Scrum

Agile Manifesto

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

Agile Techniques

- Emphasize team work
- Joint development with users
- Design for change
- Rapid development and frequent delivery of small increments

Agile Principals:

- Active user involvement
- Team empowered to make decisions
- Requirements evolve but timescale is fixed
- Capture requirements at a high level
  - Lightweight and visual
- Develop small incremental releases and iterate
- Focus on frequent delivery
- Complete each feature before delivering next
- Test early Test Often
- Collaborate and cooperate

Definition: SCRUM

Sports
a. A play in Rugby in which the two sets of forwards mass together around the ball and, with their heads down, struggle to gain possession of the ball.
b. The mass or formation of players during such a play.
2. Chiefly British A disordered or confused situation involving a number of people.

http://www.youtube.com/watch?v=abQhoTqB7pE

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Framework within which you can employ various procedures and techniques

Scrum Values

Commitment
Team has authority to decide how it will do its work – empowering and fosters commitment

Focus
Limit attention to a few things

Openness
Everything is visible to everyone

Respect
Self-organizing teams

Courage
Figure out how to meet commitments

Scrum Participants

- **Scrum Master**
  - Helps team follow the process
  - Removes impediments to development
  - Facilitates meetings
  - Acts as a coach
  - Leads daily scrums

- **Product Owner**
  - Decides what work will be done
  - Maintains product backlog
  - Liaison with customer
  - Accountable
  - During a sprint he/she works with customers to enhance product backlog

- **Team Developer(s)**
  - Does the work of delivering the increment
  - Forecast from the product backlog how much they can get done in a sprint
  - Decide HOW to deliver the sprint
  - Self-organizing, title-less
Scrum Artifacts

- **product backlog**
  - ordered/prioritized list of ideas for the product
  - each item includes a description and an estimate of the capacity required to create it
  - lists all features, functions, requirements, enhancements, and fixes
  - single source of requirements
  - never complete, dynamic

- **sprint backlog/ sprint goal**
  - product backlog items chosen for current sprint

- **product increment**
  - deliverable at the end of the sprint
  - must be “givable” to customers

- **definition of done**
  - measure of quality
  - increment must be in usable condition

Scrum Activities

- **Product backlog refinement**
  - Ongoing process
  - Constantly enhancing and ordering product backlog

- **Sprint Planning**
  - Begins with time-boxed meeting, 8 hours
  - Work from product backlog
  - Go over each item and be sure everyone understands it
  - Choose what will be in the sprint
  - Develop a detailed plan for delivering the sprint
  - Sprint is time-boxed 1 month

- **Daily Scrum**
  - Ensure on track for delivering the increment
  - Each member presents
    - What I have accomplished since our last daily Scrum
    - What I plan to accomplish between now and our next daily Scrum
    - What (if anything) is impeding my progress
  - Not a working meeting or design session
    - Team while it cannot discuss issues during the daily scrum can convene after to discuss issues
  - Purpose to be sure everyone is on the same page
  - Yields transparency, trust, and better performance
  - Time-boxed 15 minutes
Scrum Process Model

- **Sprint review**
  - Stakeholders and team review the product increment
  - Update and adapt the product backlog
  - Discusses problems encountered, what alternate approaches were taken
  - How fully tested was the increment
  - How deep is the increments functionality

- **Sprint Retrospective**
  - Team inspects itself
  - Creates a plan for improvements during the next sprint
  - Occurs after sprint review before next sprint planning meeting
  - Time-boxed 3 hours

**Scrum Process**

- Meet with stakeholders and build product backlog (feature list)
- Choose some features to implement (sprint backlog/sprint planning meeting)
- Develop the increment (sprint)
- Meet daily to discuss progress/impediments (daily scrum)
- Deliver the increment (sprint review)

http://www.scrumalliance.org/why-scrum/core-scrum-values-roles

http://www.scrumalliance.org/why-scrum/core-scrum-artifacts-activities

http://www.scrumhub.com/