Scrum - Roles Workbook

Roles

Product Owner	Scrum Master	Scrum Team

Scrum Development Team

Composition	Devs, Scrum Master, Product Owner
Organization	Self-organized
Cross-functional	Self-contained with skills ready to succeed.
Responsible to:	Commit their work to the team when delegated or "pulled"
Authority	Commit as a team to the customer
Size	7 +/- 3

Product Owner

Owner of Artifact?	Make it a regular practice to review and discuss artifacts with team
Product Backlog Grooming	Adds, moves, or deletes items.
Collects	User stories

Attends Sprint Planning Meeting	Attend daily standup to receive early feedback from developers.
Accountability	Accountable to customer regarding ability of deliverables to fulfill customer needs.

Scrum Master

Coach—Servant Leader	Coaches the team as a servant leader
Shields Team	Protects the team from being overflowed with tasks
Deals w/Obstacles	Blocks any team member from higher productivity
Daily Standup Role	Leads daily stand-up
Team Velocity	Runs interference for any issues the team is facing
Assist Product Owner	May assist Product Owner in backlog grooming

Velocity A measure of the average amount of work. (In story points or other units) that is completed per unit of time. (e.g, sprint, day, week, month).

Definition	Used to define the work speed of the team
Calculated by:	The average number of story points the development team completes each sprint.
Purpose	Only includes completed items.

Team Velocity

How often calculated.	Unit of time, sprints, monthly sprints.
Calculated by:	Definition of done. Fully. Only completed items.
Purpose	Used to define the work speed of the team Allows the scrum master to predict the final completion date of the project and allows team to make reasonable commitments regarding the number of story points on the upcoming sprint.

Capacity

Definition	Measure maximum amount of work that a developers need to accomplish.
Purpose	Based on resource, capacity changes.

Stakeholder Interactions