SCTUM WORKSHOP



is not a process or method

0. What is Scrum

SCRUM IS A FRAMEWORK

for developing, delivering, and sustaining complex <u>products</u>, within you can employ various processes and techniques.

The essence of Scrum is a <u>small team</u> of people. Founded in **Empirical process control theory** and its powerful comes from experience and making <u>decision</u> based on what is known.

SCRUM VALUES

Scrum team members have courage to do the right thing and work on tough problems.

Everyone focuses on the work of the sprint and the goals of the Scrum Team.

Transparency. Inspection. Adaptation.



SCRUM TEAM

Product owner

Is responsible for **maximizing the value** of the product resulting from work of the Development Team.



MANAGING THE PRODUCT BACKLOG

Is the sole person responsible of managing and sort the product backlog.



PRODUCT BACKLOG VISIBLE

Ensuring that PB is visible, transparent and clear to all, and shows what the Scrum Team will work on next.



UNDERSTANDING

Ensuring the Development Team understands items in the Product Backlog.

Scrum master

Is a **servant-leader** for the Scrum Team. Coaching the Development Team in organizational environments in which Scrum is not yet fully adopted and understood.



FACILITING

Scrum events as requested or needed.



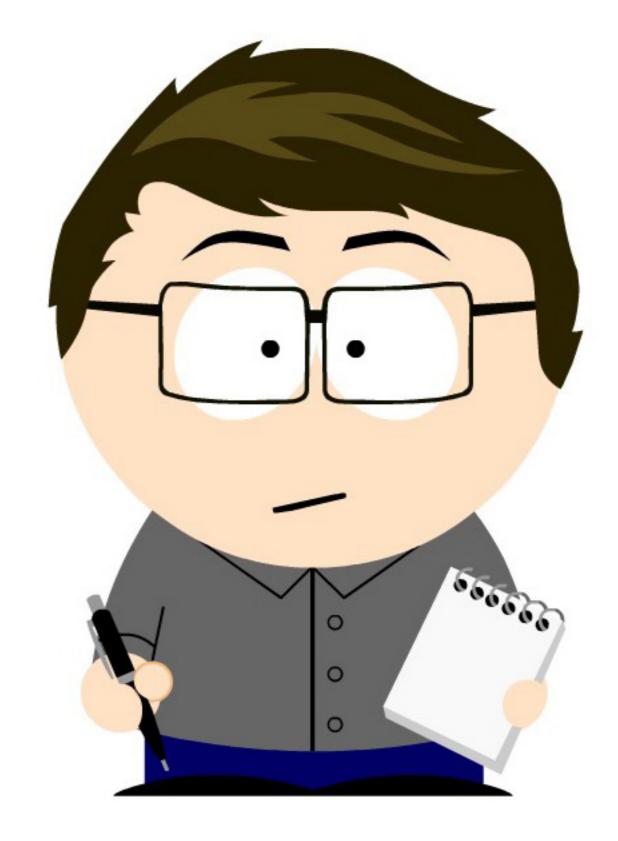
COACHING

the Development Team in self-organization and crossfunctionality.



REMOVING

impediments to the Development Team's progress.



Development Team

Professionals who do the work of delivering a potentially releasable Increment of "Done" product at the end of each Sprint.





SELF-ORGANIZING

They are self-organizing.



CROSS-FUNCTIONAL

Development Teams are cross-functional, with all the skills as a team necessary to create a product Increment.



ARE EQUAL

No titles for Development Team members.



SIZE

Size of team: 3 – 9 people.

