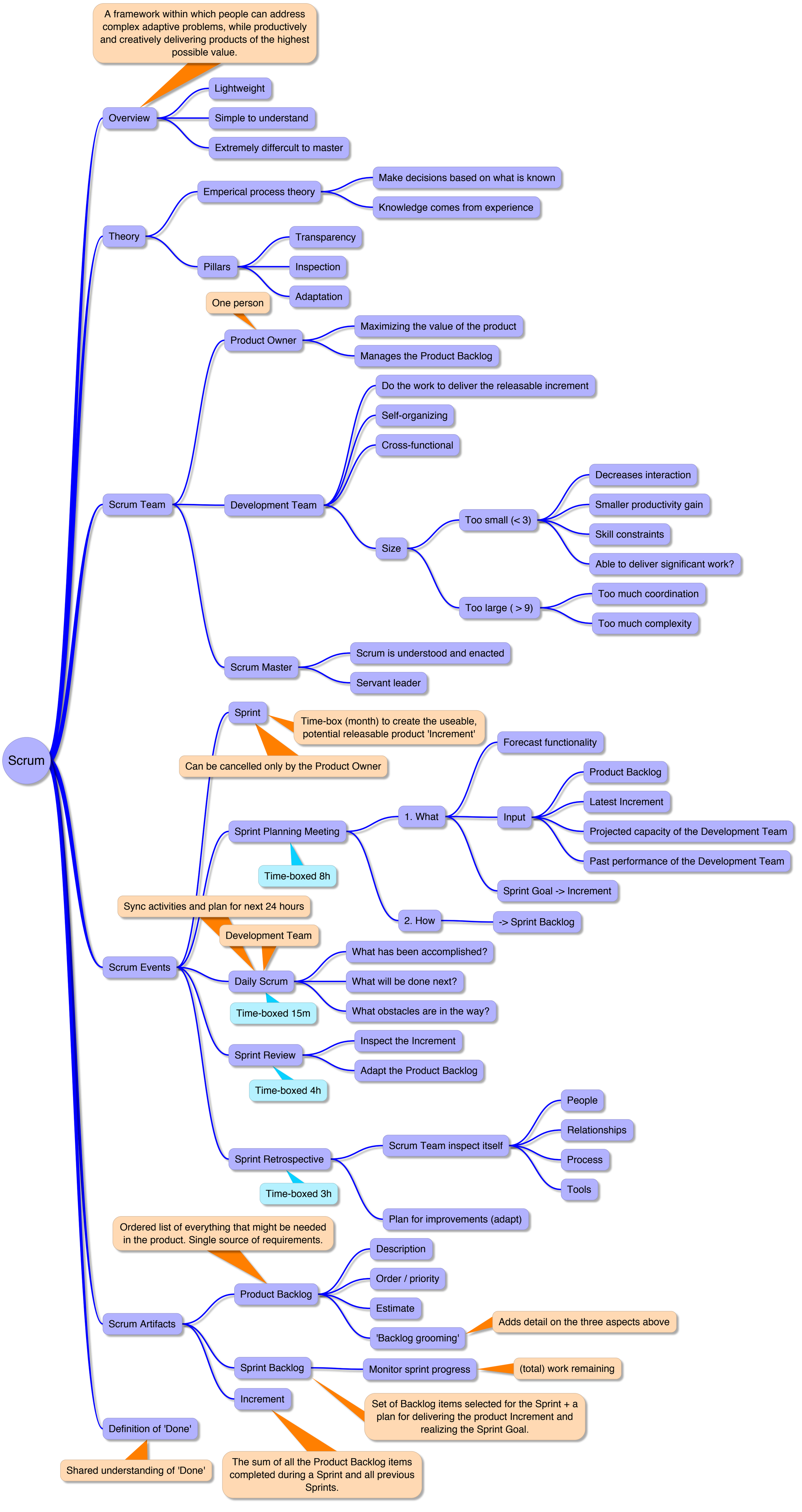
Scrum
Overview
A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.
Lightweight
Simple to understand
Extremely differcult to master
Theory
Emperical process theory
Make decisions based on what is known
Knowledge comes from experience
Pillars
Transparency
Inspection
Adaptation
Scrum Team
Product Owner
One person
Maximizing the value of the product
Manages the Product Backlog
Development Team
Do the work to deliver the releasable increment
Self-organizing
Cross-functional
Size
Too small (< 3)
Decreases interaction
Smaller productivity gain
Skill constraints
Able to deliver significant work?
Too large (> 9)
Too much coordination
Too much complexity
Scrum Master
Scrum is understood and enacted
Servant leader
Scrum Events
Sprint
Time-box (month) to create the useable, potential releasable product 'Increment'
Can be cancelled only by the Product Owner
Sprint Planning Meeting
Time-boxed 8h
1. What
Forecast functionality
Input
Product Backlog
Latest Increment
Projected capacity of the Development Team
Past performance of the Development Team
Sprint Goal -> Increment
2. How
-> Sprint Backlog
Daily Scrum
Sync activities and plan for next 24 hours
Development Team
Time-boxed 15m
What has been accomplished?
What will be done next?
What obstacles are in the way?
Sprint Review
Time-boxed 4h
Inspect the Increment
Adapt the Product Backlog
Sprint Retrospective
Time-boxed 3h
Scrum Team inspect itself
People
Relationships
Process
Tools
Plan for improvements (adapt)
Scrum Artifacts
Product Backlog
Ordered list of everything that might be needed in the product. Single source of requirements.
Description
Order / priority
Estimate
'Backlog grooming'
Adds detail on the three aspects above
Sprint Backlog
Monitor sprint progress
(total) work remaining
Set of Backlog items selected for the Sprint + a plan for delivering the product Increment and realizing the Sprint Goal.
Increment
The sum of all the Product Backlog items completed during a Sprint and all previous Sprints.
Definition of 'Done'
Shared understanding of 'Done'