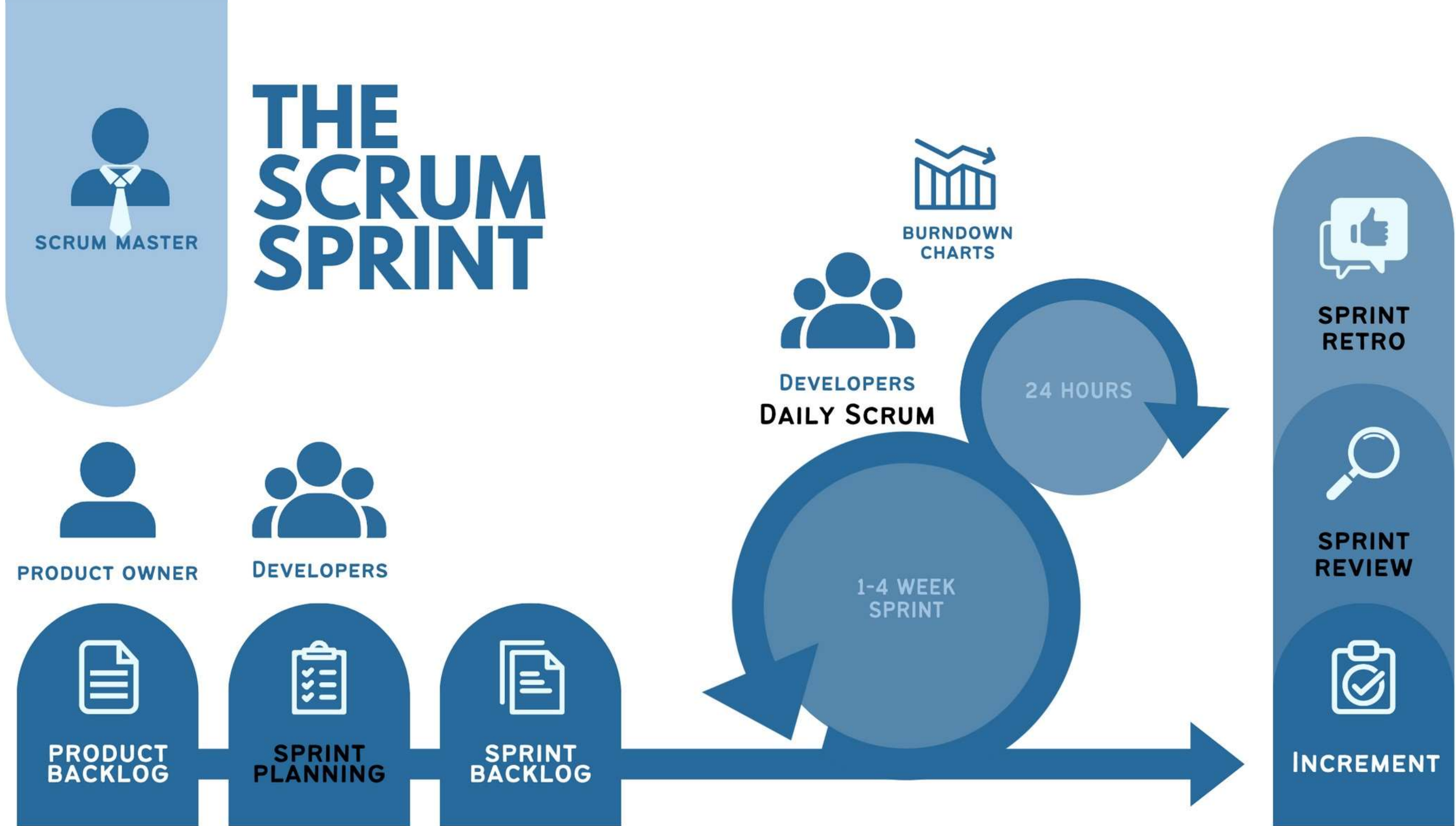
