

<http://less.works>

LeSS: Large Scale Scrum

Why LeSS?



“One Team”

The Scrum Guide™

The Definitive Guide to Scrum:
The Rules of the Game



July 2013

Developed and sustained by Ken Schwaber and Jeff Sutherland



Improving the Profession of Software Development

SCRUM



Product Owner
Team
Scrum Master
Product Owner



Product Backlog

Sprint Planning Part1

1-4h

Sprint Planning Part2

1-4h

Sprint Backlog

Product Backlog Refinement

5-10% of Sprint

Daily Scrum

15min



Sprint

1-4 weeks



Stakeholders



Potentially Shippable Product Increment

Sprint Review

1-4h

Sprint Retrospective

1-3h

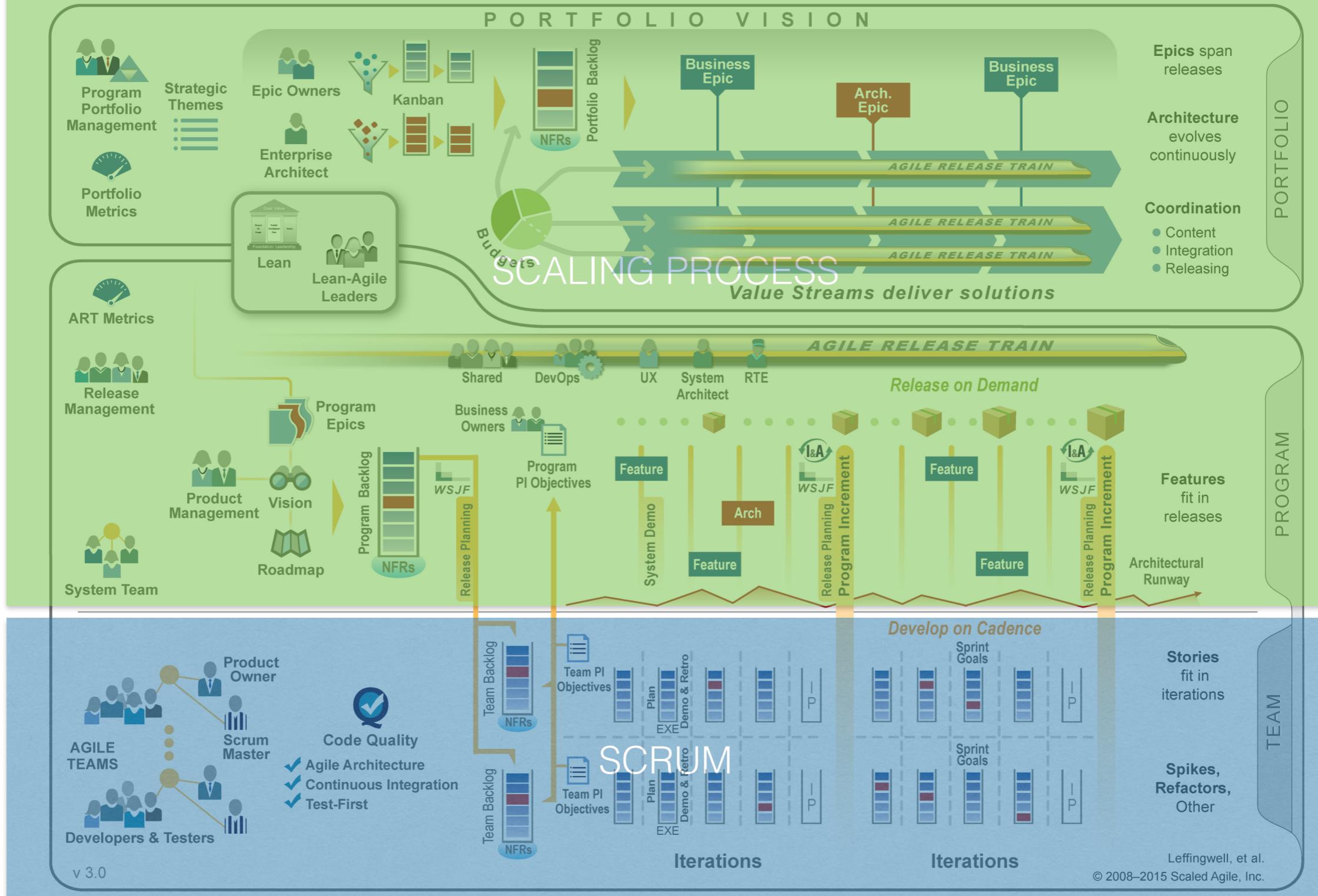
What is NOT

“LeSS is a set of rules combined with guides for applying Scrum in a multi-team context. It is **not** a framework that applies Scrum at team level and then adds additional scaling processes, instead it is Scrum scaled on all the levels.”

