SCRUM BASICS

What is Scrum?

What is the Process?

Who are the 3 Scrum Roles?

What are the 4 Scrum Ceremonies?

What are the 3 Artifacts of Scrum?

What are the Top Scrum Terms?

Notes Area:

What is Scrum

"Scrum" is agile framework that helps teams deliver customer value early and often in a highly predictable manner.

Published 1995 - Jeff Sutherland, Ken Schwaber.

Notes Area:

To learn more about scrum please checkout:
http://www.scrumalliance.org/learn_about_scrum
http://www.scrum.org/storage/scrumguides/Scrum%20Guide.pdf#view=fit

The Traditional Way

Sponsor

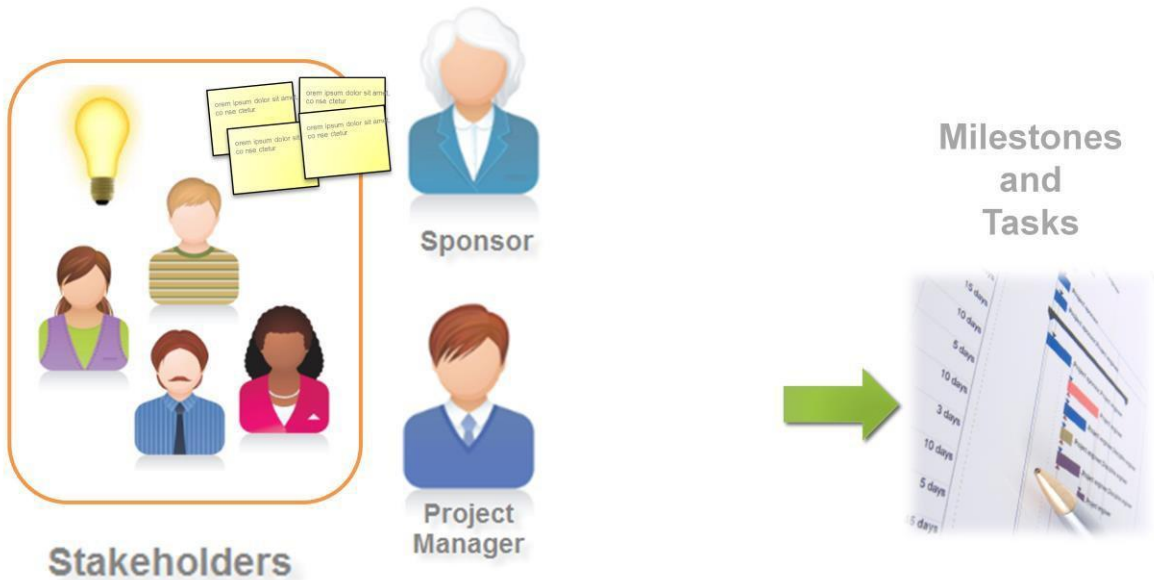**Project Manager**

Stakeholders

Notes Area:

