

How Scrum works

Pashun Consulting Limited

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How Scrum works

Chapters:

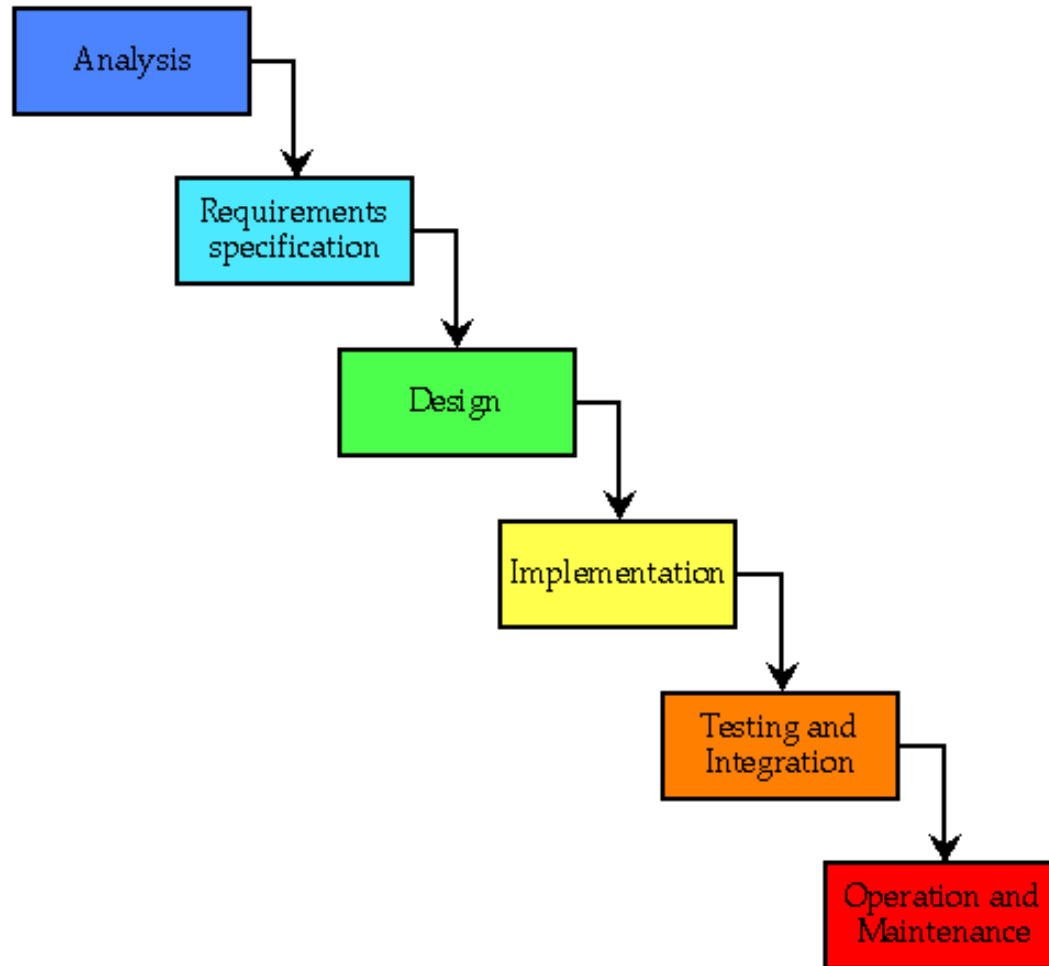
1. Introducing Scrum

- What is Scrum
- Theory
- Roles, Artifacts, Rules and Practices

2. Overview

- Root Cause analysis
- Stakeholders
- Scrum Master, Product Owner and Team
- Product Backlog
- Release Planning Meeting
- Sprint
 - Sprint Planning Meeting
 - Daily Scrum
 - Deliver Working Increment
 - Sprint Review
 - Sprint Retrospective
 - Sprint and Release Burndown

Waterfall Model



Common Issues

- Vague requirements not tied down
- Unrealistic expectations (deadlines, estimates, scope)
- Changing requirements too often / Scope creep
- Defects/Issues hamper progress
- Disappearing Resources ('people pinching')
- Support issues impact project work

