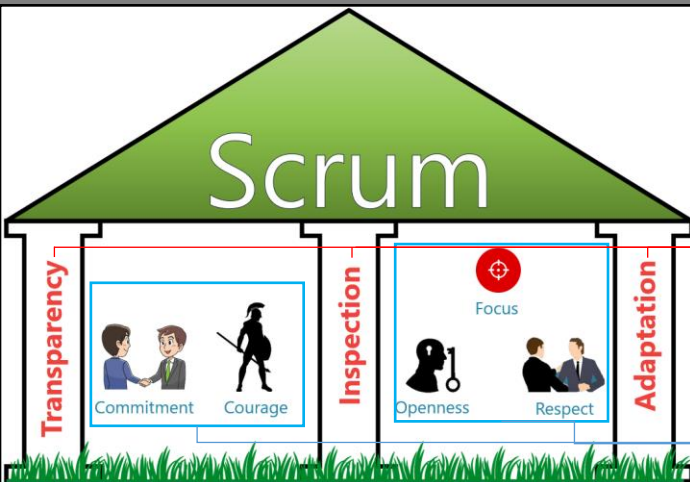


<div><p>“founded on Lean thinking and Empiricism”</p><p>Pillars</p><p>Values</p></div>		<h2>Artifacts and their Commitments</h2> <div><div>Product Backlog</div><div>-></div><div>Product Goal</div></div> <div><div>Sprint Backlog</div><div>-></div><div>Sprint Goal</div></div> <div><div>Increment</div><div>-></div><div>Definition of Done</div></div> <p>Mandatory!</p>		<h2>Events</h2> <div>Formal opportunities for Inspect & Adapt</div> <ul style="list-style-type: none">•Sprint — max 1 calendar month — Manage risks•Sprint Planning — max 8 hours (usually shorter for shorter Sprints) — The Scrum Team – initiates Sprint.•Daily Scrum — max 15 minutes — The Development Team•Sprint Review — max 4 hours (usually shorter for shorter Sprints) — The Scrum Team and Key Stakeholders — informal session•Sprint Retrospective — max 3 hours (usually shorter for shorter Sprints) — The Scrum Team – closes Sprint.	
<h3>Scrum in a nutshell</h3> <ol style="list-style-type: none">1. PO orders Product Backlog (ideas)2. Scrum Team defines turns ideas into value durint a Sprint3. Scrum Team and stakeholder inspects the results and adjusts for the next Sprint.4. Repeat		<h3>Scrum Team</h3> <ul style="list-style-type: none">• Self-managed and cross-functional• No sub-teams or hierarchies• Collective accountability<ul style="list-style-type: none">• All product related activities• Valuable, usable Increment, each Sprint <div><u>Accountabilities</u><ul style="list-style-type: none">• Scrum Master<ul style="list-style-type: none">• Facilitator• Causes Impediment removal• Product Owner<ul style="list-style-type: none">• Value maximiser• Developers<ul style="list-style-type: none">• create any aspect of a usable Increment each Sprint.</div> <div><u>Self-managed</u><ul style="list-style-type: none">• Internally decide who does what, when, and how.</div> <div><u>Cross-functional</u><ul style="list-style-type: none">• Have all the skills to create value each Sprint</div> <div>Typically, 10 or fewer members</div>		<h3>During the Sprint</h3> <ul style="list-style-type: none">•No changes are made that would endanger the Sprint Goal;•Quality goals do not decrease; and,•The Product Backlog is refined as needed•Scope may be clarified and re-negotiated between the Product Owner and Developers as more is learned.•Only Product Owner can cancel it.	<h3>Definition of Done</h3> <ul style="list-style-type: none">• Defined by Organization.• If not, mutually defined by Scrum Teams.
<h3>Scaled Scrum</h3> <ol style="list-style-type: none">1. A single PO. A single Product Backlog. A single Product Goal at a time2. Scrum Teams self-manage<ol style="list-style-type: none">1. Don't need to synchronize Sprints2. They decide how to handle dependencies		<h3>Product Backlog</h3> <ul style="list-style-type: none">• Only one• Only one Product Goal• Estimated by Developers• Refined by Scrum Team. Continuously.• Pursue one Product Goal at a time.	<h3>Increment</h3> <ul style="list-style-type: none">• Can only be composed of “Done” work		