What is NOT

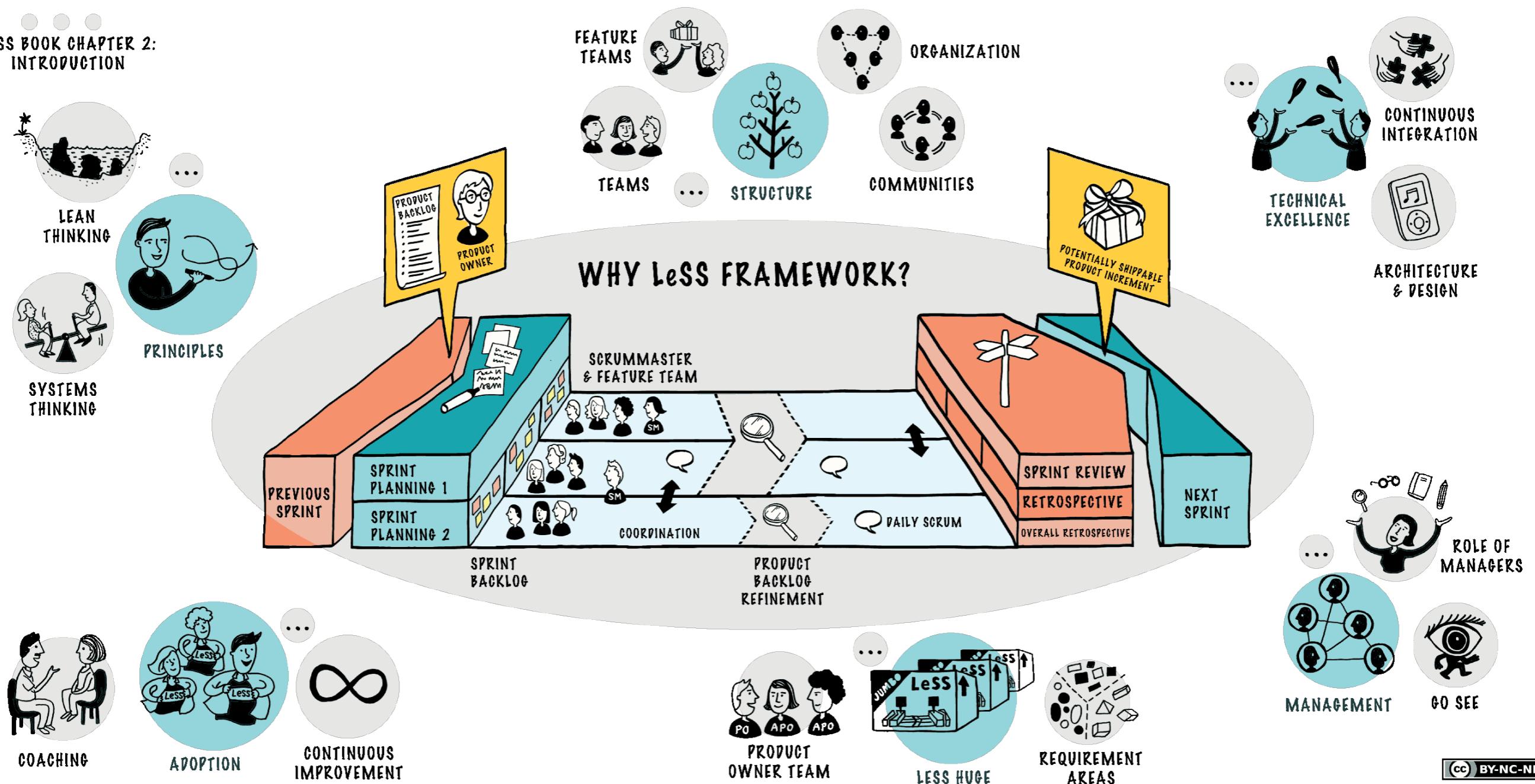
“new or improvement Scrum”