The stakeholders come with their product ideas and high level requirements. They communicate these to the sponsor, who then identifies a project manager to lead the project, provide estimates and gather the detail requirements by building the team.
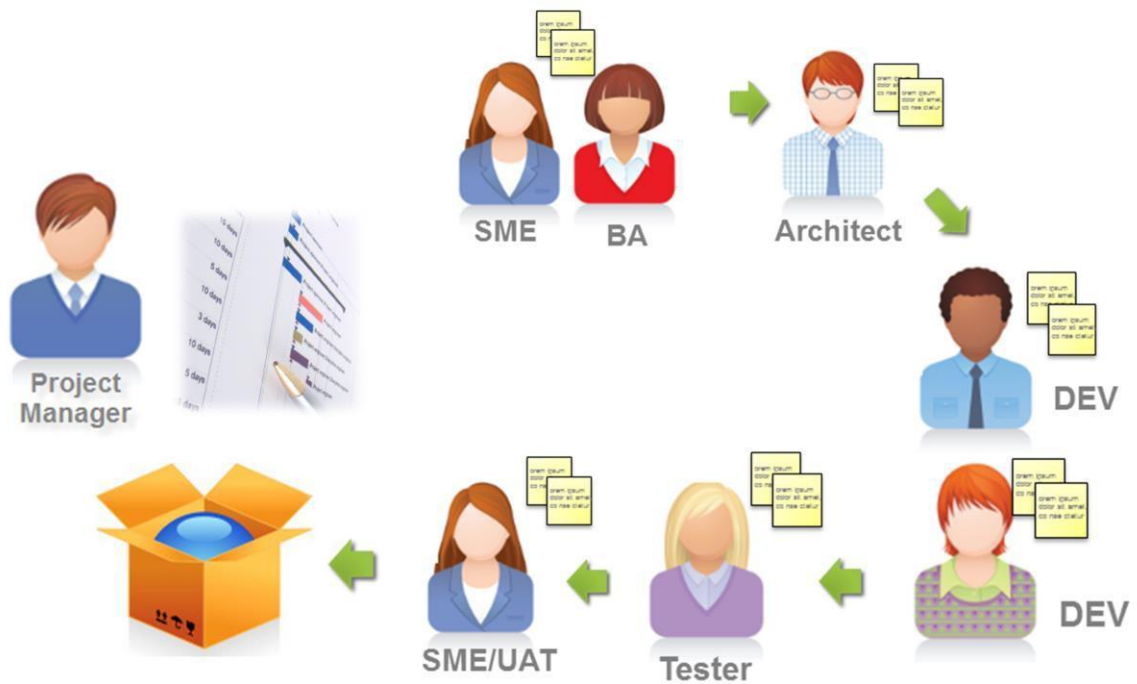
Following that the project manager takes their requirements and deadline to come up with Milestones and tasks,
and possibly even an initial Gantt chart.

agilevideos
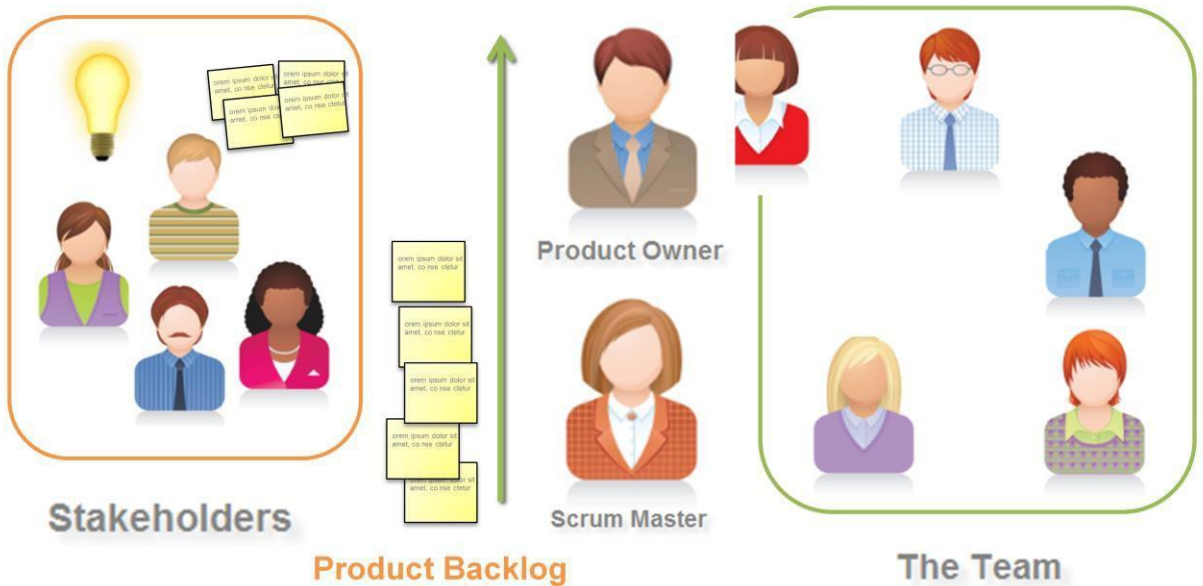*Watch it. Learn it. Do it NOW!*

Notes Area:

The Traditional Way

Notes Area:

-The project manager then hands off the high level requirements to the BA & SME, who meet with the various users and stakeholders to gather the remaining requirements, business rules and get all the details.

