

Agile development introducing SCRUM

What is SCRUM?

Agile Manifesto

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

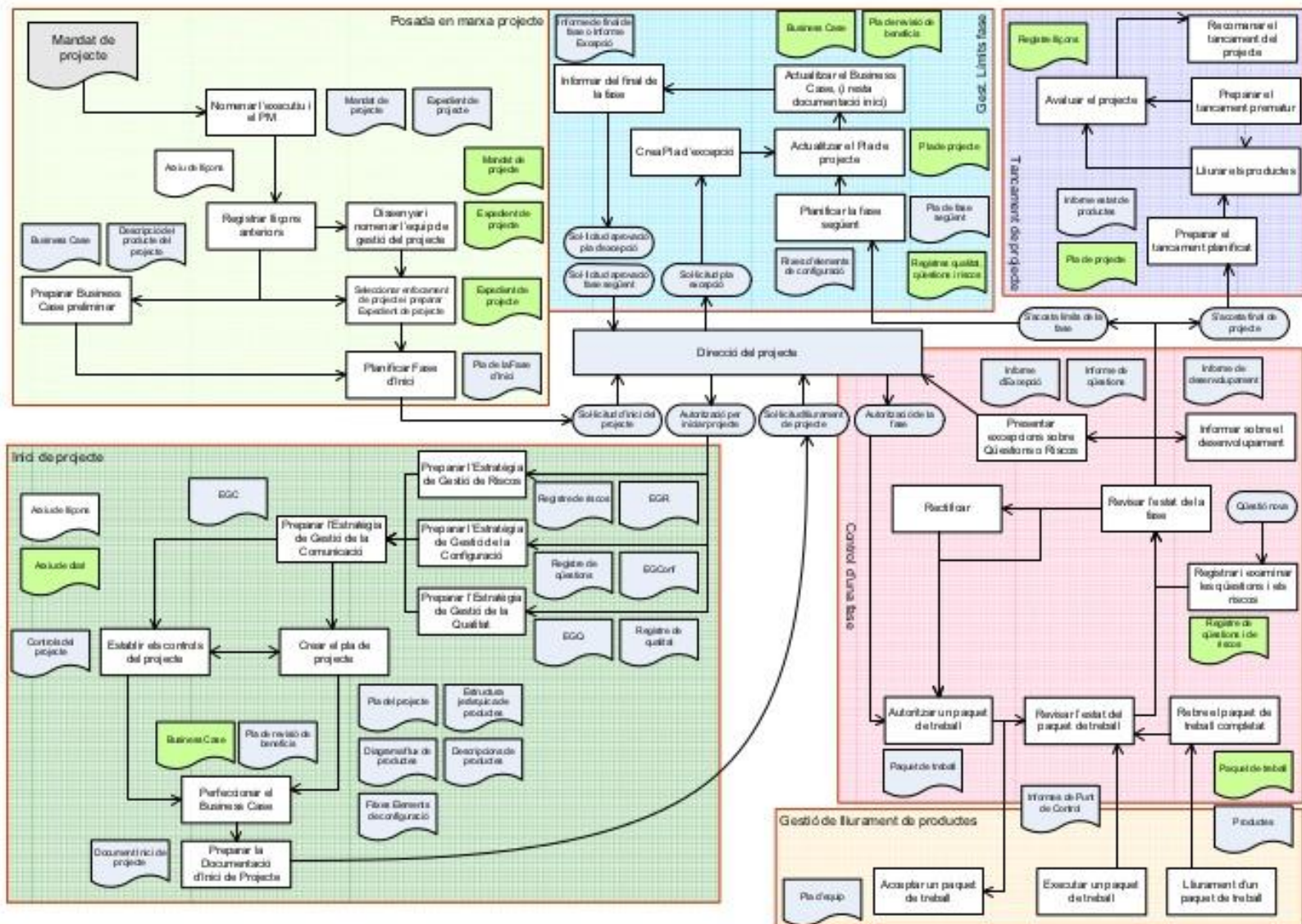
James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

SCRUM isn't a methodology

It is a framework

*To say that do SCRUM, you must:
(Transparency, Inspect and Continuous improvement) + (Daily Meeting, Time Box, Sprint)*