Introducing Scrum

Founders of Scrum

- Developed by Ken Schwaber and Jeff Sutherland

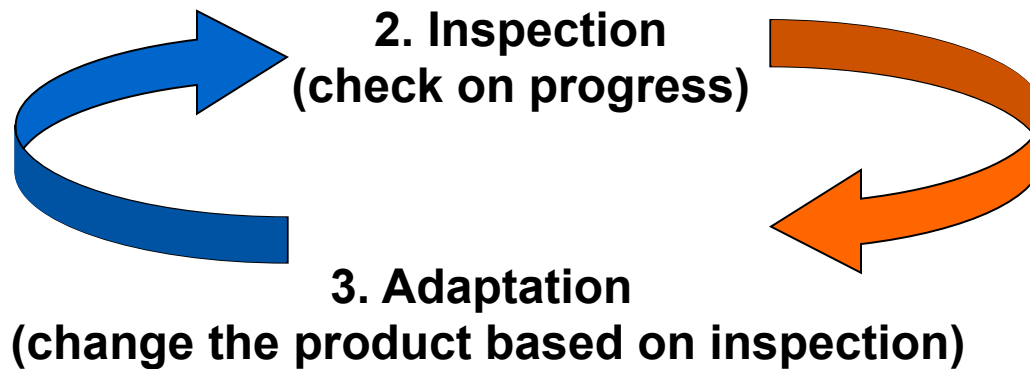
What is Scrum

- “an Agile process that can be used to manage and control complex software and product development using iterative, incremental practices”
- Self organizing cross functional teams
- Working in Iterations:
 - Allows business flexibility to change requirements
 - Gives development team certainty within iteration

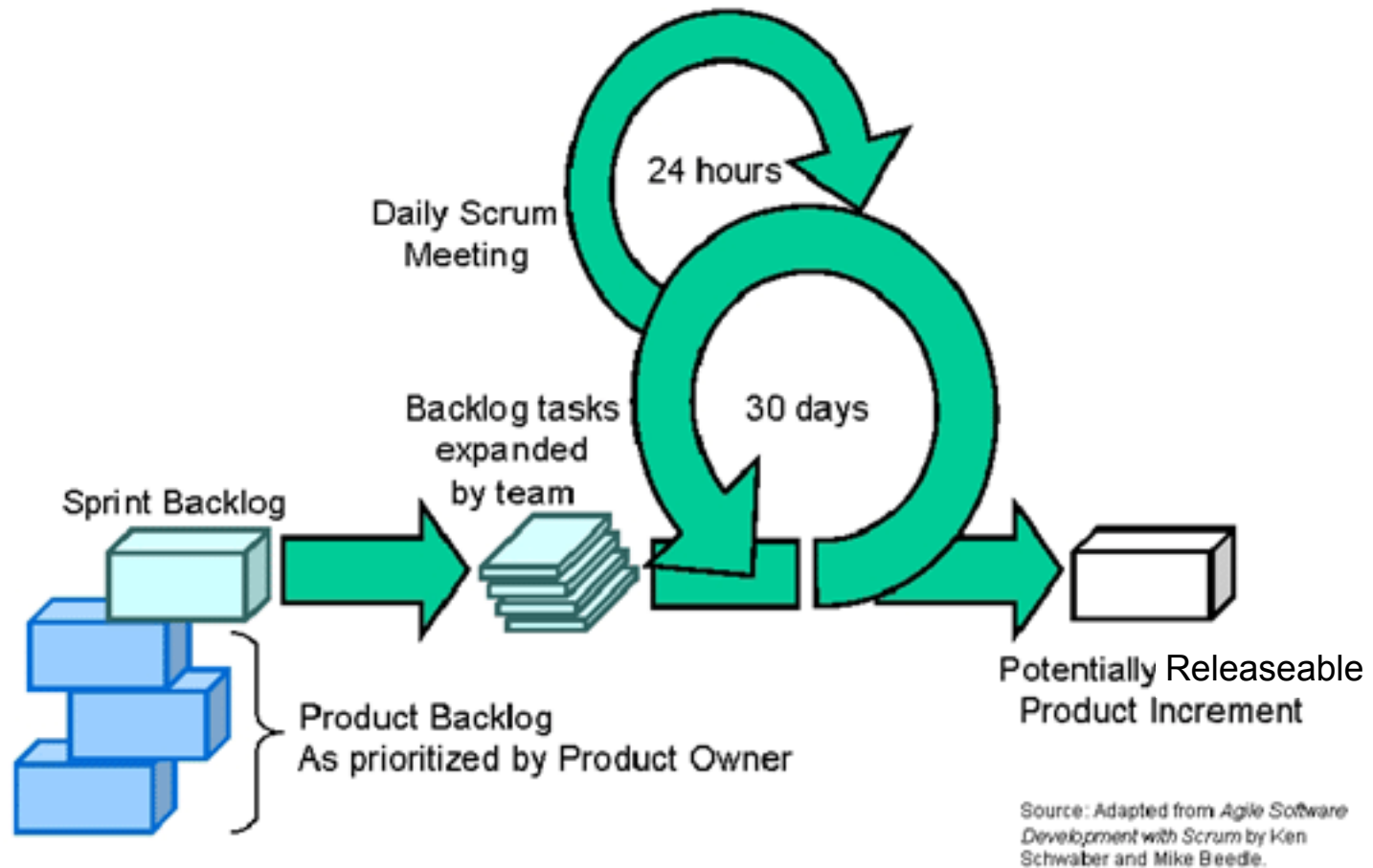
Scrum Theory

- Based on Empirical Process Control Theory
 - iterative
 - incremental
- Consists of 3 principles

