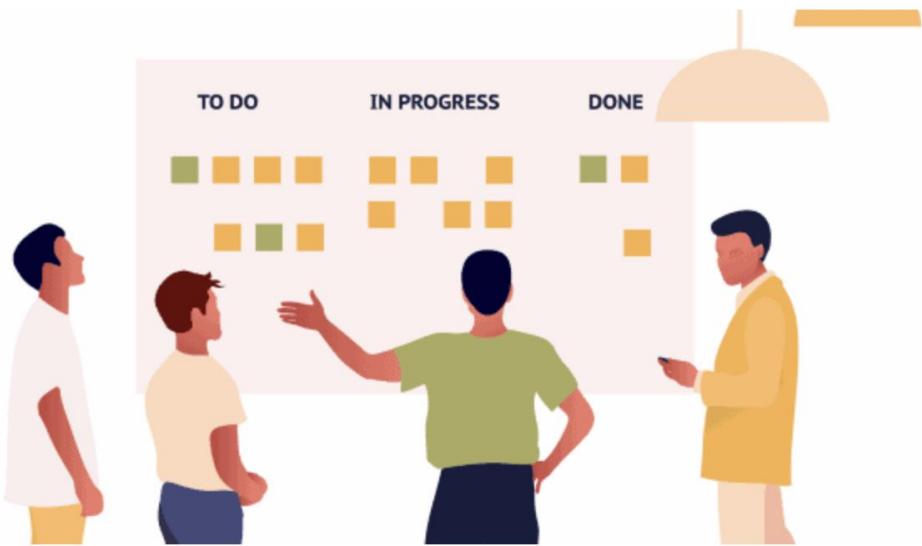


# ARTIFICIAL INTELLIGENCE SOFTWARE DEVELOPMENT

Week 4 Lecture 1  
Dr. Hari M Koduvely

# SCRUM meeting



TIME BOXING  
SPRINT PLANNING  
AND  
SCRUM MEETINGS

Image Source  
<https://number8.com/5-types-of-scrum-meetings/>

# What is Time Boxing?

- A timebox is a fixed period of time when a person or a team works towards an agreed goal
- Every event in scrum is time boxed
  - Sprint - Between 1 and 4 weeks
  - Sprint Planning - 2 hours for each week in a Sprint
  - Daily Scrum - 15 minutes
  - Sprint Review - 2 to 4 hours
  - Sprint Retrospective - 60 to 90 minutes

Reference:

<https://www.wrike.com/scrum-guide>

# Spring Planning Meetings

- Every Scrum development cycle begins with a Sprint Planning Meeting.
- It is important to structure this meeting to avoid unproductive meetings.
- A Sprint Planning Meeting is an event where Team Owner, Scrum Master and Sprint Team meet together to decide:
  - Sprint Goal
  - Sprint Backlog

# Duration of Sprint Planning Meeting

- Sprint planning meetings are Time Boxed events
- Rule of Thumb for duration:  
Number of Weeks \* 2 Hours
- Example:
  - A three week sprint should have a maximum 6 hour sprint plan meeting
  - A two week sprint should have a maximum 4 hour sprint plan meeting

# Velocity Metric

- Measures the amount of work a team can deliver during a Sprint
- It is used during Sprint Planning to decide the Sprint Backlog
- How to compute Velocity?
  - Assign a number of story points to each story
  - Compute total story points for all completed stories in the previous 3 sprints
  - Velocity is the average story points completed in the last 3 sprints

# Velocity Metric

## Sprint 1

User stories	Completed	Story points
User story 1	Yes	6
User story 2	No	4
User story 3	Yes	8
Total completed		14

# Velocity Metric

## Sprint 2

User stories	Completed	Story points
User story 4	Yes	2
User story 5	Yes	4
User story 6	Yes	4
Total completed		10

# Velocity Metric

## Sprint 3

User stories	Completed	Story points
User story 7	Yes	6
User story 8	Yes	6
User story 9	No	2
Total completed		12

# Velocity Metric

<b>Sprints</b>	<b>Story points</b>
Sprint 1	14
Sprint 2	10
Sprint 3	12
<b>Average</b>	<b>12</b>

# Sprint Planning Meeting

- Phase 1: Product Owner communicates
  - Sprint priorities for the team
  - Overview of sprint objectives
  - Proposed velocity
  - Agreement is reached between Product Owner and Team
- Phase 2: Team plans how to achieve the committed Sprint goal
  - Breakdown stories into further subtasks
  - Establish deadlines
  - Prioritize them
  - Assign to different members

# Daily Scrum Meetings

- Short, Time-Boxed (15 Minutes) Meeting
- Team members provide updates on:
  - What they worked yesterday
  - What they are planning to work on today
  - Any impediments or issues for their work to progress

# Benefits of Daily Scrum Meetings

- Sync Team Progress
- Promote Team-Work
- Enable Problem Solving