Scaled Agile Framework®



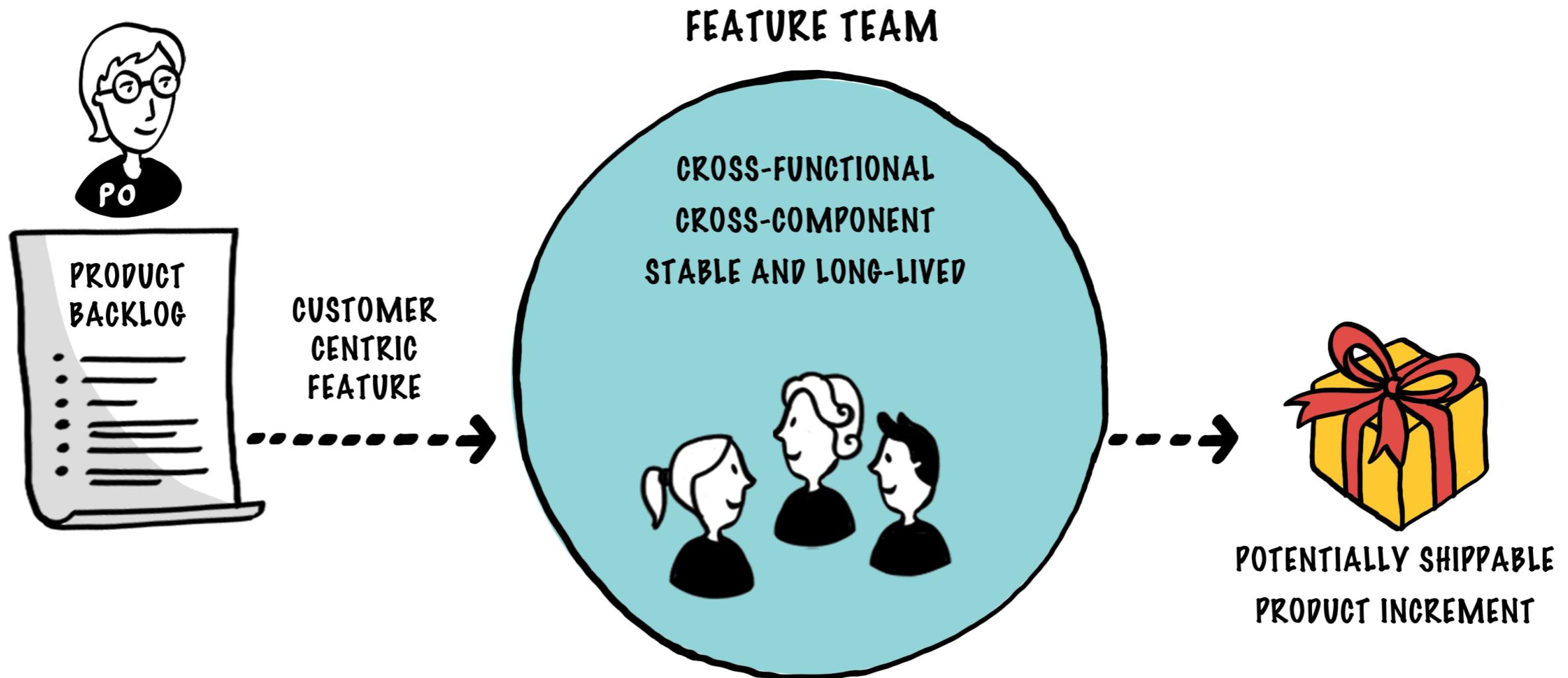
“LeSS is Scrum scaled”