1. Transparency (done means done)



The Scrum Skeleton



Scrum Roles, Rules, Timeboxes and Artifacts

Roles

- Scrum Master
- Product Owner
- Development Team

Scrum Events

- Sprint
- Sprint Planning Meeting
- Sprint Review
- Sprint Retrospective
- Daily Scrum

Artifacts

- Product Backlog
- Sprint Backlog
- Increment of Releasable Product

Establish Scrum Master, Product Owner and Team

Scrum Master

- Understands scrum rules and practices.
- Responsible for removing impediments to delivery and
- Helps team understand how to self organize and work in a Scrum manner.

Product Owner

- Creates requirements on behalf of business
- Prioritizes as per business needs
- Responsible for managing product backlog

Team

- Create each increment of shippable product
- Self organizing
- Collaborative
- Optimum size of between 3 and 9
- Skilled in whatever is needed for project eg. design, Java, sql, information architecture

Build Initial Product Backlog

- Feature from a User's perspective

As a User

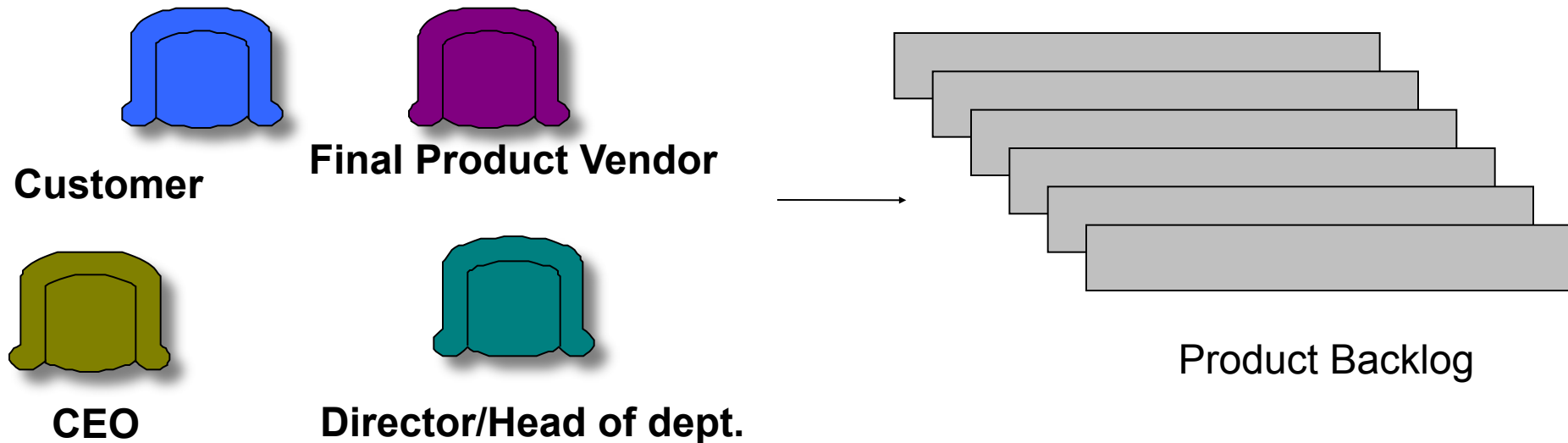
I want a News Page

So that I can see the top 10 news stories

User Story

Build Initial Product Backlog

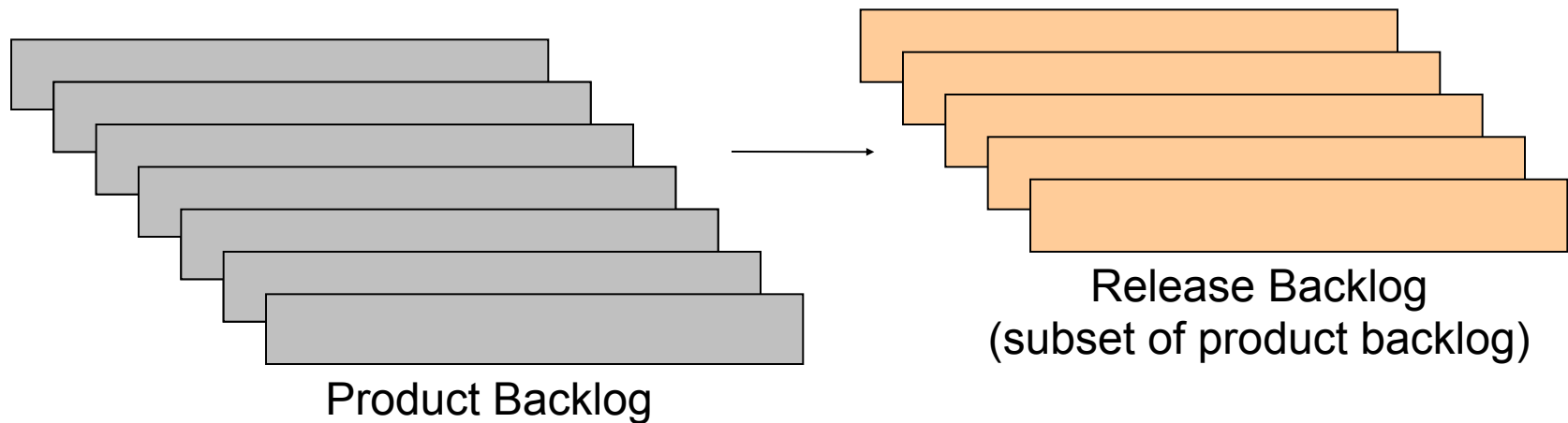
- Organise Stakeholder meetings
- Negotiate between stakeholders
- Find common ground
- Manage Changing requirements as needed