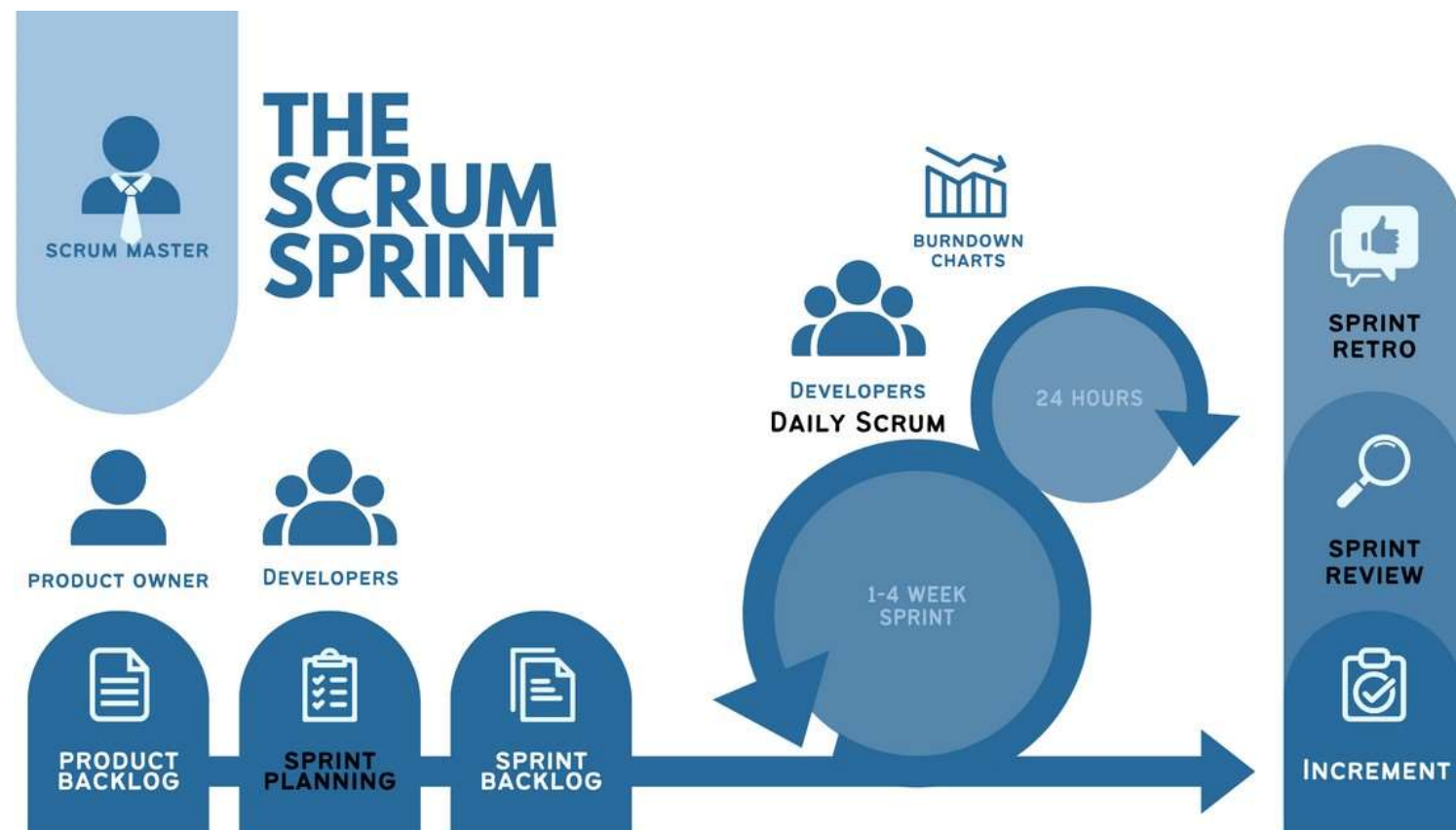