Project

Project

complex, uncertain, changing

Project



- **Time delimited**
- **Resources controlled**
- **Scope defined**

Dates, objectives & decisions

Economic and more

Clear objectives

SCRUM don't provide a
Project definition

SCRUM don't provide a
Project definition

Above “plan” is the **product**

SCRUM is based on the **empirical
control process theory**

Wikipedia: The empiricism is a philosophic theory that emphasize the experience role, related to sensorial perception and making knowledge

Transparency

The information must “flow”. It must speak the same language (ex: “finished” definition)

Inspection

Project = Objectives

+ Objectives = Continuous improvement

Project = Continuous improvement

(continuous improvement process, too)

Project = Hunt deviations

Adaptation

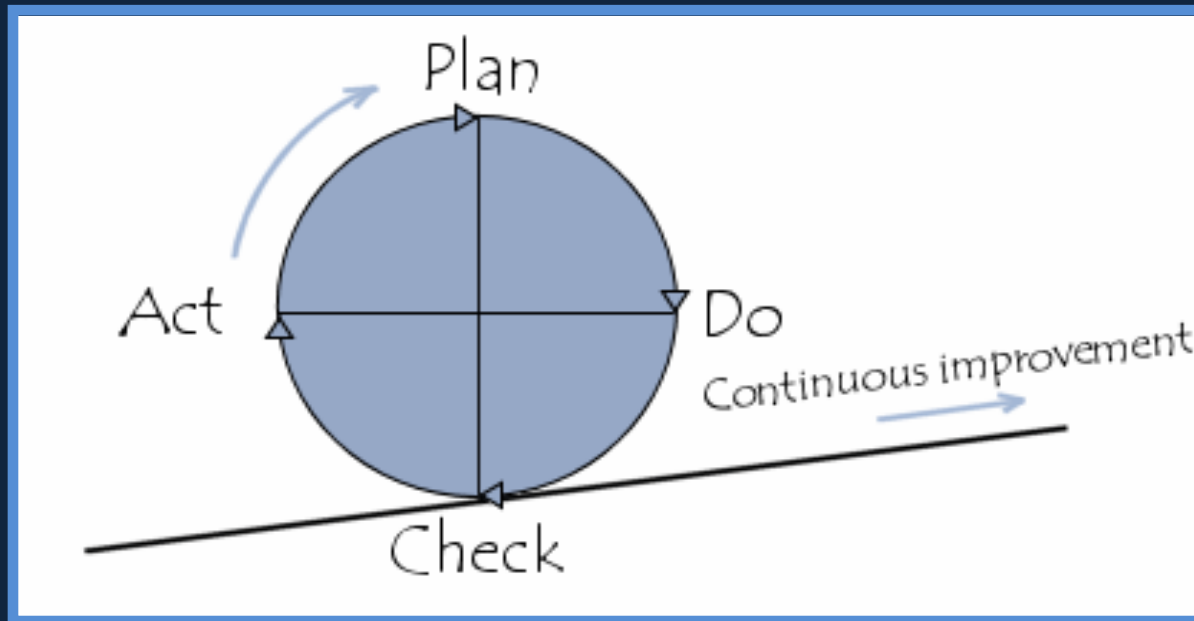
What we do when we detect a deviation? We **adapt**

Adapt is:

1. Create a plan to correct the deviation
2. Change the affected objectives

SCRUM is

Continuous improvement



SCRUM premises

SCRUM premises

- Customer satisfaction
- Change requirements receptivity
- Working product or service focus
- Sustainable development
- Business and developers open and daily cooperation
- Direct communication person to person
- Motivated individuals vs managed individuals
- Excellence orientation
- Simplicity
- Self-organized teams
- Adaptability

SCRUM values

SCRUM values

- **Commitment:** Team working require a high degree of commitment
- **Focus:** Divide the problem
- **Openness organization:** Transparency and clarity
- **Respect:** Work respect. Team respect
- **Courage:** Courage to face complex projects challenges