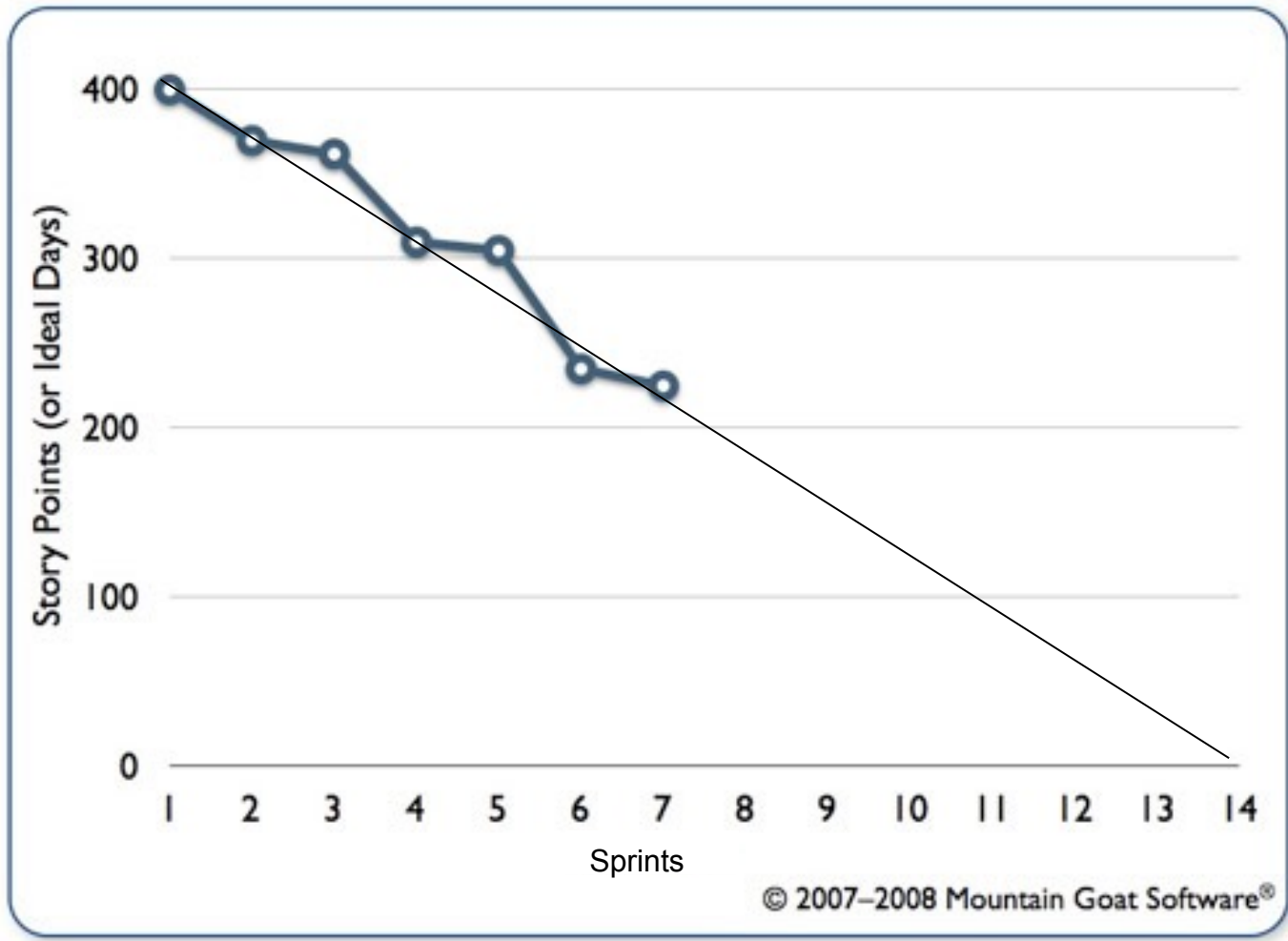
Release Planning Meeting

Note: Release Planning is not an official event in scrum but still recommended for complex projects.