Scrum has been used by every organization :

1. Microsoft
 2. Yahoo
 3. Google
 4. Electronic Arts
 5. IBM
 6. Lockheed Martin
 7. Philips
 8. Siemens
 9. Nokia
 10. Capital One
 11. BBC
 12. Intuit
- Apple
 - Nielsen Media
 - First American Corelogic
 - Qualcomm
 - Texas Instruments
 - Salesforce.com
 - John Deere
 - Lexis Nexis
 - Sabre
 - Salesforce.com
 - Time Warner
 - Turner Broadcasting
 - Océ



Scrum in a nutshell



1.Product Owner orders Product Backlog.

2.Scrum team chooses a Sprint Goal and tasks from Product Backlog to be developed during the next Sprint in *Sprint Planning*.

3.Scrum Team and stakeholders inspect the increments created (*Sprint Review*) and determine future adaptations for the next Sprints.

4.The Scrum Team review their effectiveness and quality (*Sprint Retrospective*) and make adjustments for the next Sprints. The process repeats.

Scrum Team



- Coaches Scrum
- Causes removal of Impediments



- Value Maximizer



- Create any aspect of a usable Increment each Sprint

NOTE: The Scrum Team is limited to 10 or fewer members.

Scrum Team



Self-managed

Internally decides who does *what*, *when*, and *how*.



Cross-functional

Members have all the skills necessary to create value each Sprint.



No hierarchies

It is a cohesive unit of professionals aligned to the same goals



Collective Accountability

Holding each other accountable as professionals.

NOTE: The Scrum Team is limited to 10 or fewer members.

Scrum Events



Sprint – max 1 calendar month.
Goal is to produce usable
Increments at the end of the
Sprint.



Max 8 hours (Usually shorter
for shorter Sprints).
The Sprint Goal is agreed upon.



Max 4 hours (Usually shorter
for shorter Sprints).
For Scrum Team and Key
Stakeholders.
To review increments and
determine what is next.

