

Scrum in a Nutshell

Part 2

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v3.0 , last update: September, 23 2013

Agenda

- Scrum pillars & values
- Roles, Events, Artifacts in details
- How to make that happen?
- Q&A

Scrum pillars

- Transparency
- Inspection
- Adaptation

Scrum values

- Openness
- Focus
- Commitment
- Courage
- Respect

Roles in Scrum Team

- The Product Owner
- The Development Team
- The Scrum Master

Product Owner

- One person, not a committee
- The only person who tells the Scrum Team what to work on
- A member of the Scrum Team
- NOT the Scrum Master
- Usually NOT the architect

Product Owner-responsibilities

- Defining the features of the product
- Deciding on release date and content
- Maximizing the value of the product and the work of the Development Team
- Managing the Product Backlog

The Development Team

- Self-organizing
- Cross-functional
- One title for all – Developer
- Selects the Sprint Goal and specifies work results

The Development Team

- Delivers products iteratively and incrementally
- Makes sure that a potentially useful version of working product is always available
- Makes all estimates
- Works in open, collocated space
- Isn't allowed to act on what anyone else but the Product Owner says

Scrum Master

- Knows Scrum
- A servant-leader for the Scrum Team
- Is NOT tech guru

Scrum Master – responsibilities

- Understanding and practicing agility
- Coaching the DT in self-organization and cross-functionality
- Removing impediments to the DT's progress
- Facilitating Scrum events
- Helping the PO in Product Backlog management
- Enables close cooperation across all roles and functions and removes barriers
- Causing change that increases the productivity of the Scrum Team

Scrum Master – responsibilities

- Work with the Scrum Team and the organization to increase the transparency of the artifacts
- Leading and coaching the organization in its Scrum adoption
- Working with other SMs to increase the effectiveness of the application of Scrum in the organization

Events

- The sprint
- Sprint planning
- Daily Scrum (stand – up)
- Sprint Review
- Sprint Retrospective

The Sprint

- The heart of Scrum
- A time-box of one month or less
- Useable, and potentially releasable product Increment is created
- Consistent durations throughout a development effort
- No changes are made that would endanger the Sprint Goal

Sprint planning

- One, eight-hour time-boxed event
- Answers the following:
 - What can be done this Sprint?
 - How will the chosen work be done?
- The Development Team selects the Product Backlog items for the Sprint
- The Scrum Team crafts a Sprint Goal
- Sprint Backlog is created

Daily Scrum (stand-up)

- Parameters
 - Daily 15-minutes time-boxed event
 - Same place and time every day
 - Only Development Team members participate
- To synchronize and create a plan for the next 24 hours
- Optimizes the probability of meeting the Sprint Goal
- Not for problem solving
- Not a status meeting
- Helps avoid other unnecessary meetings

Daily Scrum (stand-up)

- The Dev Team members explain:
 - What did I do yesterday that helped the Development Team meet the Sprint Goal?
 - What will I do today to help the Development Team meet the Sprint Goal?
 - Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?

Sprint Review

- Four-hour time-boxed meeting
- Held at the end of the Sprint to inspect the Increment and adapt the Product Backlog
- Team presents what it accomplished during the sprint
- Informal meeting
- Whole team participates and key stakeholders invited by the Product Owner
- The entire group collaborates on what to do next

Sprint Retrospective

- Three-hour time-boxed meeting
- The Scrum Team inspects itself and creates a plan for improvements introduced in next sprint
- Done after every sprint
- Whole team participates

Artifacts

- Product Backlog
- Sprint Backlog
- Product Increment

Product Backlog

- The single source of requirements
- Exists as long as a product
- Never completed - a living artifact
- Regularly refined
- The Product Owner responsibility

Sprint Backlog

- Product Backlog items selected for the Sprint + a plan for delivering them
- emerges during the Sprint
- only the Development Team can change it
- a highly visible, real-time picture of the work
- tracked throughout the Sprint

