

Scrum

- **3 Roles,**
- **3 Ceremonies,**
- **3 Artifacts,**
- **3 Best Practices**
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Scrum's THREE ROLES

- The actors in Scrum: Product Owner, Scrum master, Team.
- Product Owner: Own and prioritizes the Product Backlog
- Scrum Master: Facilitates the Scrum process
 - NOT a traditional Project Manager !!
- Team: Produces Increments of Shippable Product Functionality

Scrum's THREE ROLES

- **The Product Owner:**
 - Defines and Prioritizes Features
 - Owns the gathering of requirements
 - Agrees to Iteration Ground Rules
 - Set length of calendar time for Sprint
 - (2,3,4 weeks typical)
 - Does not interfere with Sprint (no scope creep)
 - Can pull the plug at any time (has the power)
 - Honors rules and the Scrum process during Sprints

Scrum's THREE ROLES

- **Scrum Master: A Boundary Manager**
 - Supports the Team
 - Facilitates the Daily Scrum meeting. Asks each developer:
 - What did you do yesterday?
 - What are you doing today?
 - What is in your way?
 - Listens and watches carefully during Scrum meeting
 - Pays careful attention to non-verbal cues
 - Removes Impediments in Way of Team
 - Secures resources (monitors, rooms, etc)
 - Communicates to Product Owner

Scrum's THREE ROLES

- The Team:
 - Participates in design
 - To gain understanding of problem/solution space

Scrum's THREE ROLES

- The Team:
 - Selects subset of prioritized Product Backlog for Sprint commitment
 - Estimates the effort
 - Fills the timebox with work
 - Commits to the work as a team