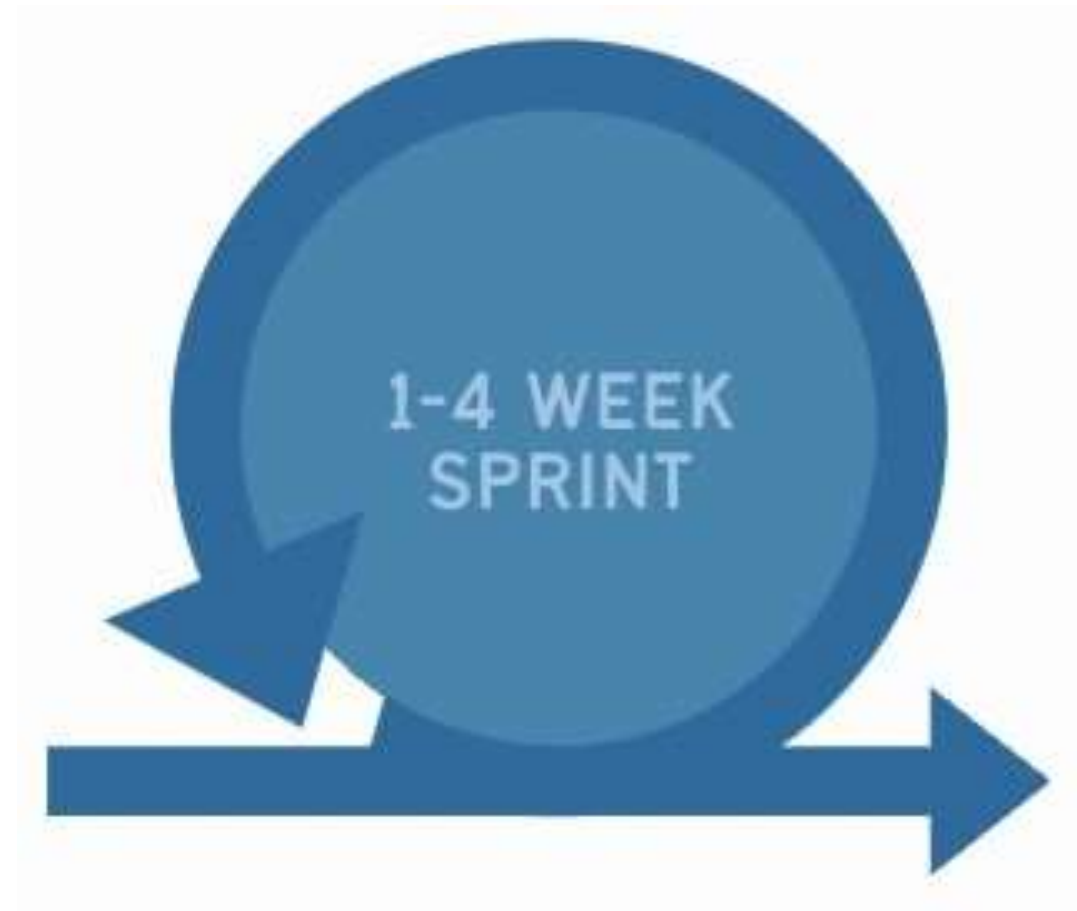


Max 15 minutes.
For the Developers only.
To monitor progress towards
the Sprint Goal



Max 3 hours (Usually shorter
for shorter Sprints).
For the Scrum Team.
Discuss improvements to
effectiveness and quality.

During the Sprint



- No changes are made that would endanger the Sprint Goal
- Quality goals do not decrease
- Developers track progress in *Daily Scrums*
- The Product Backlog is refined as needed
- Scope may be clarified and renegotiated between the Product Owner and Developers as more is learned.
- **Only the Product Owner can cancel the Sprint.**

Scrum Artifacts



Product
Backlog

The Product Backlog is the single source of work undertaken by the Scrum Team. The Commitment to the Product Backlog is the **Product Goal**.



Sprint
Backlog

The Sprint Backlog is a set of product backlog tasks that have been chosen to be developed during the next Sprint to meet the Sprint Goal. The Commitment to the Sprint Backlog is the **Sprint Goal**.



Increment

An Increment is a concrete stepping stone toward the Product Goal, by completing product backlog tasks during a Sprint. The Commitment to the Increment is the **Definition of Done**. The Definition of Done lists the agreed quality standards of increments.

Scrum Artifacts



- Only Ever One Product Backlog
- Only One Product Goal
- Items estimated by Developers
- Continuous refinement by the Scrum Team
- Product Owner's accountability.



- A plan by and for the Developers
- Updated throughout the Sprint
- Developer's accountability



- Each Increment is additive to all prior Increments.
- Multiple Increments may be created within a Sprint.
- Should meet the Definition of Done.

Definition of Done



- Is a list of conditions that must be true in order to consider Increments truly done.
- Defined by the Organization if available
- If not, must be mutually defined by Scrum Teams.



3 Pillars of Scrum

“Founded on ***Lean Thinking*** and ***Empiricism***”