Product Increment

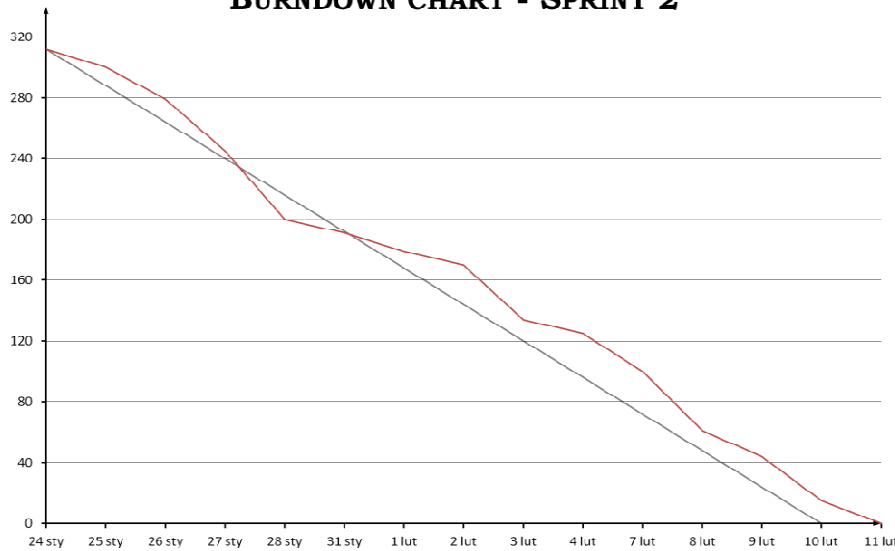
- The sum of all the Product Backlog items completed
- Meets Definition of Done
- “Potentially Shippable”

Definition of Done

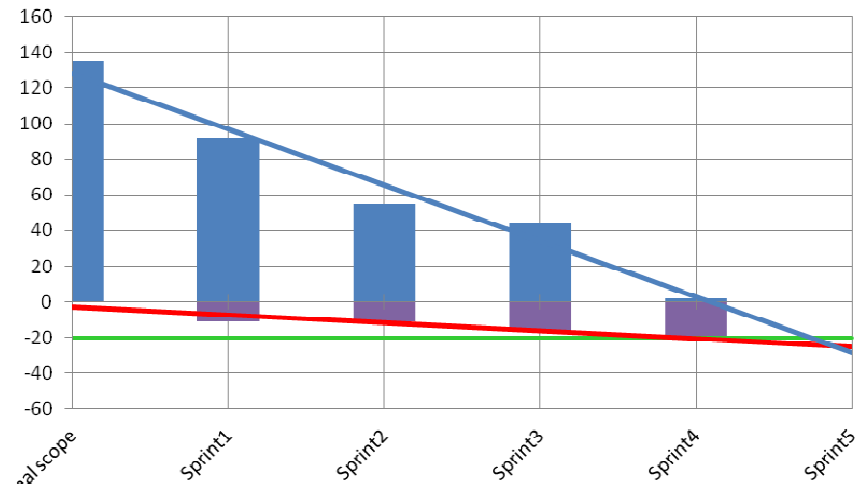
- DONE is specific for each team
- Same meaning across the Scrum Team
- Used to assess when work is complete
- **ALMOST DONE IS NOT DONE!**