- select items from product backlog prioritised for first release
- give high level estimates for each item (eg. story points or ideal days)
- Release backlog is created

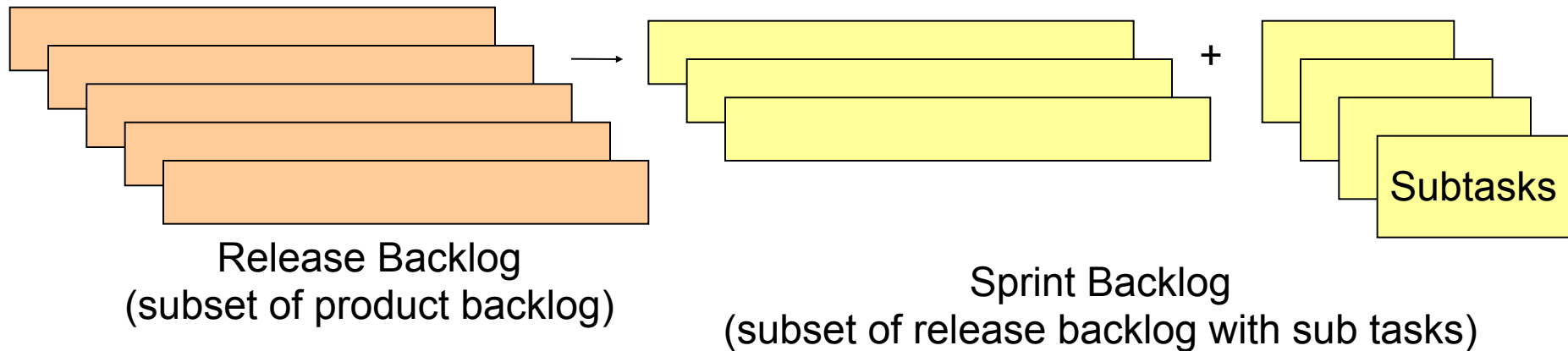


Release Burn Down



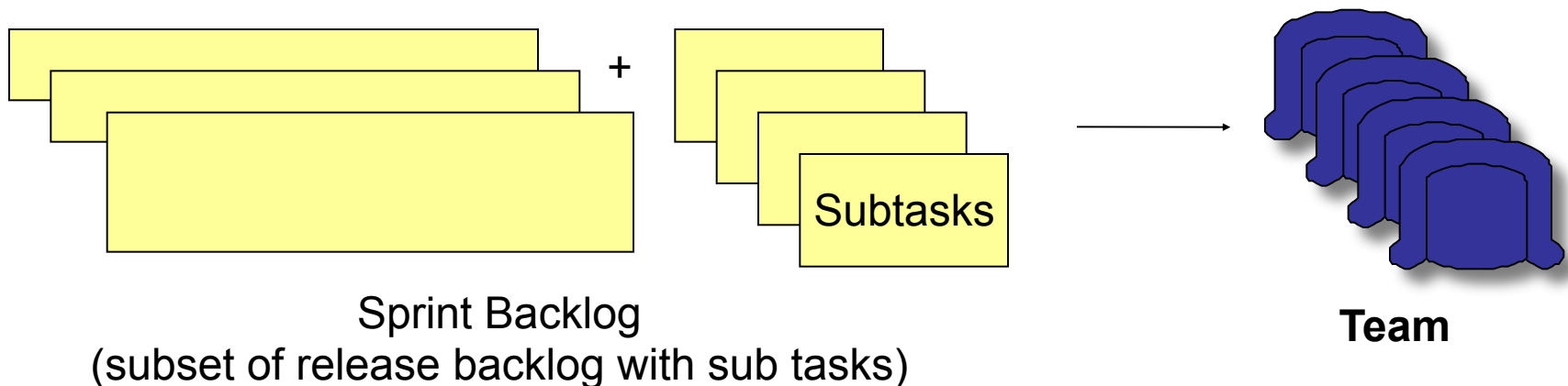
Sprint Planning Meeting

- Prioritised selection of items chosen from release backlog
- The team break the items (stories) into sub tasks
- Sub tasks are given estimates (hours) and stories also given estimates (complexity points/ideal days)
- Agree velocity
- Pick stories that fit into velocity
- Estimates and stories form Sprint backlog