-The BA then hands the well documented requirements to the architect in order for him to design the system.

- The architect then hands off the architectural diagrams and technical designs to the development team.

- The development team then implements the requirements.

- When they are all done, they hand it over to QA in order for them to test the system.

- Following that, the requirements are handed off to the SME for user acceptance testing.

- If the product passes UAT it is then released to the sponsor.
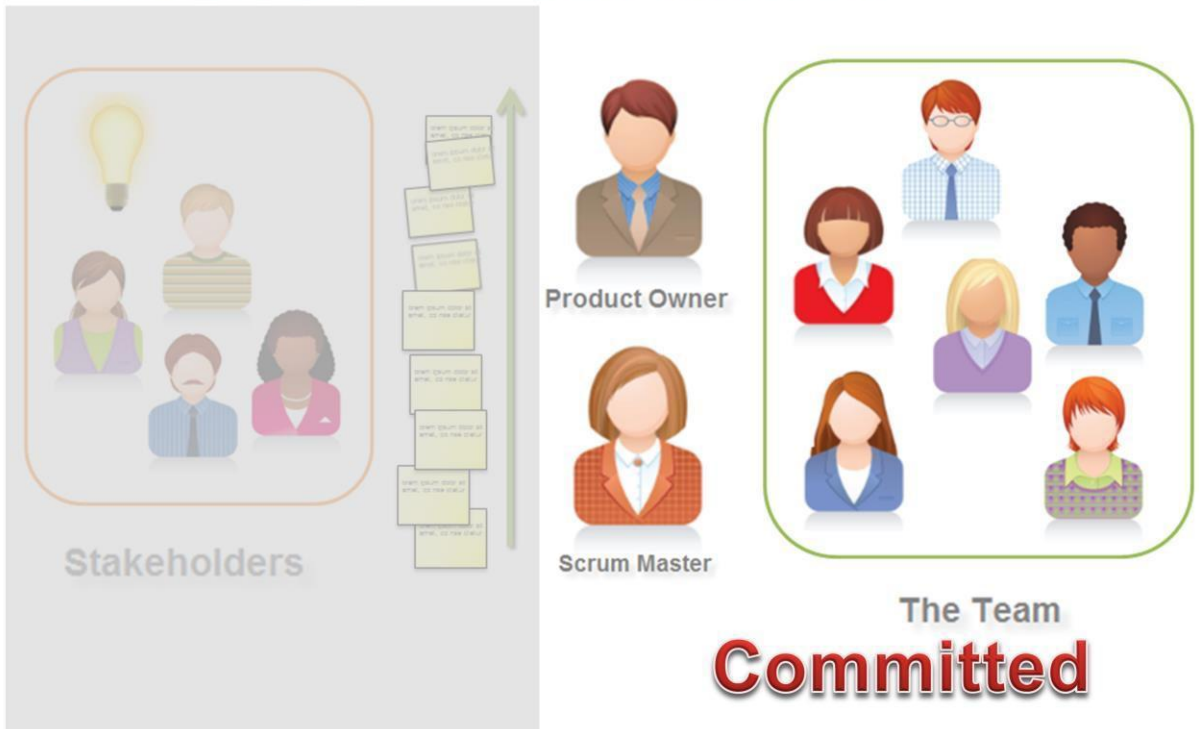
The SCRUM Way

Notes Area:

The ideas come from the stakeholders and go to the product owner who is a part of the agile team. The product owner is responsible for identifying the highest priority items and putting the requested features in chronological order.