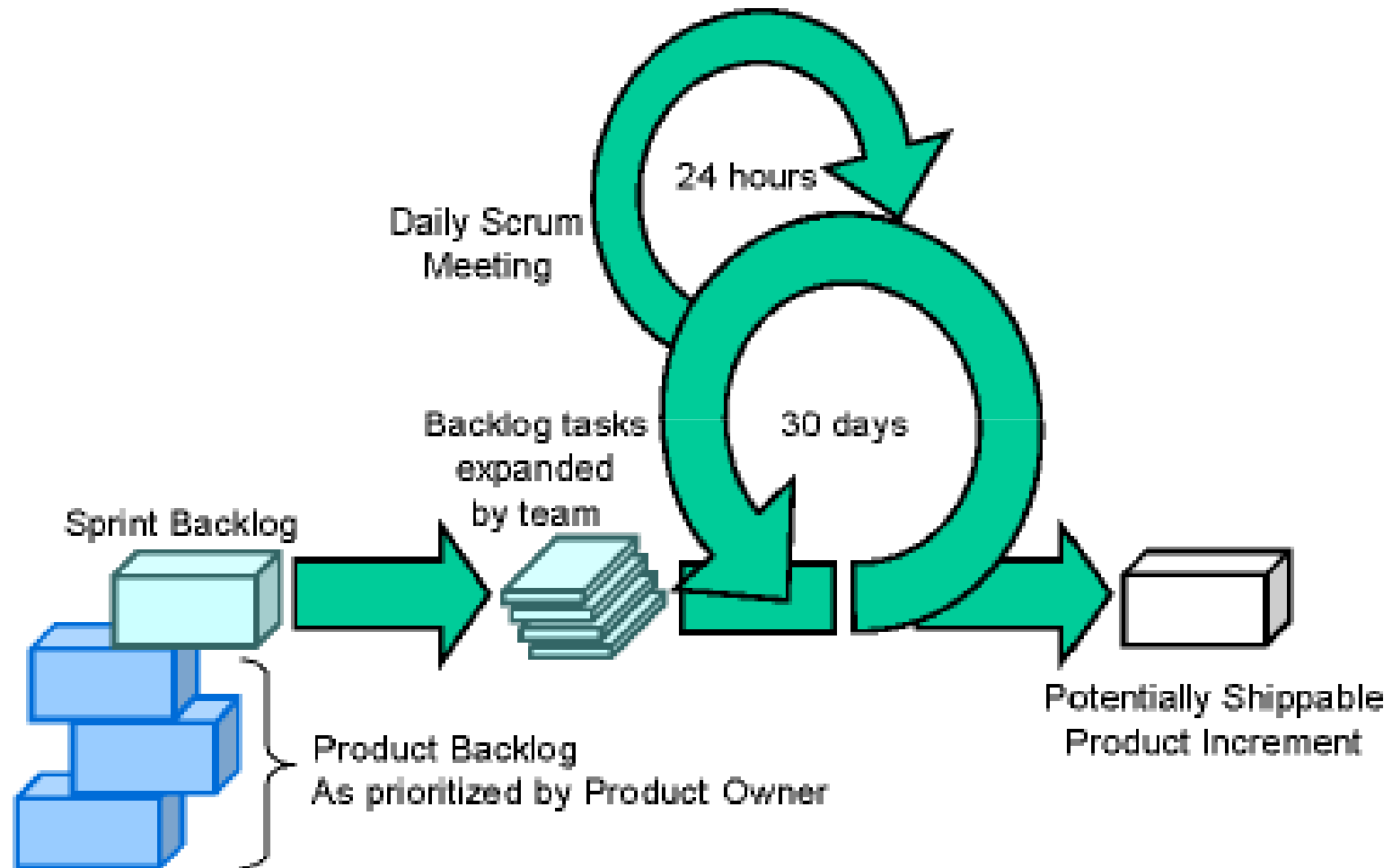
Scrum's THREE ROLES

- The Team:
 - Self organizes:
 - Everyone commits to ALL TASKS necessary during the Sprint
 - Determines the nature of self-organization
 - Teams select work for each Sprint
 - Teams self-organize
 - Teams have a 'velocity'

Scrum's THREE ROLES- with Boundaries!!

- Product Owner
 - A role with tasks, and authority
 - Each element here has a BOUNDARY
- Scrum Master
 - A role with tasks, and authority
 - Role, tasks and authority have BOUNDARIES
- Team
 - A role (populated by multiple persons)
 - The role, and tasks and authority has clear BOUNDARIES

Scrum Process Diagram



Scrum's THREE CEREMONIES

- Sprint Planning
- Daily Scrum
- Sprint Review (retrospective)

Scrum's THREE CEREMONIES

- Ceremony #1: Sprint Planning Meeting
 - Product Owner reviews:
 - Vision, Roadmap, Release Plan
 - Team reviews:
 - Estimates for each item on Backlog that is a candidate for the Sprint
 - Team pulls the work:
 - From the Product Backlog onto the Sprint Backlog

Scrum's THREE CEREMONIES

- Ceremony #2: The Daily Scrum
 - By and for the Team
 - Other may attend and NOT speak
 - Team members speak, others listen
 - Team stays on task with the 3 questions, divergences are addressed offline outside of this meeting
 - Visibility, clear understanding on a day-by-day basis
- Product owners know the score on a daily basis
 - Can pull the plug at ANY time

Scrum's THREE CEREMONIES

- Ceremony #3: Sprint Review Meeting
 - Part 01: Product Demo
 - Led by Product Owner
 - Part 02: Sprint Retrospective
 - Led by Scrum Master
 - What worked?
 - What didn't?
 - What adjustments can we make now?

Scrum's THREE ARTIFACTS

- Artifact #1: Product Backlog
 - A list of features, prioritized by business value
 - Each feature has an associated estimate, provided by the ACTUAL team who will do the work
 - Backlog items come in from diverse sources, including the Team

