📕 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**

👤 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)*	Maximizing the value of product. Maintaining the product vision. Ordering PBL and ensure it's visible and clearly understand. PO may delegate ordering of PBL. Concerned about technical debt and customer feedback	Ask questions about Product	Help find techniques for effective PG & PBL Managment. Helping establish empirical product planning for a complex environment	Can ask acces to the BL. Must respect the PO decision
Dev Team	Answers questions about the product during the sprint.	Creat any aspect (tech or not) of usable increment each sprint. Creating a plan for the Sprint & the Sprint Backlog. Make tech decision. Ensure quality by adhering to the DoD	Remove impediment, coaching the Dev teams	Can give feedback to DEV (and all Scrum Team) during sprint if it's help
SM *(1 person)*	Can be coached by SM	Can be coached by SM	Coaching the team members in self-management and cross-functionality; Responsable of artefact transparency. Ensure Scrum events take place with good timebox	Can be coached by SM
StakeHolder *(Not in Scrum Team)*	Give Informations, insure transparency of PBL	Meet at Sprint Review	Facilitating stakeholder collaboration as requested or needed. Removing barriers between stakeholders and Scrum Teams.	Give feedback at the Sprint Review

🔧 Scrum Artefacts :

Artifact	Product Backlog	Sprint Backlog	Increment
Definition :	Ordered list PBLI (*Ordered by PO*)	Ordered PBLI selected for this Sprint **plus** the plan for delivering them	PBLI who meet the DoD
Commitment ?	Product Goal	Sprint Goal	Definition of Done
Accountable and can modify ?	PO (*It can be delegate, but PO still accountable*)	Dev Team	Scrum Team
Can stop it ?	Never (*Unless the product is ending*)	PO (*Only if Sprint Goal have no sense*)	If a PBLI doesn't meet the DoD, there is no increment
Input	Stakeholders feedback, PBL, PO Vision	Stakeholder, Last sprint review, PO vision	PBLI whos pass 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	Ensure it's less than 15' & removing 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 Stakeholder	Individuals interactions, process, tools, DoD
Output	Must finish by Retro. New sprint start just after the retro	Sprint Backlog (PBLI + Plan to do it) , Sprint Goal	Syn between DEV. Reduce Complexity, Warn about impediment	Potentialy new ordering of PBL	Plan to increase quality, communication & effectiveness

🎯 Commitment :

Commitment	Product Goal	Sprint Goal	Definition of Done
Definition	Describe the future state of product. It is the WHAT of the project	Describe 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	Describe a future state of the product which can serve as a target for the Scrum Team to plan against	Express the purpose of a Sprint, often a business problem that is addressed	- to assess when work is complete on the product Increment. - to ensures artifact transparency - to guides the Developers in knowing how many PBLI they can select during a Sprint Planning
When it's created or changed ?	Created by the **PO**. It is a long terme objective. it is a part of PBL. It don't 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

- ★ Add granularity to the Product Backlog
- ★ Is a part-time activity during a Sprint
- ★ Can focus on the current and future sprint
- ★ Own by the PO and the developers
- ★ Multiple team can participate
- ★ Not a Scrum Event

🚫 Cancel a sprint ?

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

🛠 Tools compatible with SCRUM ?

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

💎 Criteria of Product Backlog Item ?

- ★ Depend of each team, but scrum guide talk about : description, order and size
- ★ Test descriptions or criteria acceptance are optional
- ★ Dependances with other products or PBLI can also be a criteria to order PBL

💸 Technical debt

Upredictable overhead of maintaining the product, often caused by less than ideal design decisions, contributing to the total cost of ownership. May exist unintentionally in the Increment or introduced purposefully to realize value earlier.

👫 Many Scrum Team with 1 product ?

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

📑 Glossary :

PBL : Product Backlog	**PG** : Product Goal
DoD : Definition of Done	**SG** : Sprint Goal
	ST : Scrum Team
PBLI : Product Backlog Item	**PO** : Product Owner
	SM : Scrum Master
	DEV : Developers

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