The entire team: BA, Developer, Architect, and Tester come together to understand the project, they discuss
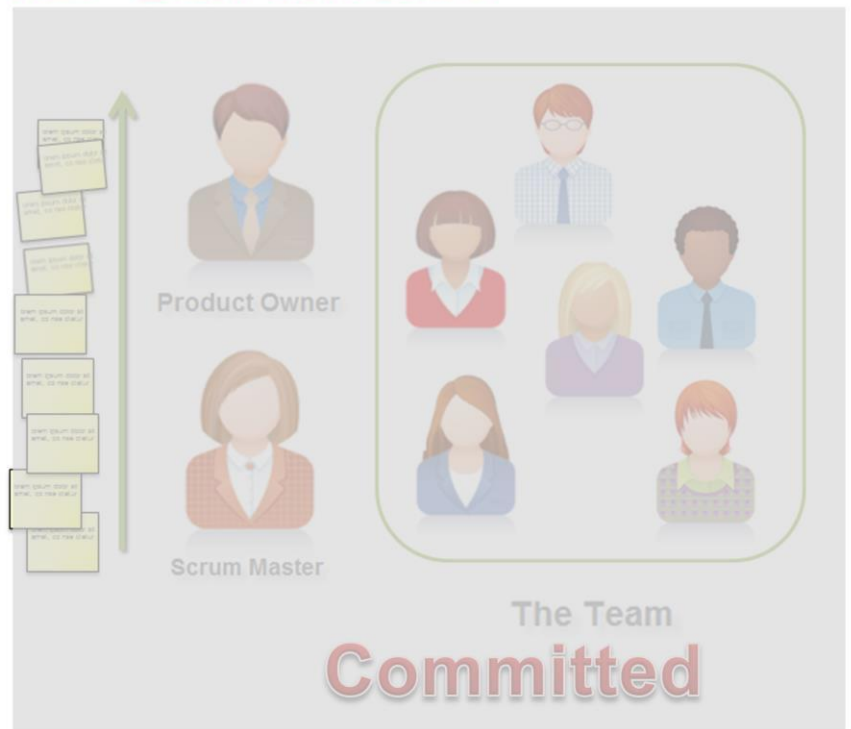the features, and break them down into stories.

agilevideos
Watch it. Learn it. Do it NOW!

6

Notes Area:

The committed team, is the core team. These are the people actually doing the work.

Notes Area:

Stakeholders, and resource managers. These folks are involved, they have something to gain from the team doing work, but they are not actually doing the work. The sponsor and stakeholders are often the ones providing the renewable resource, money, to fund the project and therefore they care about the success or failure of the project.

However, they are not committed and Scrum limits their day to day involvement in order to keep the team focused.

Scrum Roles – Product Owner

Product Owner: responsible for maximizing the business value delivered by the team.

❑ ONE person responsible for the backlog and story priority

❑ Accepts or rejects work

❑ Helps define 'Done'

❑ Knowledgeable, empowered, engaged!

❑ Motivates team, celebrates success!

Product Owner

Notes Area:

Product Owner spends several hours each sprint pre-planning and grooming the backlog Lead team through Story Review sessions
Goal is to have the following ready for the next planning meeting:

- List of prioritized stories
- Acceptance Criteria for each one
- Document business rules, process constraints
- High Level UI mockups or process diagrams

The product owner in Agile is much more engaged with the team than the traditional role of a sponsor. Many Agile teams have dedicated Product Owners, however we have also seen successful teams who have a half dedicated product owner.
Traditionally the project manager was responsible for stakeholder management, in Agile we expect the Product Owner to take the lead on managing stakeholder expectations by engaging them as necessary.

Scrum Roles – ScrumMaster

Scrum Master

ScrumMaster: responsible for facilitating the Scrum process and ensuring the team is delivering value.

❏ Helps builds self organizing teams

❏ Removes impediments

❏ Keeps the process healthy

❏ Empowers the team – Servant Leader ☺

Notes Area:

The ScrumMaster plays a critical role on an Agile team . This role is different from a traditional project manager role in the following ways:

- ScrumMaster can only lead one team (maximum two teams if one is self-organizing). Traditionally, a project manager can lead many many projects.
- ScrumMaster is a servant leader, they work to empower the team and serve them by removing obstacles and protecting them from outside disturbances. Traditionally, He/she does not assign tasks nor make decisions on the project architecture or scope.
- ScrumMaster is a hands on facilitator who guides the process and acts as a coach and mentor to the team and product owner. They do not focus on status reports or the heavy use of traditional reporting tools. They engage the sponsor and Product Owner directly with the team .
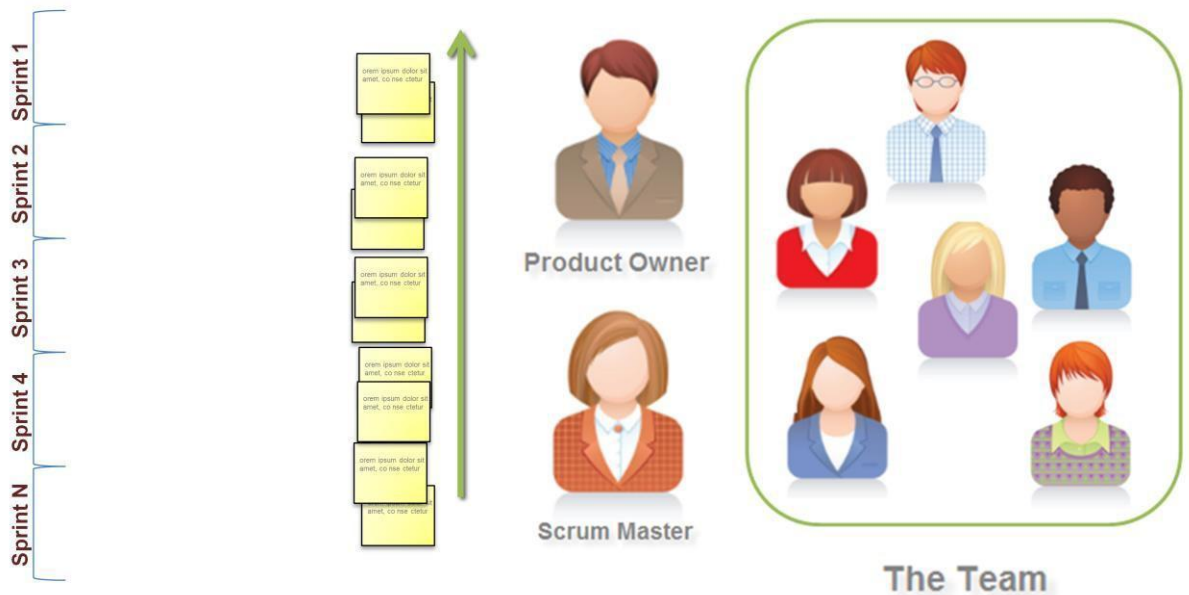
Scrum Roles – The Team

The Team

The Team: responsible for turning the product backlog items into increments of value each sprint.

❑ Cross-Functional, 7 +-2

❑ Self Organizing, Collaborative

❑ Committed

❑ Generalizing Specialists

❑ Deliver Value in Small Chunks

❑ Focused on Customer, Build in Quality

Notes Area:
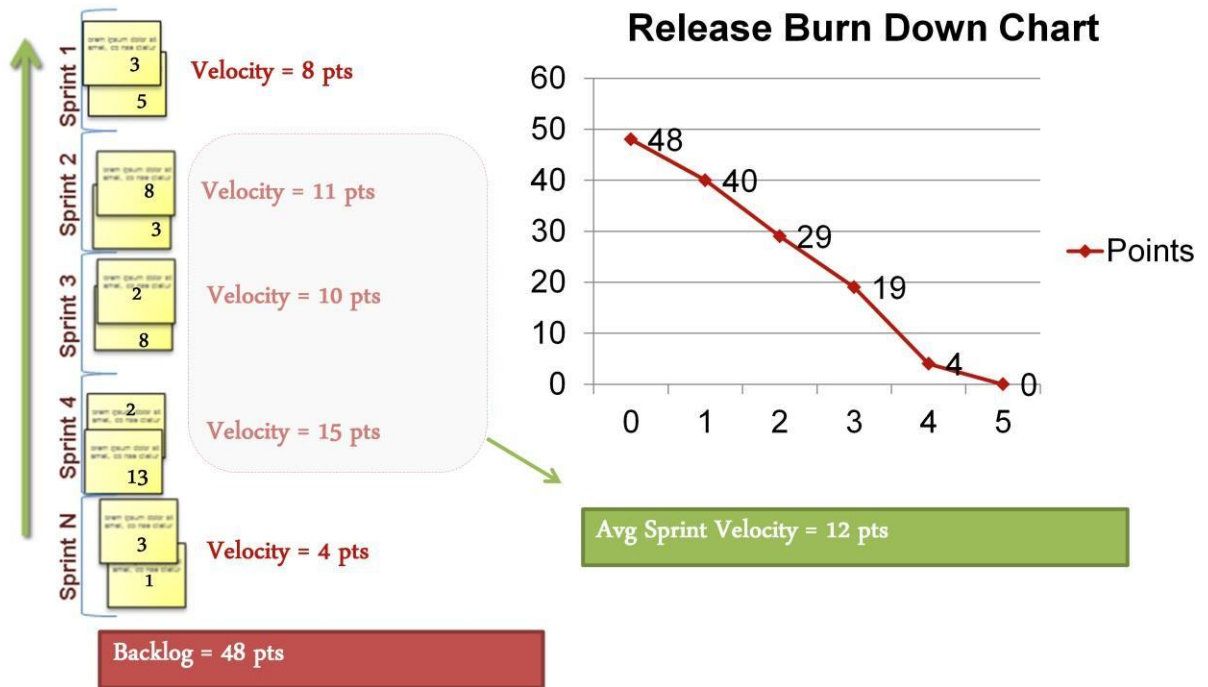
The team should be empowered, trusted, and involved in the project.