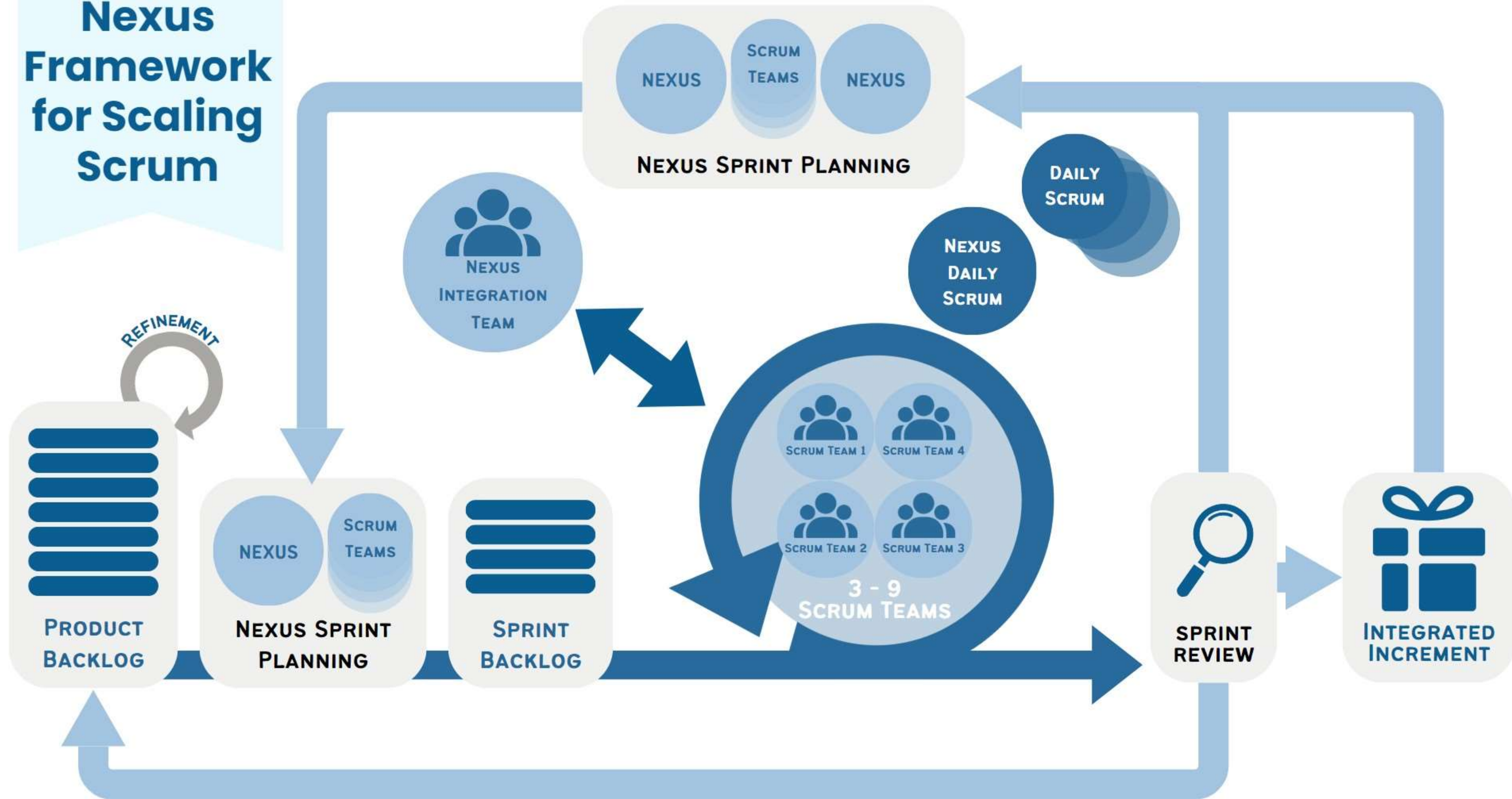
Transparency – Making work and outputs clear and visible

Inspection – Frequent checks on progress towards goals, to detect deviations from the path to the goal.