Scrum's THREE ARTIFACTS

- Sample Product Backlog

	Item #	Description	Est	By
Very High				
	1	Finish database versioning	16	KH
	2	Get rid of unneeded shared Java in database	8	KH
		- Add licensing	-	-
	3	Concurrent user licensing	16	TG
	4	Demo / Eval licensing	16	TG
		Analysis Manager		
	5	File formats we support are out of date	160	TG
	6	Round-trip Analyses	250	MC
High				
		- Enforce unique names	-	-
	7	In main application	24	KH
	8	In import	24	AM
		- Admin Program	-	-
	9	Delete users	4	JM
		- Analysis Manager	-	-
	10	When items are removed from an analysis, they should show up again in the pick list in lower 1/2 of the analysis tab	8	TG
		- Query	-	-
	11	Support for wildcards when searching	16	T&A
	12	Sorting of number attributes to handle negative numbers	16	T&A
	13	Horizontal scrolling	12	T&A
		- Population Genetics	-	-
	14	Frequency Manager	400	T&M
	15	Query Tool	400	T&M
	16	Additional Editors (which ones)	240	T&M
	17	Study Variable Manager	240	T&M
	18	Haplotypes	320	T&M
	19	Add icons for v1.1 or 2.0	-	-
		- Pedigree Manager	-	-
	20	Validate Derived kindred	4	KH
Medium				
		- Explorer	-	-
	21	Launch tab synchronization (only show queries/analyses for logged in users)	8	T&A
	22	Delete settings (?)	4	T&A

Scrum's THREE ARTIFACTS

- Artifact #2: Sprint Backlog
 - Topmost subset of the Product Backlog, loaded onto the Sprint's "timebox"
 - Usually has more detail attached, including planned hours and primary person responsible to do the work during the Sprint
 - Is the list of work the Team is addressing during the current Sprint

Scrum's THREE ARTIFACTS

- Artifact #2: Sprint Backlog Sample

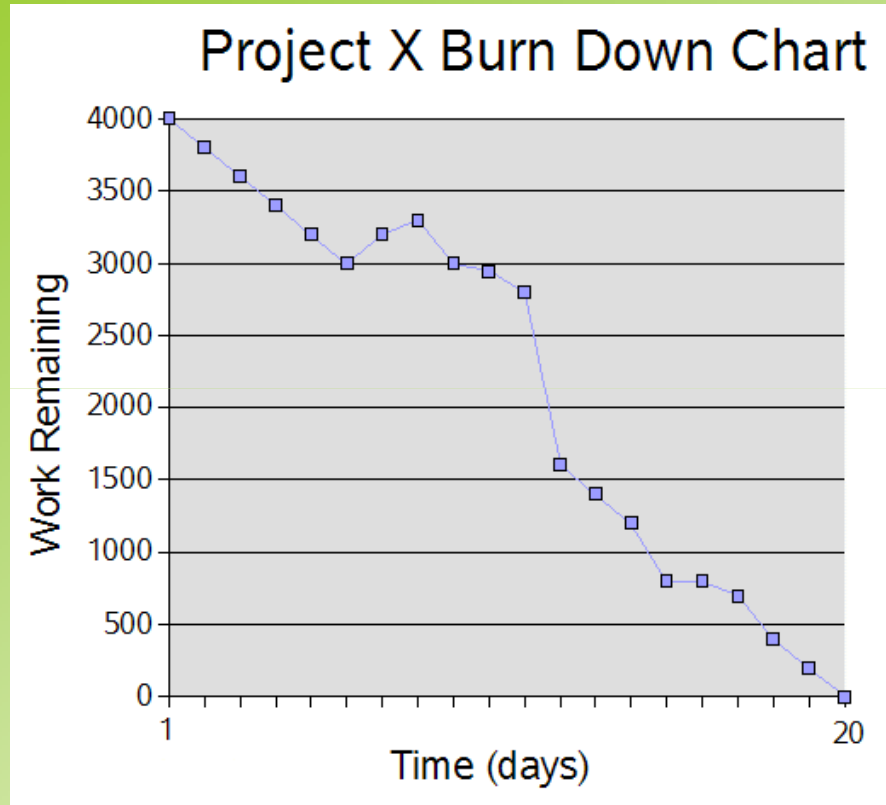
Tasks	Mon	Tues	Wed	Thurs	Fri
Code the user interface	8	4	8		
Code the middle tier	16	12	10	4	
Test the middle tier	8	16	16	11	8
Write online help	12				
Write the foo class	8	8	8	8	8
Add error logging			8	4	

Scrum's THREE ARTIFACTS

- Artifact #3: Burndown Chart
 - Provides visibility into the Sprint
 - Illustrates progress by the team
 - Work on the Horizontal, Time on the Vertical