Notes Area:

All requirements are broken into two week iterations. We take items from the backlog and we slice them into iterations. This is a rough release plan, you have a prioritized backlog and you need to figure out what your velocity is per iteration.
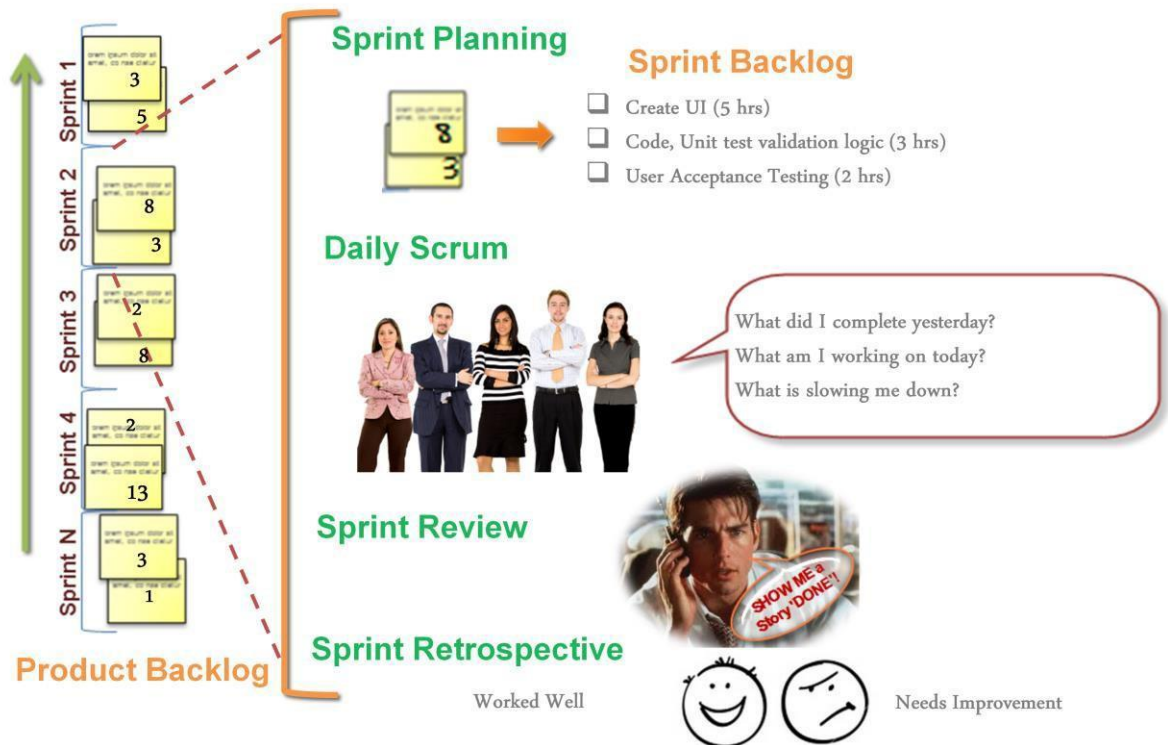
Notes Area:

Instead of calculating hours, we can start looking at a different measure. When you get done with one iteration, you get points. What is the value of velocity? It is for the teams ability to do better capacity planning. Velocity is very important because you are able to monitor everything your team is doing.