Metrics

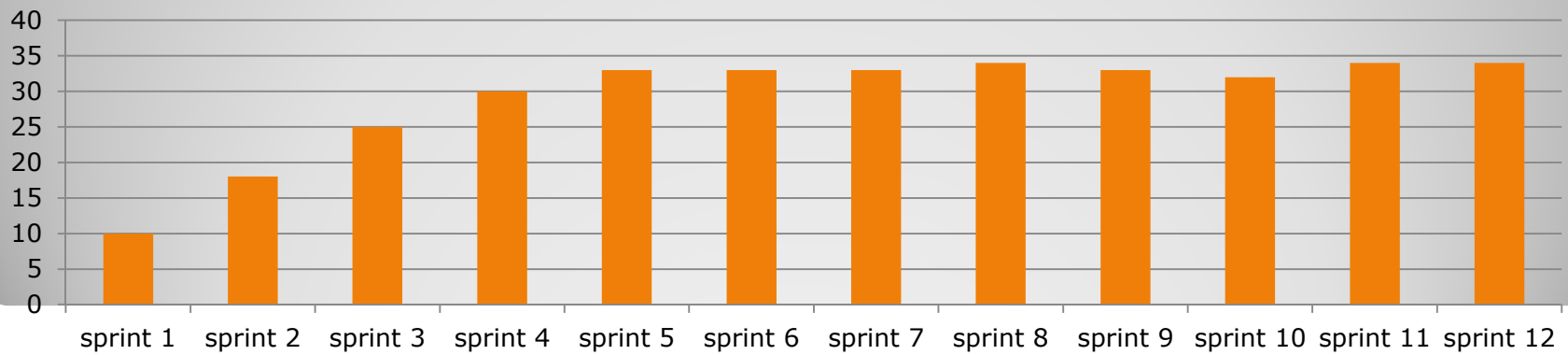
BURNDOWN CHART - SPRINT 2



Enhanced burndown chart



Velocity

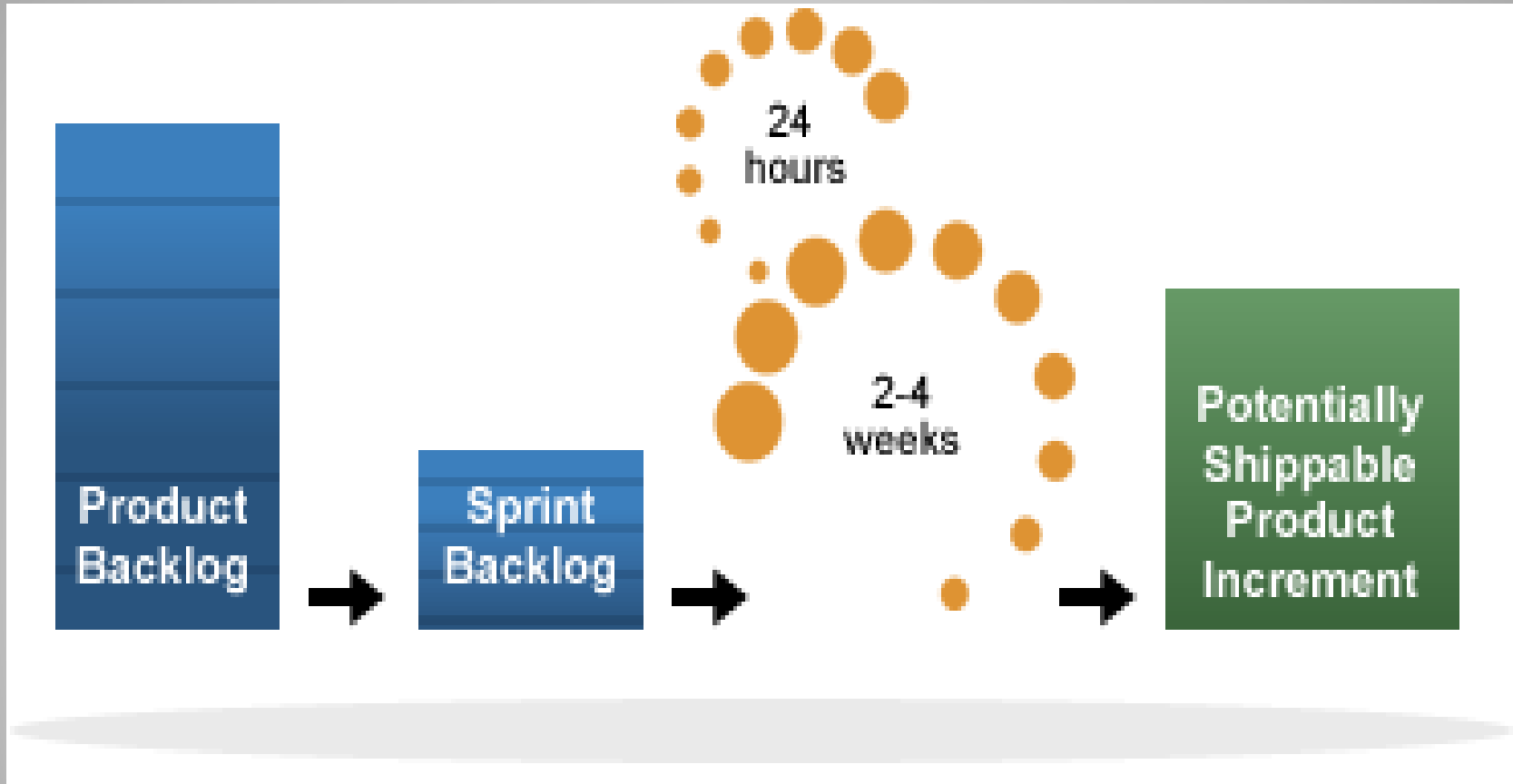


How to make that happen?