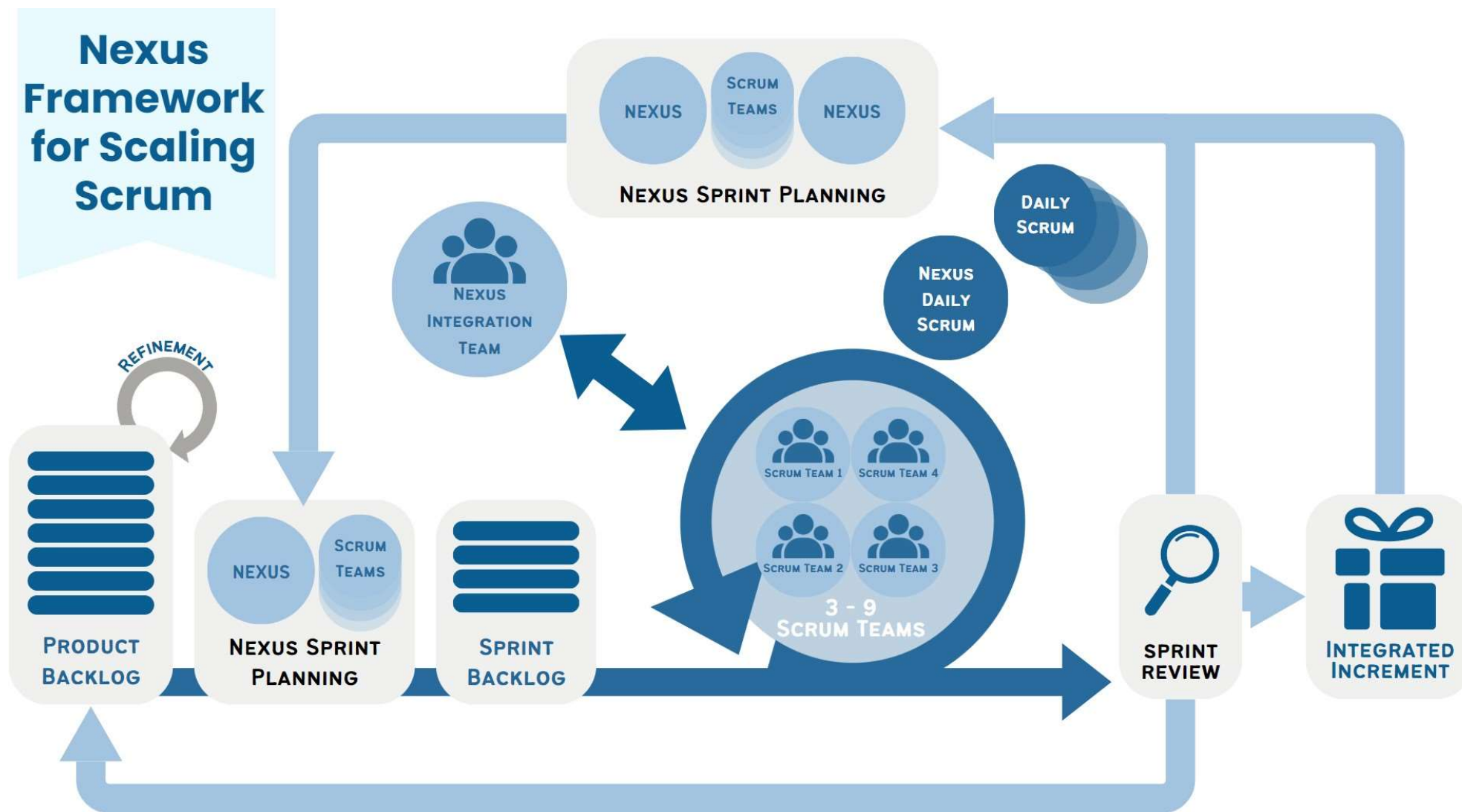
Adaption – Adjusting the process as soon as possible to minimize any further deviation or issues.



Nexus Framework for Scaling Scrum



Scaled Scrum

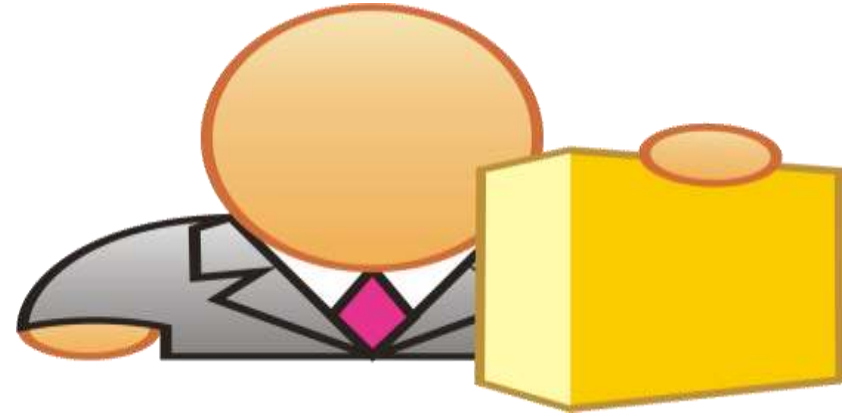


- **One Product Owner, One Product Backlog, One Product Goal at all times!**
- **Multiple Scrum Teams working together to create an Integrated Increment**
- **A Nexus Integration Team is needed.**
- **Don't need to Synchronize Sprints between teams**
- **Managing dependencies is key**