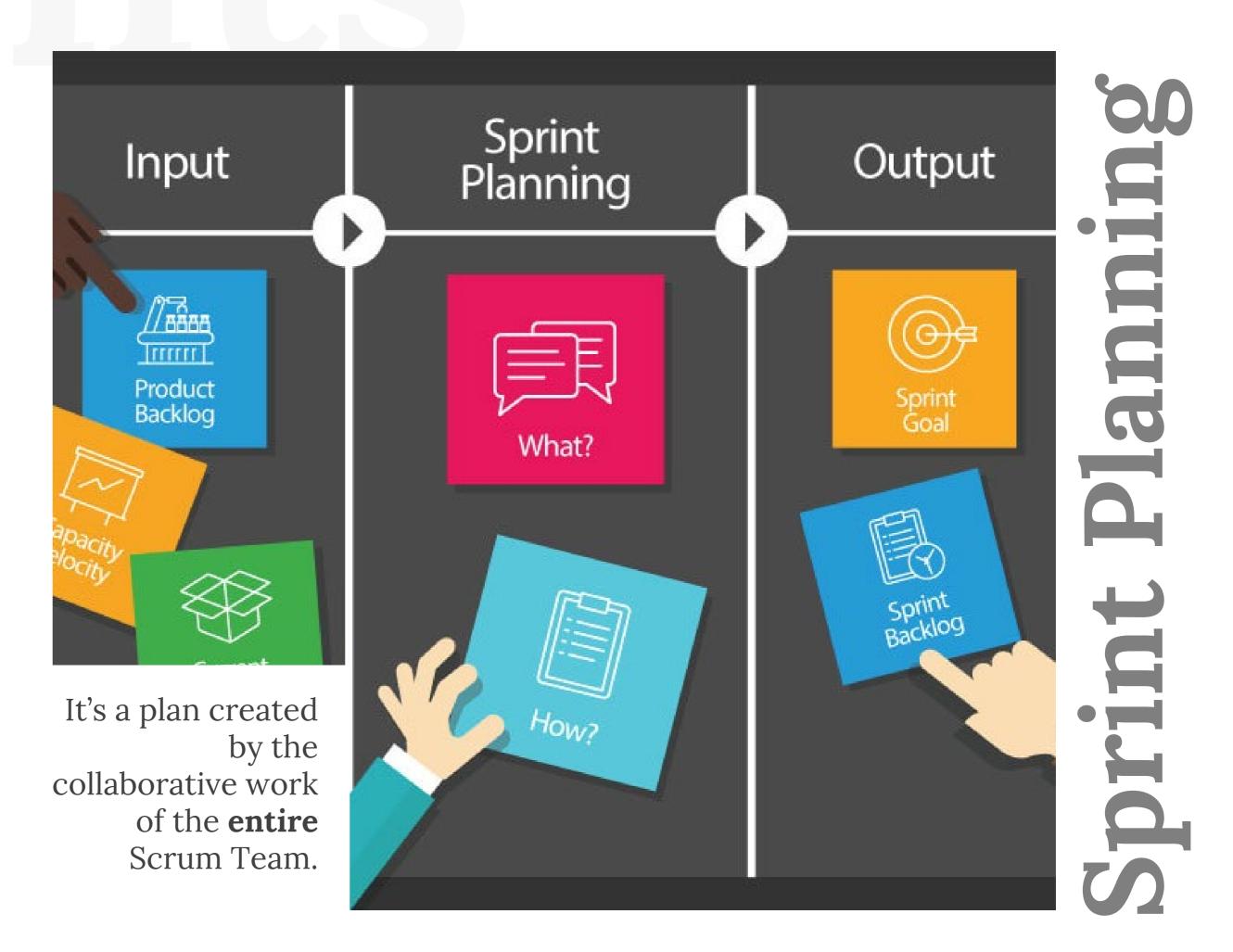
Scrum

The heart of Scrum is a Sprint, a time-box of one month or less during which a "Done", useable, and potentially releasable product Increment is created.

What can be delivered in the Increment resulting from the upcoming Sprint?

How will the work needed to deliver the Increment be achieved?

Sprint Goal is an objective. Provides guidance to the Dev team.



Is time-boxed to a maximum of 8 hours for a one-month Sprint.

DEVELOPMENT TEAM REQUIRED

Daily Scrum

What did I do yesterday
What will I do today
Do I see any impediment

The Development Team uses the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.



Sprint Review

3-hours per month of Sprint

Scrum and stakeholders.

The Product Owner explains what Product Backlog items have been **Done and not**.

Dev team show the work.

Get input to next Sprint Planning.

Inspect the last Sprint. People, relationships, process, tools.

Identify and order items.

Create a plan for implementing improvements.

4. ARTIFACTS

Product Backlog

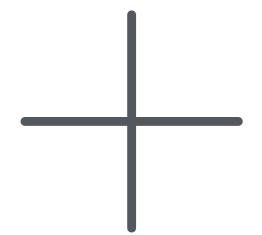
Is an **ordered list of everything** that is known to be needed in the product. Single source. Never complete.



Higher ordered items are usually clearer and more detailed than lower ordered ones.

Sprint Backlog

Is the set of Product Backlog items selected for the Sprint .



PLAN FOR DELIVERING

Increment

Is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.

At the end of a Sprint, a new Increment must be Done.

Definition of Done DOD

Although this may vary significantly per Scrum Team, members must have a **shared understanding of what it means for work to be complete**, to ensure transparency.

This is the definition of "Done" for the Scrum Team and is used to assess when work is complete on the product Increment.