.

 **1. The format can vary but the focus is on hitting the team goals for the sprint.**

 **2. The meeting should last less than 15 minutes. All dev team members attend.**


 **3. Those outside the team may observe only.**

BACKLOG REFINEMENT

PURPOSE - The team gets backlog items "ready" to increase likelihood of those items getting to done in a future sprint.


 **1. The Dev Team leads backlog refinement with input from the PO, SMEs and end users.**


 **2. The Dev Team breaks backlog items down, adds details, and estimates backlog items.**


 **3. Dev teams use good facilitation and definition of ready to limit refinement to no more than 10% of their capacity.**

SPRINT REVIEW

PURPOSE - Demonstrate progress, showcase the team's results and get feedback on the product.


 **1. The Dev Team should show actual working results from the user's perspective. Don't show lines of code or PowerPoint.**


 **2. Get organized, start on time and be succinct. Leave time for stakeholder discussion and feedback.**


 **3. Expect feedback including new requests.**

RETROSPECTIVE

PURPOSE - Allow the team to pause, reflect on their performance and identify ways to improve.

 **1. Retrospectives are owned by the Dev Team and the team decides who should attend.**

 **2. Assume that everyone did the best they could under the circumstances.**

 **3. Go deeper with root cause analysis. Select just one or two improvement actions each sprint.**