Characteristics

- Self-organizing teams
- Product progresses in a series of month-long “sprints”
- Requirements are captured as items in a list of “product backlog”
- No specific engineering practices prescribed
- Uses generative rules to create an agile environment for delivering projects
- One of the “agile processes”

Product owner



- Define the features of the product
- Makes scope vs. schedule decisions
- Responsible for achieving financial goals of the project
- Prioritize the product backlog
- Adjust features and priority every sprint, as needed
- Accept or reject work results



Scrum Master

- Responsible for enacting Scrum values and practices
- Removes impediments
- Coaches the team to their best possible performance
- Helps improve team productivity in any way possible
- Enable close cooperation across all roles and functions
- Shield the team from external interference

The Team

- Typically 5-9 people
- Cross-functional:
- Members should be full-time
 - May be exceptions
- Teams are self-organizing
- Ideally, no titles but rarely a possibility
- Membership should change only between sprints
- Members who are involved



Scrum framework

Ceremonies

- **Sprint planning**
- **Daily scrum meeting**
- **Sprint review**
- **Sprint retrospective**

Artifacts

- **Product backlog**
- **Sprint backlog**
- **Increment**

Sprint planning

- Team selects items from the product backlog they can commit to completing
- Sprint backlog is created
- Tasks are identified and each is estimated (1-16 hours)
- Collaboratively, not done alone by the ScrumMaster
- High-level design is considered

Product backlog



This is the
product backlog

- The requirements
- A List of all desired work to be carried
- Ideally expressed such that each item has value to the users or customers of the product
- Prioritized by the product
- Reprioritized at the start of each Sprint

Managing the sprint backlog

- Individuals sign up for work of their own choosing
 - Work is never assigned
- Estimated work remaining is updated daily
- Any team member can add, delete or change the sprint backlog
- Work for the sprint emerges
- If work is unclear, define a sprint backlog item with a larger amount of time and break it down later
- Update work remaining as more becomes known

The daily scrum

- Parameters
 - Daily
 - 15-minutes
 - Stand-up
- Not for problem solving
 - Whole world is invited
 - Only team members, ScrumMaster, product owner, can talk
- Helps avoid other unnecessary meetings

The sprint review

- Team presents what it accomplished during the Sprint
- Typically takes the form of a demo of new features or underlying architecture
- Informal
 - 2-hour prep time rule
 - No slides
- Whole team participates
- Invite the world

Sprint Retrospective

Periodically take a look at what is working and what is not working

- Typically around **Max 3 hours** (Usually shorter for shorter Sprints).
- Done after every sprint
- Whole team participates
 - ScrumMaster
 - Product owner
 - Team
 - Possibly customers and others

Start / Stop / Continue

- Whole team gathers and discusses what they'd like to:
- Start Doing
- Stop Doing
- Continue Doing
- Any previous backlogs to be executed in next sprint
- Any Customer Complaints
- Any conflicts

BENEFITS OF IMPLIMENTING SCRUM

1. All updates for each month will updated in a single file
2. Self monitored teams and reviewed by stakeholders every month
3. Smaller teams will get more focus for better communications and make work easier
4. Everything will be recorded in the Product Backlog by the Product Owner
5. There will be no blaming game as actual facts will be recorded and it will be lead to Nil conflicts with better environment
6. Productivity will increase due to scheduled time box meetings.
7. Scope for learning as there will learn from what went wrong and better for the next sprint.
8. Increases stakeholder engagement with respective teams
9. Sprint review and sprint retrospective are completed then the new sprint will commence
- 10.Sprint are fixed for one month.