Scrum - Manifesto Workbook

Problems with traditional (Waterfall) development.

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| It’s hard to be predictive, and builds exactly what you asked for but not what you need now. |

Agile Principles

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| 1. Our highest priority is to satisfy customer through early and continuous delivery of valuable software. |
| 1. Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage. |
| 1. Deliver working software frequently, from a couple of weeks to a couple of months, with preference to the shorter timescale |
| 1. Developers and business must work together throughout the project |
| 1. Build around motivated individuals. Give them the support they need and trust them to get the job done |
| 1. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation |
| 1. Working software is the primary measure of progress |
| 8. Agile processes promote and sustain development. Sponsors , developers and users should be able to maintain a constant pace indefinitely. |
| 9. Continuous attention and enhances agility |
| 10. Simplicity – amount of work not done is essential |
| 11. Best architectures, requirements, and designs emerge from self-organizing teams. |
| 12.At regular intervals the team reflects on how to become more effective and then tunes behavior accordingly |

Agile Manifesto Statement of Values

We Value Left Column

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| Individuals |
| Working Product |
| Customer collaboration |
| Responding to Change |

Over the Right Column

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| Processes and Tools |
| Comprehensive Documentation |
| Contract Negotiation |
| Following a plan |

Agile Framework Attributes

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| Focus on People | Expect professionalism to be used to produce high quality outcomes |
| Working Software | Agile aims to deliver high quality products |
| Flexibility | The ability to change conditions |
| Customer Involvement | Customers or User reps are expected to be involved, give feedback, help prioritize steps. |
| Multi  disciplinary cooperating teams | Scrum teams consist of different professionals; each with different specialty skills working together to deliver the requested product. |
| Trust | Trust is the basic ingredient to be able to deliver the requested quality. |

Agile Frameworks

1. Scrum
2. Kanban
3. Extreme Programming (XP)
4. Feature Driven Development (FDD)
5. Crystal
6. Dynamic System Development Method (DSDM) 7.Rapid Application Development
7. Adaptive Software Development (ASD)
8. Disciplined Agile (DA)
9. Scaled Agile Framework (SAFe)
10. Large-Scale Scrum (LeSS)
11. Lean Software Development (LSD)

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| Methodology | Framework |
| Agile | Scrum.  Kanban.  Extreme Programming (XP).  Feature Driven Development (FDD).  Crystal.  Dynamic System Development Method (DSDM).  Rapid Application Development (RAD).  Adaptive Software Development (ASD).  Disciplined Agile (DA).  Scaled Agile Framework (SAFe).  Large-Scale Scrum (LeSS).  Lean Software Development (LSD). |

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| Roles | Development Team Scrum Master Product Owner |
| Rituals | Actions to be taken or a specific act of work to be performed |
| Artifacts | Documents that report, or documentation of some activity that has been performed or is planned to be performed |
| Rules | Rules define prescribed behavior or a control mechanism that is intended to be followed. |