SCRUM organizations



Improving the Profession of Software Development



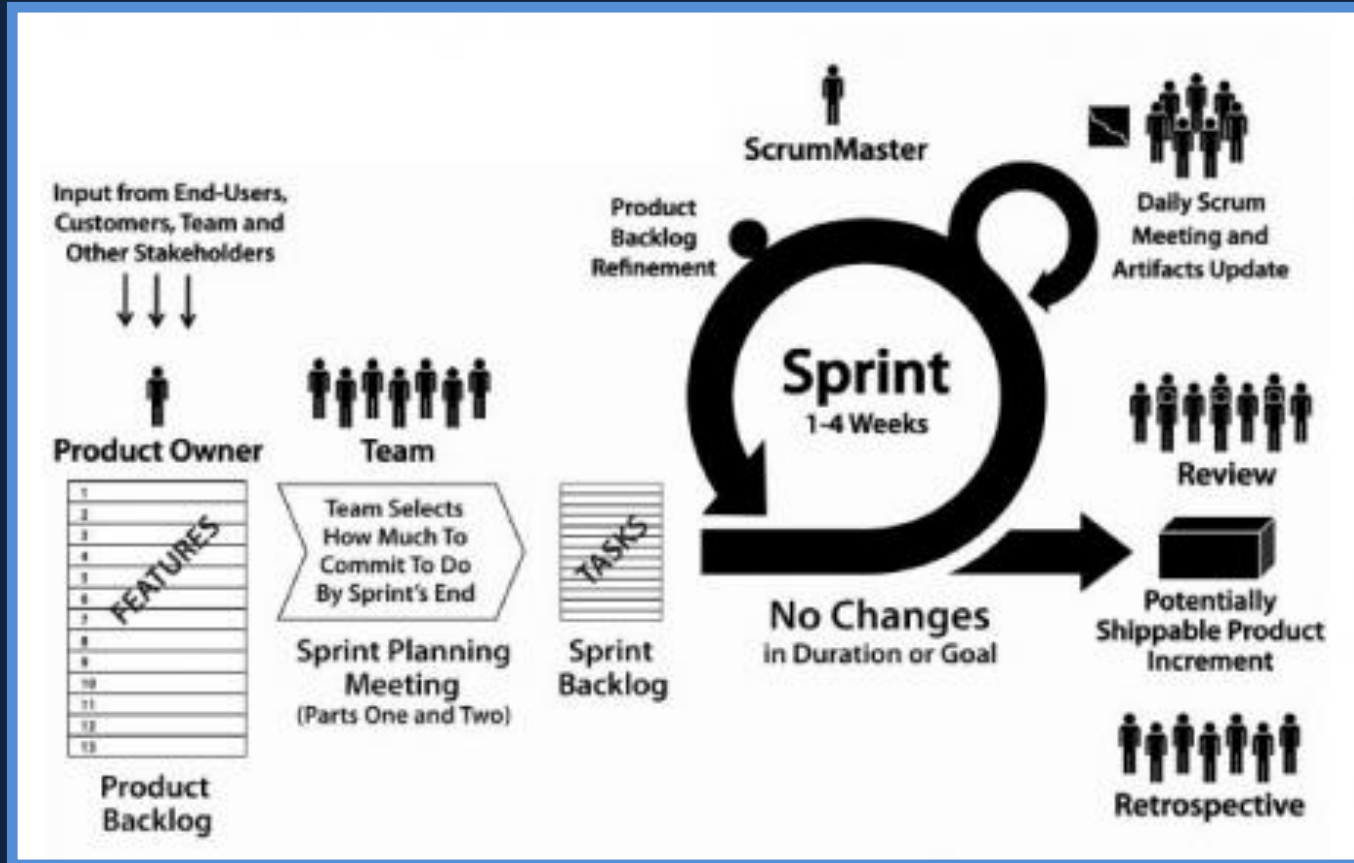
Scrum.org, (<https://www.scrum.org/>)

Scrum Alliance, (<http://www.scrumalliance.org/>)

European Scrum, (<http://www.europeanscrum.org/>)