Scrum's THREE ARTIFACTS

- Sample BurnDown Chart



Scrum's ARTIFACTS

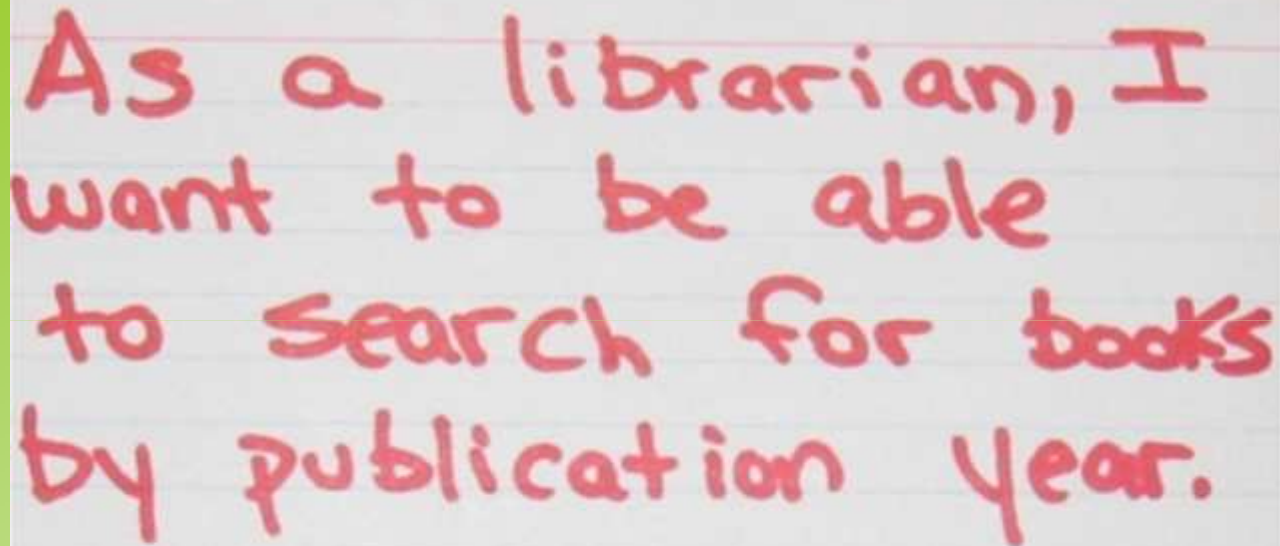
- Artifacts are VISUAL AIDS
- Many people perceive and recognize VISUALLY
- Elementary School teachers have known this for HUNDREDS of years
- There is nowhere you can look inside a co-located Scrum workspace, where you are not 'bombarded' with visual validation (or not) on how you are doing

Scrum' THREE BEST PRACTICES

- Best Practice #1: User Stories
 - Plain-english requirements, written on common 3X5 index cards
 - Form: As [a type of user] I want to [perform a specific action] such that [result]
 - Example: “As a web user, I want to make a reservation, such that I may secure my lodging”
 - Stories that are big are called EPICS
 - Acceptance criteria goes on card back

Scrum' THREE BEST PRACTICES

- Sample User Story:



As a librarian, I
want to be able
to search for books
by publication year.

Scrum' THREE BEST PRACTICES

- Best Practice #2: Planning Poker
 - A way for the team to do estimates
 - Each participant has cards numbered 1,2,3,5,8,13,21
 - Values represent 'story points' of effort
 - Players discuss feature, then throw down a card together
 - Differences are noted and discussed, then process repeats till a consensus estimate is formed

Scrum's THREE BEST PRACTICES

- Best Practice #2: Planning Poker



Scrum' THREE BEST PRACTICES

- Best Practice #3: Use of the Scrum Board
 - Scrum Board is a rows-and-columns depictions of work-in-progress
 - Items of work are rows, work status labels are columns
 - Work is addressed from top to bottom
 - Work migrates from left to right on the board

Scrum' THREE BEST PRACTICES

- Sample Use of the Scrum Board



Thanks !

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