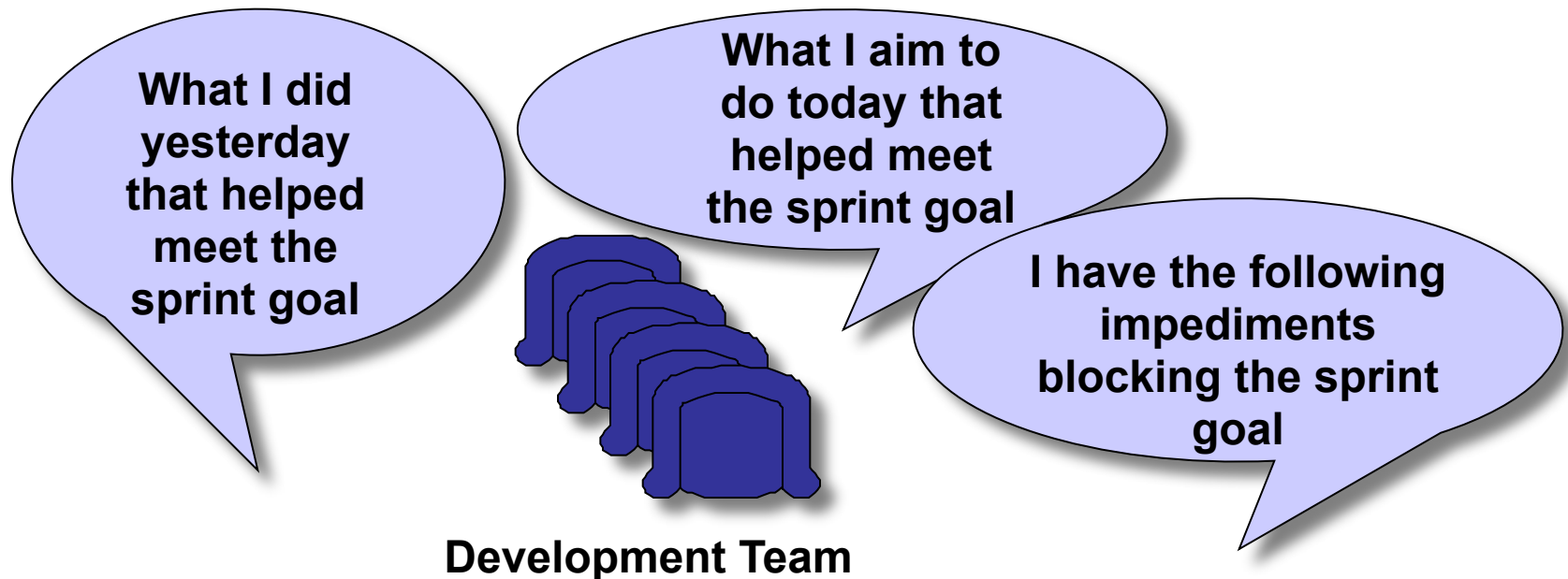
Sprint

- less than a calendar month
- Cannot change items in sprint backlog
- Team works on tasks from Sprint Planning meeting
- Aim to complete all tasks (and therefore items in backlog)
- Any items not completed are rolled over to next sprint

