



Scrum Theory :

- **3 Pillars** : Transparency, Inspection, Adaptation
- **5 Values** : Commitment, Focus, Openness, Respect and Courage
- Scrum is a **framework** that **eliminates complexity**
- Scrum is founded on **Empiricism** and **Lean Thinking**

*Version 0.10
By Thomas Louvigné*




Scrum Team :

- 10 or less people
- Member of Scrum Team : PO (1), Scrum Master (1), Developers (Many)



Accountabilities :

|  | PO | Dev Team | Scrum Master | StakeHolder (Not in Scrum Team) |
|---|---|---|---|--|
| PO (1 person) | Maximizes the product value. Maintains the product vision. Orders PBL and ensures it is visible and clearly understood. May delegate the ordering of the PBL. Is concerned about technical debt and customer feedback | Asks questions about the Product | Helps find techniques for effective PG & PBL Management. Helps establishing empirical, simple product planning in a complex environment | Can ask access to the BL. Must respect PO's decisions |
| Dev Team | Answers questions about the product during the sprint | Creates any aspect (tech or not) of usable increment each sprint. Creates a plan for the Sprint & the Sprint Backlog. Takes tech decision. Ensures quality by adhering to the DoD | Removes impediments, coaches the Dev team | Can give feedback to Devs (and all Scrum Team) during the Sprint if it is useful |
| SM (1 person) | Can be coached by SM | Can be coached by SM | Coaches scrum team while respecting self-management and cross-functionality; Is responsible of artifacts' transparency. Ensures Scrum events take place with the right timing | Can be coached by SM |
| StakeHolder (Not in Scrum Team) | Communicates necessary information, ensures PBL's transparency | Meet at Sprint Review | Facilitates stakeholder collaboration as requested or needed. Removes barriers between stakeholders and Scrum Teams | Gives feedback at Sprint Review |



Scrum Artifacts :

| Artifact | Product Backlog | Sprint Backlog | Increment |
|---|--|--|--|
| Definition : | Ordered list of PBLIs (Ordered by PO) | Ordered PBLIs selected for the Sprint plus the plan to deliver them | PBLI(s) which meet the DoD |
| Commitment ? | Product Goal | Sprint Goal | Definition of Done |
| Accountable and can modify ? | PO (It can be delegated, but PO is still accountable) | Dev Team | Scrum Team |
| Can stop it ? | Never (Unless the product retires) | PO (Only if Sprint Goal is obsolete) | If a PBLI doesn't meet the DoD, there is no increment |
| Input | Stakeholders' feedback, PBL, PO Vision | Stakeholder, Last sprint review, PO's vision | PBLI(s) which meet the DoD |
| Multiple teams on same product / Nexus | 1 Backlog for 1 Product for all Team. Ordering by value, dependency to other products & PBLI | Developers pull in work in agreement with the Product Owner | 1 increment must be released by sprint, they don't have to be synchronized |



Scrum Events :

| Event : | Sprint | Sprint Planning | Daily Scrum | Sprint Review | Sprint Retro |
|---------------------|---|--|---|---|---|
| Duration | <= 1 month | 8h | 15m | 4h | 3h |
| PO | Mandatory | Mandatory | Not allowed | Mandatory | Mandatory |
| Dev Team | Mandatory | Mandatory | Mandatory | Mandatory | Mandatory |
| Scrum Master | Mandatory | Mandatory | Ensures it's less than 15' & removes impediment | Mandatory | Mandatory |
| Stakeholder | Present in SR, allowed in SP | Allowed | Not allowed | Mandatory | Not allowed |
| Input | Length of sprint must be short enough to keep risk acceptable | Stakeholders potentially, PBL, Previous increments, Team Velocity... | Developers talks | Inspect last sprint & Increment. Get feedback from Stakeholders | Individuals interactions, process, tools, DoD |
| Output | Ends with Retro. New sprint starts just after the retro | Sprint Backlog (PBLIs + Plan to tackle them), Sprint Goal | Sync between Devs. Reduce Complexity, Warn about impediment | Potentially new ordering of PBL | Plan to increase quality, communication & effectiveness |



Commitment :

| Commitment | Product Goal | Sprint Goal | Definition of Done |
|---------------------------------------|--|---|--|
| Definition | Describes the future state of product. It is the WHAT of the project | Describes a future state of product to plan the sprint. It is the WHY of the sprint | Formal description of the state of the increment when it meets the quality measure required |
| Used for | Describes a future state of the product which can serve as a target for the Scrum Team to plan against | Expresses the purpose of a Sprint, often a business problem that is addressed | <ul style="list-style-type: none"> - Is assessed when work is completed on the product Increment. - Ensures artifact's transparency - Guides the Developers in knowing how many PBLs they can select during a Sprint Planning |
| When is it created or changed? | Created by the PO . It is a long term objective and part of the PBL. It does not change | Created by the Scrum Team during the Sprint Planning | Created by ST during the retro. If multiple teams work on the same product, the DoD is in common at minimum |
| Responsible | PO | Scrum Team | Scrum Team |



The Product Backlog Refinement

- ★ Adds granularity to the Product Backlog
- ★ Is a part-time activity during a Sprint
- ★ Can focus on the current and future sprints
- ★ Is owned by the PO and Devs
- ★ Multiple teams can participate
- ★ Not a Scrum Event



Cancel a sprint ?

- ★ Only when Sprint Goal becomes useless
- ★ Decided by PO
- ★ Done PBLs are reviewed
- ★ Potentially releasable can be accepted by PO
- ★ Incomplete PBLs are re-estimated and put back in PBL



Criteria of Product Backlog Item ?

- ★ Depends on each team, but the Scrum Guide talks about : description, order and size
- ★ Test descriptions or acceptance criteria are optional
- ★ Dependences with other products or PBLs can also be criterias to order the PBL when you have multiple team



Glossary:

PBL : Product Backlog
DoD : Definition of Done
PBLI : Product Backlog Item

PG : Product Goal
SG : Sprint Goal
ST : Scrum Team
PO : Product Owner
SM : Scrum Master
DEV : Developers



Tools compatible with SCRUM ?

- ★ Cone of Uncertainty, User Story, Velocity, story points, Burn-Down / Burn-Up charts, velocity
- ★ **Not Compatible with Scrum:** Gantt Chart



Technical debt

- ★ Technical Debt when software is of poor quality
- ★ This may be a technical choice to move quickly at a given time
- ★ If the technical debt is not "*paid*", it will be expensive in terms of bugs and maintainability
- ★ It concerns the whole Scrum Team



Many Scrum Team with 1 product ?

- ★ 1 PBL, 1 PO for all teams
- ★ 1 DoD at minimal for all Scrum Teams
- ★ PBL is ordered by value and dependencies to other products and other PBLs
- ★ You have to let the members build their own ST. (It's not built by a leader or according to a design).

By **Thomas Louvigné**



- ★ **Blog:** <https://thomas-louvigne.github.io>
- ★ **Twitter / X:** [@atthomas_louvigne](https://twitter.com/atthomas_louvigne)
- ★ **Mastodon:** [zobi8225@framapiaf.org](https://framapiaf.org/@zobi8225)