LeSS BOOK CHAPTER 2: INTRODUCTION



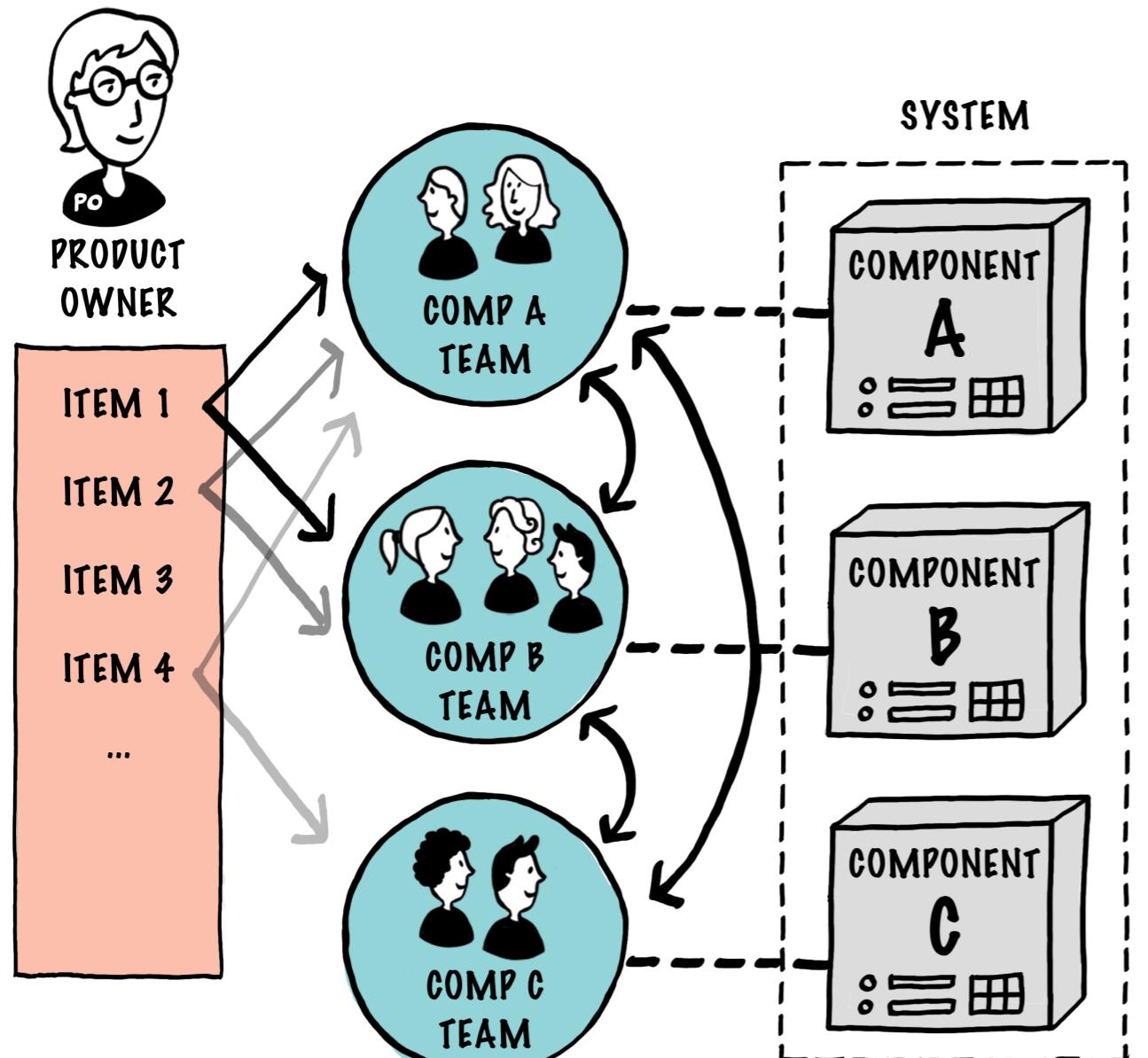
Feature Team



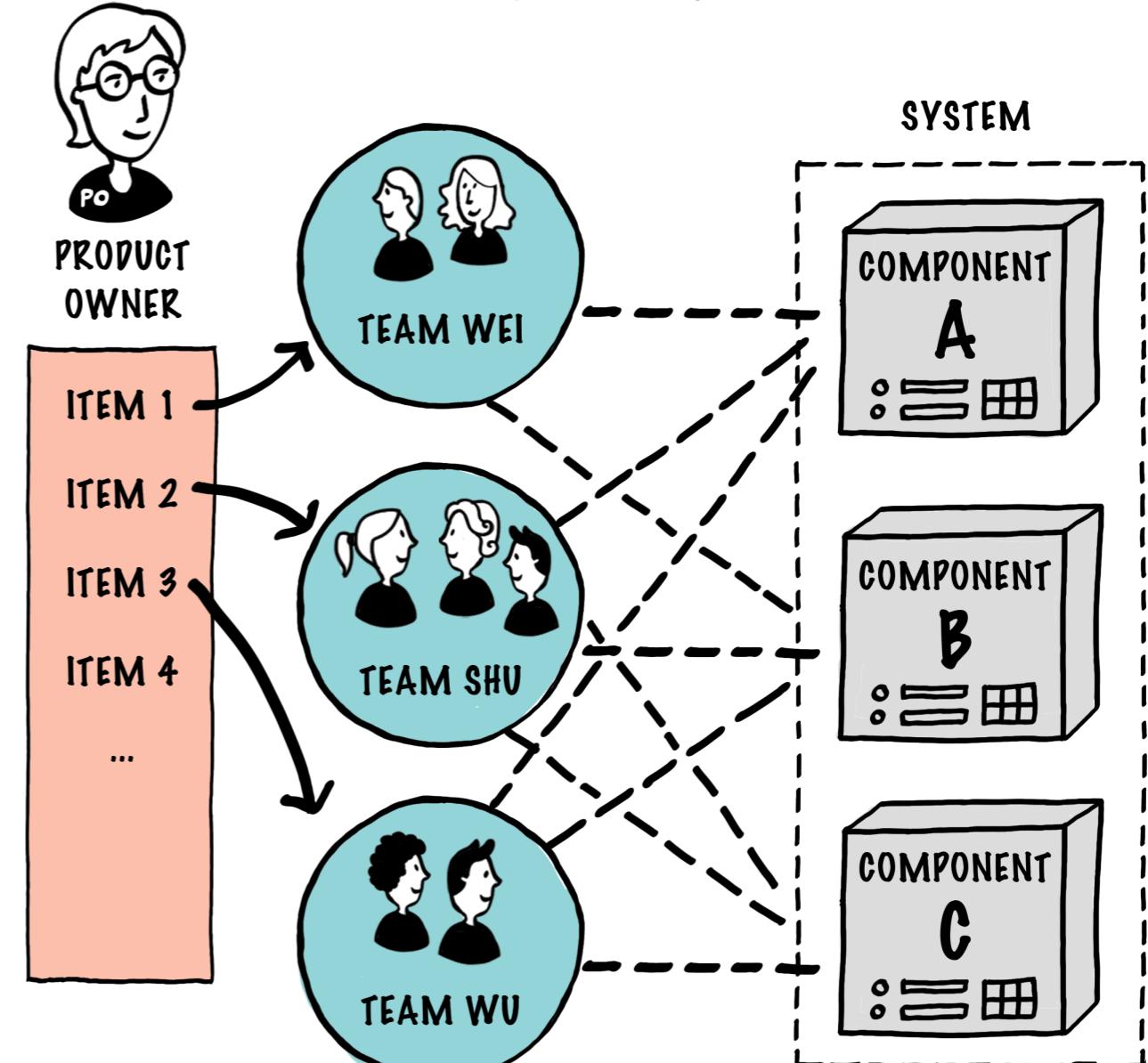


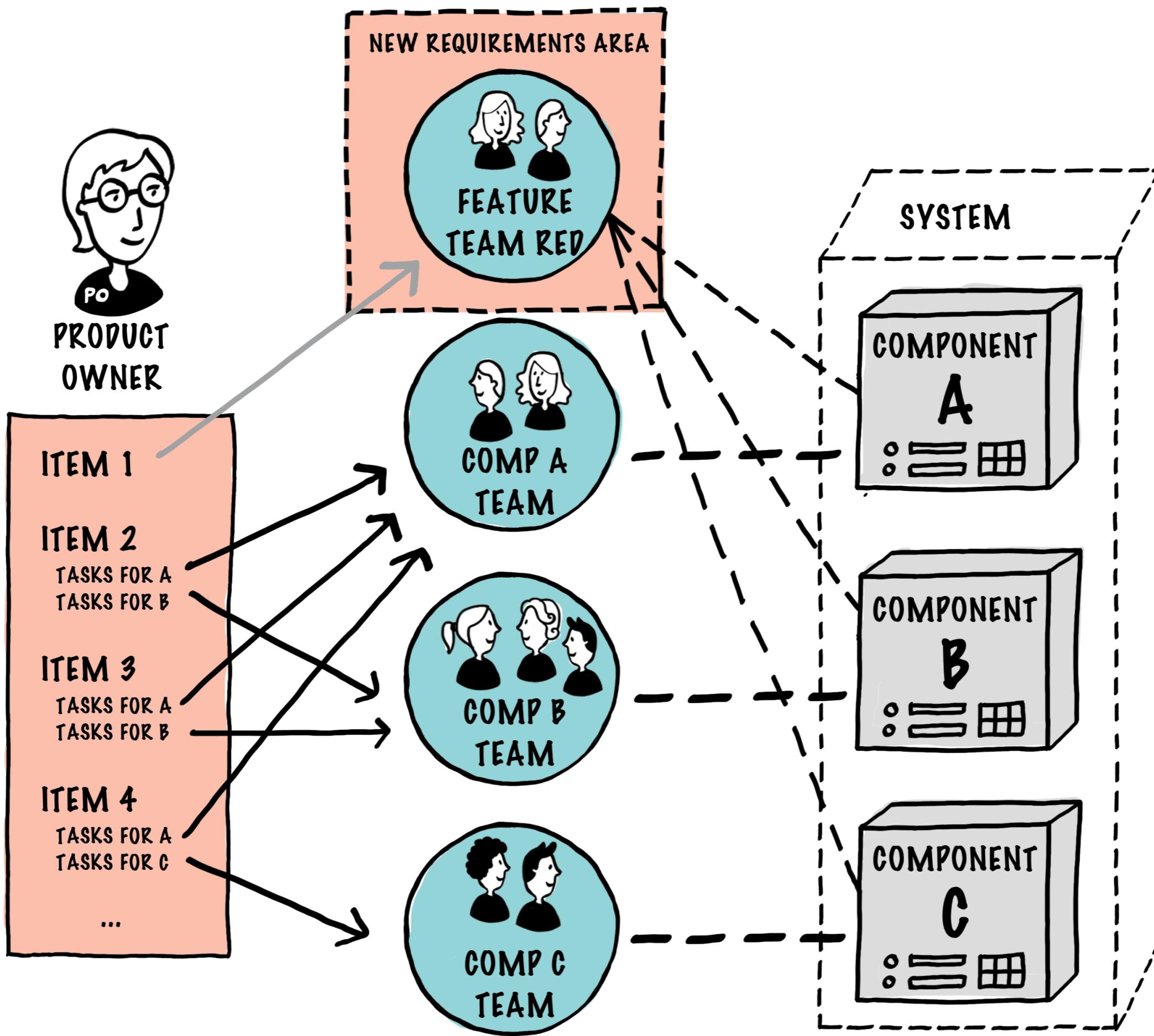
TEAM HAS THE NECESSARY KNOWLEDGE AND SKILLS TO COMPLETE AN END-TO-END CUSTOMER-CENTRIC FEATURE. IF