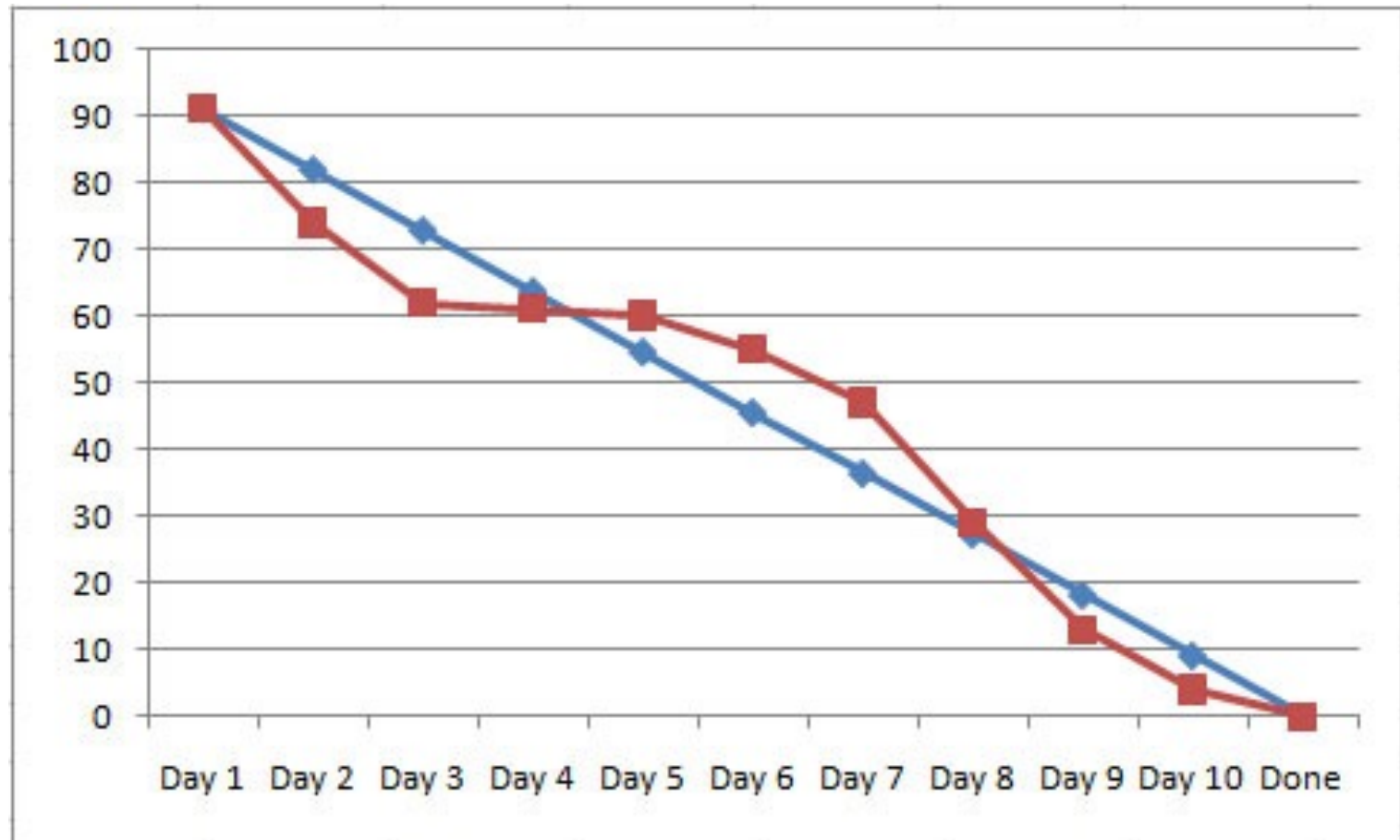


Daily Scrum

- Whole development team attends
- Meeting held in same spot daily
- Scrum master facilitates but does not have to be present
- One person speaks at a time
- Burndown and sprint backlog are visible