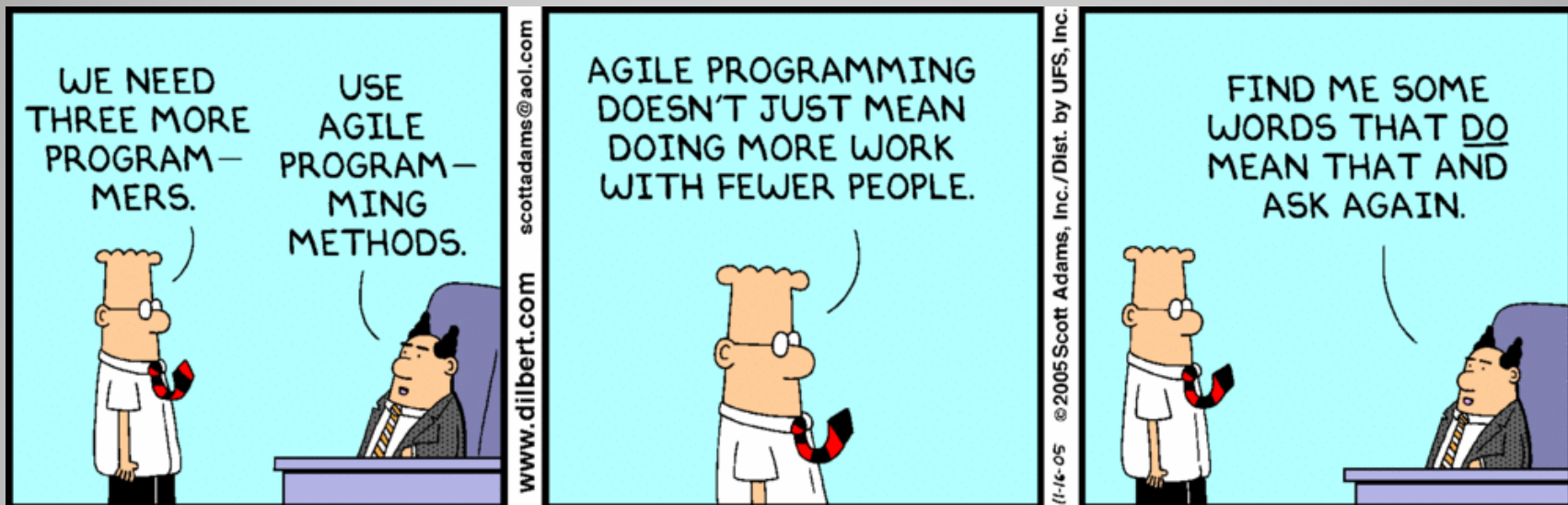
- Small & collocated teams
- Decompose project into good, incrementable requirements
- Set up development environment
- Follow rules
- Inspect & adapt

It can happen!

What is Scrum



It's a kind of magic 😊



Worth reading

- Schwaber K., Sutherland J., ["The Scrum Guide"](#)
- Larman C., "Agile and Iterative Development: A Manager's Guide"
- Cohn M., "Agile Estimating and Planning"
- Schwaber K., "Agile Project Management with Scrum"
- Derby E., Larsen D., "Agile Retrospectives"
- Schwaber K., Sutherland J., "Software in 30 days"

Krakow Agile Community

Motorola Solutions Center in Krakow

Agile Swarming 2013 - Schedule & Abstracts

September 18, 2013 @ 15:34 by Norbert Kolakowski

For conference schedule click [>>here<<](#)

For presentation & workshop abstracts click [>>here<<](#)

For FAQ click [>>here<<](#)

For Outlook appointments click [>>here<<](#)

To register for the workshops you need to write you name and code ID on the cork board next to the reception in the building B.

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Agile Swarming 2013 - Call for papers, call for workshops, submission date extended

September 3, 2013 @ 16:33 by Norbert Kolakowski

We would like to encourage you to submit your papers and workshops proposals ([code retreat](#), [coding dojo](#): prepared kata or randori) till **6th of September 2013**.

AGILE SWARMING 2013

26TH-28TH SEPTEMBER, MOTOROLA SOLUTIONS GREEN OFFICE

CALL FOR PAPERS, CALL FOR WORKSHOPS

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History

1986

Takeuchi H. & Nonaka I., *The New New Product Development Game*

1995

Sutherland J. & Schwaber K., *Scrum methodology at OOPSLA'95*

2001

Agile Manifesto

2002

Schwaber K. & Beedle M., *Agile Software Development with Scrum*

Revision history

Rev	Date	Name	Description of change
1.0	Mar, 26 12	N. Kołakowski, K. Kosacki, T. Kaczmarek	Initial creation
1.1	Sep, 17 12	N. Kołakowski	Replaced slide "Behaviors that enable Agile" with "Scrum values", added notes about what scrum is
1.2	Oct, 17 12	N. Kołakowski	Fixed agenda, changed priority to order
1.3	Oct, 29 12	N. Kołakowski	Added Lucy's Famous Chocolate Scene
1.4	Apr, 09 13	K. Kosacki	Refactoring, added photos for roles in Scrum
1.5	Apr, 12 13	N. Kołakowski	Added slides about estimation, cleared some notes in the other slides
2.0	Apr, 23 13	N. Kołakowski	Moved slides about pillars and values after the game. Replaced slides about Sprint Goal & managing sprint backlog with a slide about Sprint Backlog (defect fix). Refactored the other slides
3.0	Sep, 23 13	N. Kołakowski	Adjusted to the newest version of the Scrum Guide (July 2013)