NOT, THE TEAM IS EXPECTED TO LEARN OR ACQUIRE THE NEEDED KNOWLEDGE AND SKILL.

COMPONENT TEAMS



FEATURE TEAMS



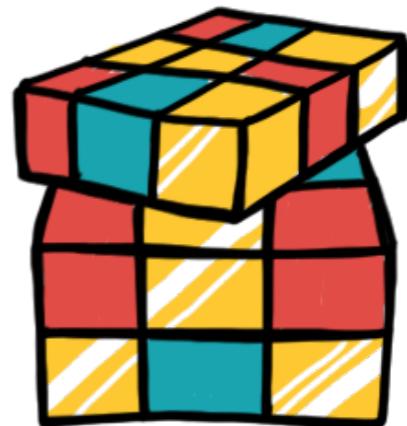




ROLE OF MANAGER



GO SEE



TEACHING PROBLEM
SOLVING



MANAGER
AS SCRUMMASTER?



MANAGEMENT

IMPROVEMENT
SERVICE



SELF-MANAGEMENT



SPECIFICATION BY EXAMPLE



TEST AUTOMATION



THINKING ABOUT TESTING



CONTINUOUS
INTEGRATION



TECHNICAL
EXCELLENCE



TEST-DRIVEN DEVELOPMENT



CONTINUOUS DELIVERY



ARCHITECTURE
& DESIGN



ACCEPTANCE
TESTING



CLEAN CODE



UNIT TESTING