

30 Minute Stretch Class

Scrum Introduction

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Scrum Introduction

- Why Scrum?
- What is Scrum?
- Parts of Scrum
 - Artefacts
 - Events
 - Roles
 - Rules

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Why Scrum?

- It is popular and has good name recognition
- We use parts of it here

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What is Scrum?

- Scrum (n): A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.¹
- **Framework** NOT a method or process
- **Delivering** ONLY about the delivery phase of development
- **Complex adaptive problems** if your problem is simple or unchanging then Scrum may not bring value
- Can be applied to more than software

¹. Ken Schwaber and Jeff Sutherland The Scrum Guide™

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Parts of Scrum - Artefacts

- Product Backlog
 - Ordered list of all requirements for the product
 - Made up of **Product Backlog Items (PBIs)**
 - e.g. User Stories, Bugs, Technical Work, Research
- Sprint Backlog
 - Set of PBIs selected for this **sprint**
 - Plus plan for delivering the **Product Increment** and **Sprint Goal**

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Parts of Scrum - Artefacts

- Product Increment
 - Sum of all PBIs completed in the **Sprint** i.e. **Done**
 - The **increment** must be in usable condition so it can be **inspected**¹
- Sprint Goal
 - Objective
 - met by **Development Team** implementing sprint PBIs
 - why the **Development Team** is building the increment

¹. Inspectable so it **could be** released it does not have to be released

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Parts of Scrum - Artefacts

- Definition of Done
 - Shared understanding of what it means to be done
 - **Not dependant** on people or processes outside team
 - e.g. tested and integrated could be part of the DoD, but approved by the regulator would not be

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Parts of Scrum - Events

- Sprint
 - Time boxed event of less than 1 month (4, 3 & 2 weeks are common)
 - No changes can be made that threaten **Sprint Goal**¹
 - Quality goals do not decrease¹
 - Scope may be clarified or negotiated with **Product Owner**¹

¹. Ken Schwaber and Jeff Sutherland The Scrum Guide™

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Parts of Scrum - Events

- Sprint Planning
 - Meeting (max 8 hrs for 1 month sprints)
 - **Product Owner, Development Team and ScrumMaster**
 - What can be delivered in the sprint?
 - How the development team can deliver the increment?
 - Product Owner Communicates: The Sprint Goal
 - Defines the Product Increment

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Parts of Scrum - Events

- Daily Scrum
 - Internal meeting 15 minutes daily for the **Development Team**
 - What did I do yesterday to help development team meet **sprint goal**?¹
 - What will I do today to help development team meet **sprint goal**?¹
 - Do I see any impediments that prevents me or the development team from meeting the **sprint goal**?¹

¹. Ken Schwaber and Jeff Sutherland The Scrum Guide™

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Parts of Scrum - Events

- Sprint Review
 - At most 4 hours for 1 month sprint. Informal meeting **NOT** a status meeting.
 - Includes stakeholders invited by Product Owner
 - Inspect and Adapt **Product Backlog** - add, refine or remove PBIs
 - Demonstrates the work is done and answers questions about the increment
 - The entire group determines what to do next i.e where the greatest business value is to be found.

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Parts of Scrum - Events

- Sprint Retrospective
 - At most 3 hours for 1 month sprint. Internal meeting of the ScrumMaster and Development Team
 - Inspect how the last Sprint went with regards to people, relationships, process, and tools;
 - Identify and order the major items that went well and potential improvements; and,
 - Create a plan for implementing improvements to the way the Scrum Team does its work.
 - Improvements may be implemented at any time, the Sprint Retrospective provides a formal opportunity to focus on inspection and adaptation.¹

¹. Ken Schwaber and Jeff Sutherland The Scrum Guide™

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Parts of Scrum - Roles

- Stakeholders
 - NOT in scrum team, but have interest in deliverables
- Product Owner
 - Business representative
 - Owns **Product Backlog**
 - Empowered to make decisions
 - Available to the team during the sprint

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Parts of Scrum - Roles

- Development Team
 - Cross-functional delivery team
 - Multiple skills in team; Eventually multiple skills in the people
 - 3 to 9 Members
 - Self organising
 - Determines the **Sprint Backlog**
- ScrumMaster
 - Process owner - optimises process and team dynamics & removes impediments

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Parts of Scrum - Rules

- Implied in earlier slides
- Time Boxes
- Product Backlog ordered by Business Value
- Internal meetings are internal
- Formal Scrum meetings involving stakeholders should involve only interested and helpful stakeholders for the purpose of enhancing the objective of the meeting

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Parts of Scrum - Rules

- The Scrum Guide
 - <https://www.scrum.org/resources/scrum-guide>