SCRUM flow

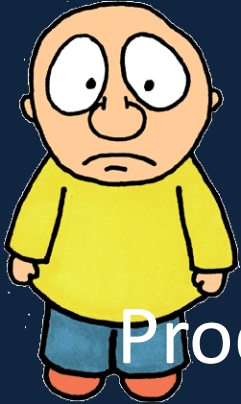
SCRUM flow



Roles, artifacts, events

- People
- Tools
- Flow

Roles, artifacts, events



Product Owner



Development Team



Scrum Master



Stakeholders

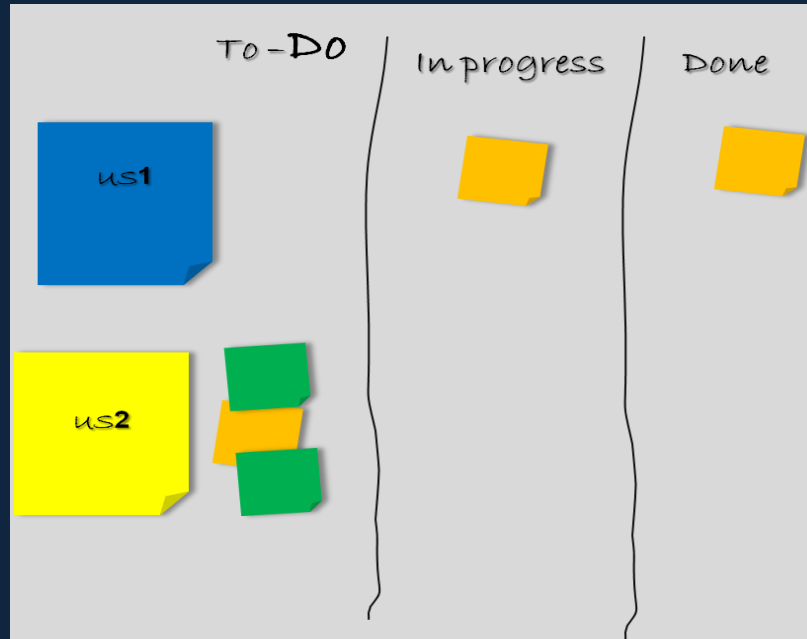
Roles, artifacts, events

Lists

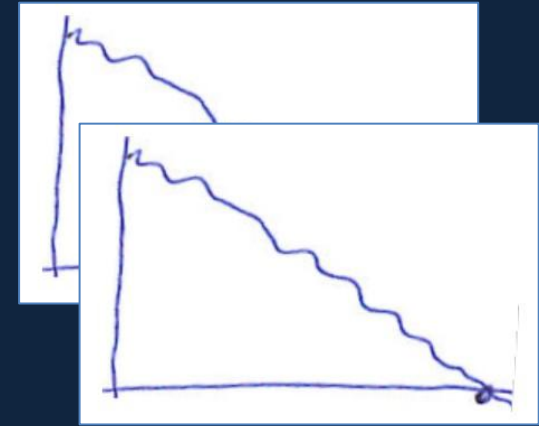


Product Backlog
Sprint Backlog
Incidence Backlog
Impediments Backlog

Scrum Board



Graphs



Release Burn-down
Sprint Burn-down

Roles, artifacts, **events**

Sprint 0 o First Sprint



Sprint



Sprint Planning



Daily Scrum Meeting



Sprint Review



Sprint Retrospective



Refinement / Grooming

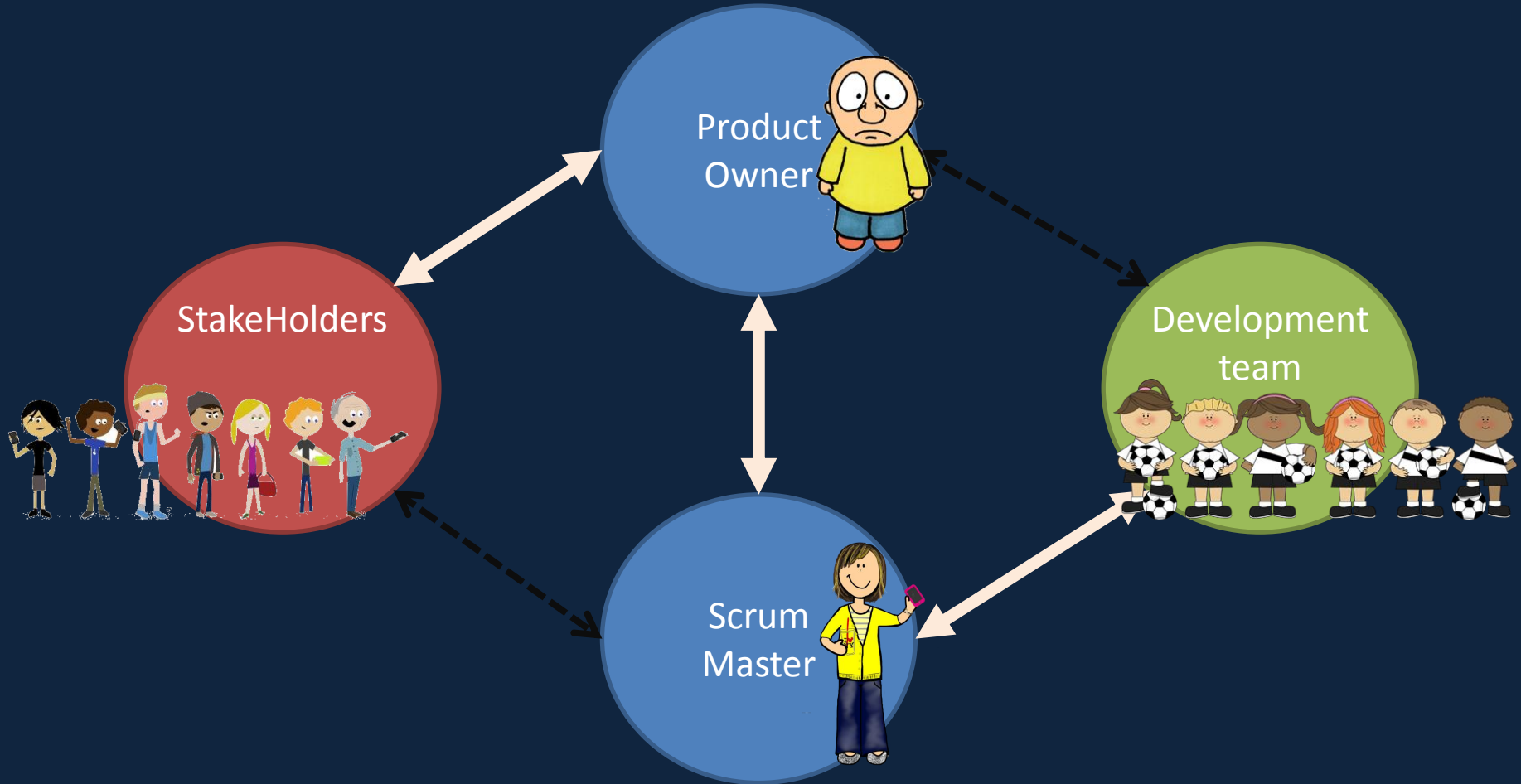


SCRUM Roles

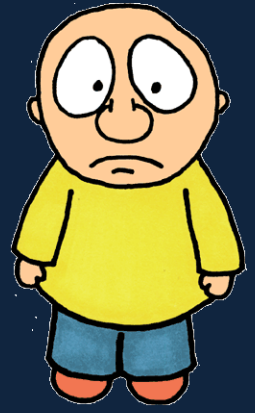
In detail



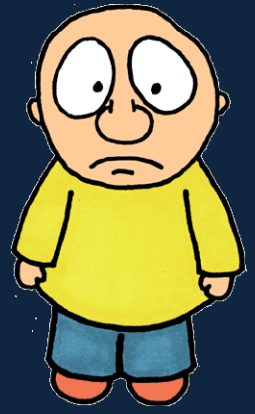
Roles, artifacts, events



Roles - Product Owner



Roles - Product Owner



Link between Customer and Development Team

Business or ICT focused

- Gives **support** to answer **functional** questions or **difficulties**
- Strategy. Know the “**business**”
- It defines the **objectives**
- It maintains the **Product Backlog**
- It negotiates the **scope** with the customer
- It defines consensually project and sprint **acceptance criteria**
- It budgets maintenance

Where take a part:

- Sprint 0