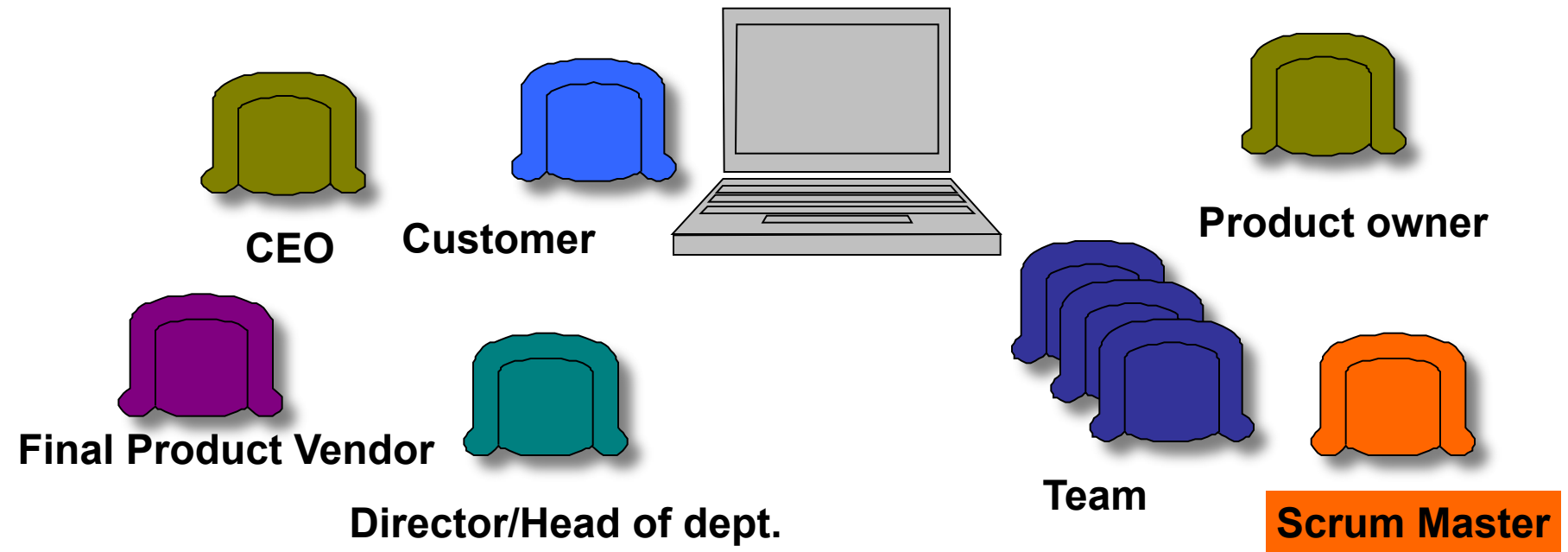


Sprint Burn Down



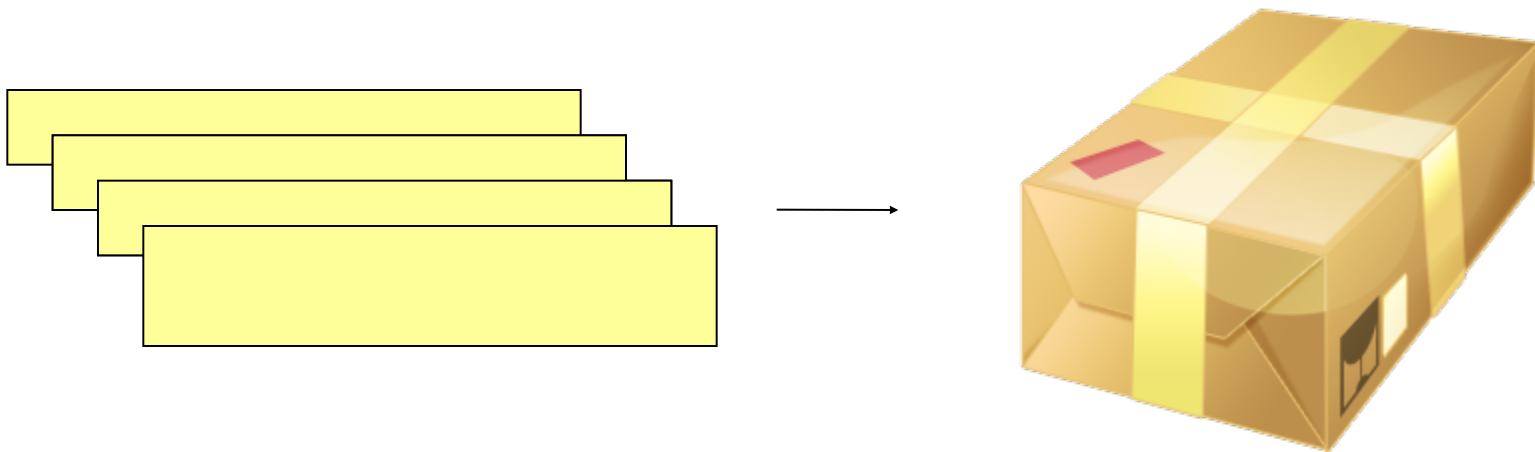
Sprint Review

- Demo of the sprint's functionality
- Stakeholders present
- Product owner and Stakeholders discuss backlog
- Stakeholders ask questions and suggest product backlog items



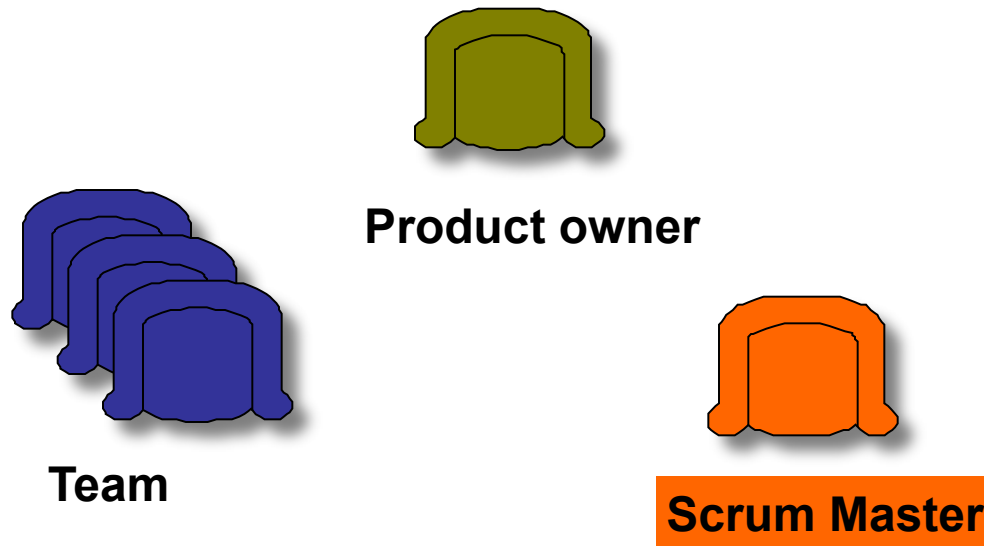
Increment

- Deployable to the live system (potentially releasable)
- Collection of all features in the sprint



Sprint Retrospective

- What went well this sprint?
- What could we improve next sprint?
- E.g. Dev Environment, working practices, communication



How Scrum works

Thanks for your time

Any Questions ?