-A Release Burn down will be from iteration to iteration to iteration, how are we doing.

-A Sprint Burn Down is monitoring from day 1, day 2, day 3, day 4, and so on.
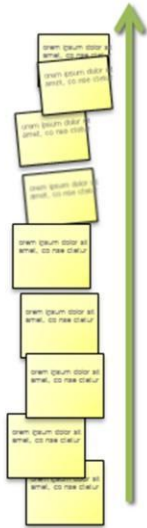
Notes Area:

Sprint planning meeting: break down the work into hours and tasks

Stand up meetings: Team meets together, and discusses:

1. What did you get done yesterday?
2. What are you working on today?
3. Any impediments stopping you?

Sprint Review: "the demo" the opportunity to show what you got done.
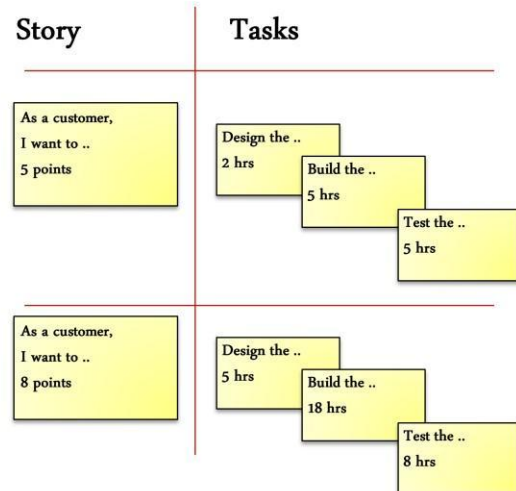
Scrum Artifact – Product Backlog

Product Backlog : prioritized list of desired project outcomes/features.

Product Backlog

Notes Area:

Scrum Artifacts – Sprint Backlog

❑**Sprint Backlog**: set of deliverables from the product backlog that the team agrees to complete in a sprint usually broken into work items.
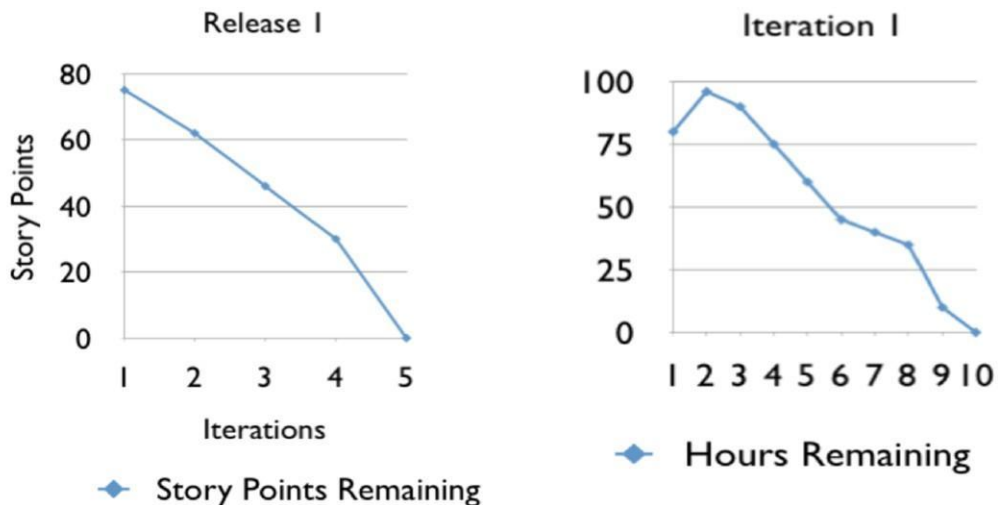

Story | **Tasks**

As a customer, I want to .. 5 points

Design the .. 2 hrs

Build the .. 5 hrs

Test the .. 5 hrs

As a customer, I want to .. 8 points

Design the .. 5 hrs

Build the .. 18 hrs

Test the .. 8 hrs

Notes Area:

A Sprint Backlog is the list of tasks and stories that need to get done.

agilevideos
Watch it. Learn it. Do it NOW!
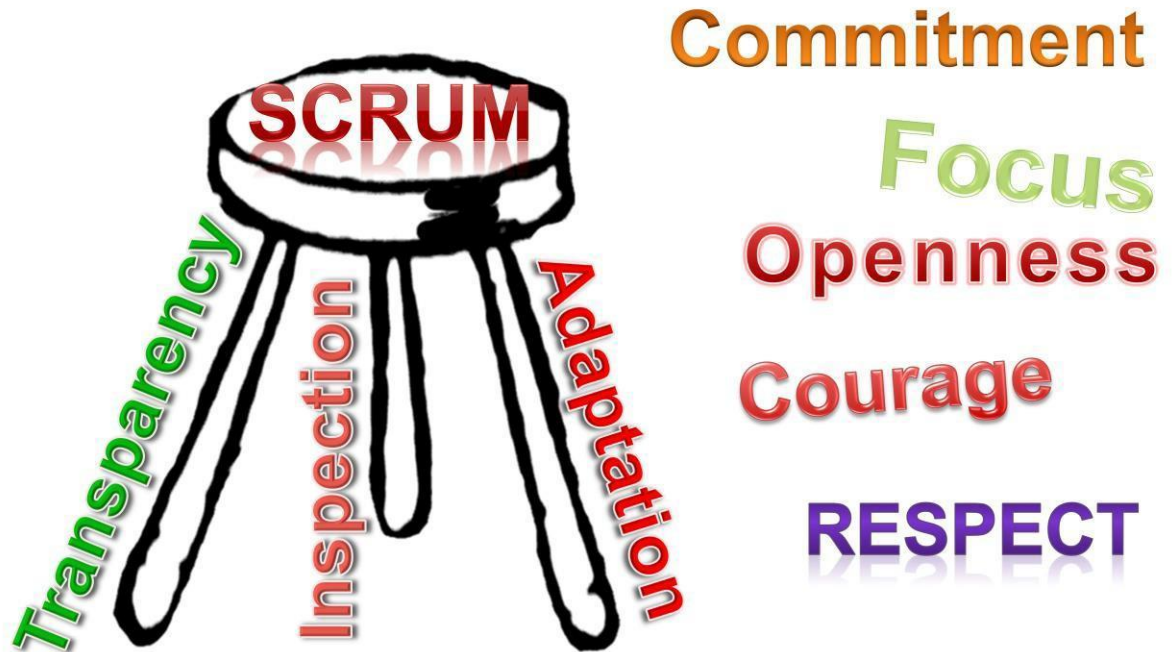
Scrum Artifacts – Burn Down Charts

❑**Burndown chart**: at-a-glance look at the work remaining at the Release or Sprint level.

Notes Area:

A Release Burndown chart shows the different iterations. It shows how we are getting stories done. Everyday you look at the progress and how many hours are remaining.

Notes Area:

Key Points to Remember

☐ Scrum is very simple to learn but very hard to practice due to the mindset and behavior change required.

☐ Scrum has 3 roles: ScrumMaster, Product Owner, Team.

☐ Scrum has 4 meetings: Sprint Planning, Daily Scrum, Sprint Review and Retrospective.

☐ Scrum has 3 artifacts: Product Backlog, Sprint Backlog and Burn Down Charts.

☐ Scrum advocates working in time-boxed sprints with high visibility, collaboration and continuous improvement.

Notes Area:

Read this guide to understand all the Scrum rules:
http://www.scrum.org/storage/scrumguides/Scrum_Guide.pdf
Link to old rules: http://katecarruthers.com/blog/2007/08/scrum-rules/

Workshop: Scrum Terms

- ❑ Daily Scrum
- ❑ Sprint
- ❑ Product Backlog
- ❑ Sprint Backlog
- ❑ Velocity
- ❑ Product Owner
- ❑ Scrum Master
- ❑ Impediment
- ❑ Retrospective
- ❑ Burndown Charts

What do These Terms Mean?

Notes Area:

Additional References:

http://www.scrumalliance.org/articles/39-glossary-of-scrum-terms