- Sprint Planning (objectives definition)
- Sprint Review
- Sprint Retrospective if it's guest
- Grooming request or wherever guest

What is responsible:

- **Product Backlog**
- **Release Burn-down** graph

Recommendations/Restrictions: PO and SM can't be the same.

Roles - Scrum Master



Roles - Scrum Master

Scrum Master isn't the **Project Manager**.
It's DT and PO link

- It's a **coach/mentor** for Team Development members
- It provides **support to DT** and solves problems
- It reports and archives
- It proposes, promotes and enhances **process and team improvements**



Where take a part:

- Sprint 0
- Sprint Planning
- Optionaly Daily Meetings
- Sprint Review and Sprint Retrospective
- Grooming

What is responsible:

- **Sprint Backlog** with DT
- **Scrum Board** with DT
- Burn-down graph
- **Incident Backlog** and **Impediment Backlog**
- **Scrum Retrospective**

Roles

Development Team



Roles

Development Team



Between 3 and 9 people, excluding PO and SM

All team members should be in direct contact between themselves, and with SM, too

- It's **flexible**
- It's **self-organized**
- It's **multidisciplinary**

Where take a part:

- Sprint Planning
- Daily Meeting
- Sprint Review optionally
- Sprint Retrospective
- grooming wherever guest

What is responsible:

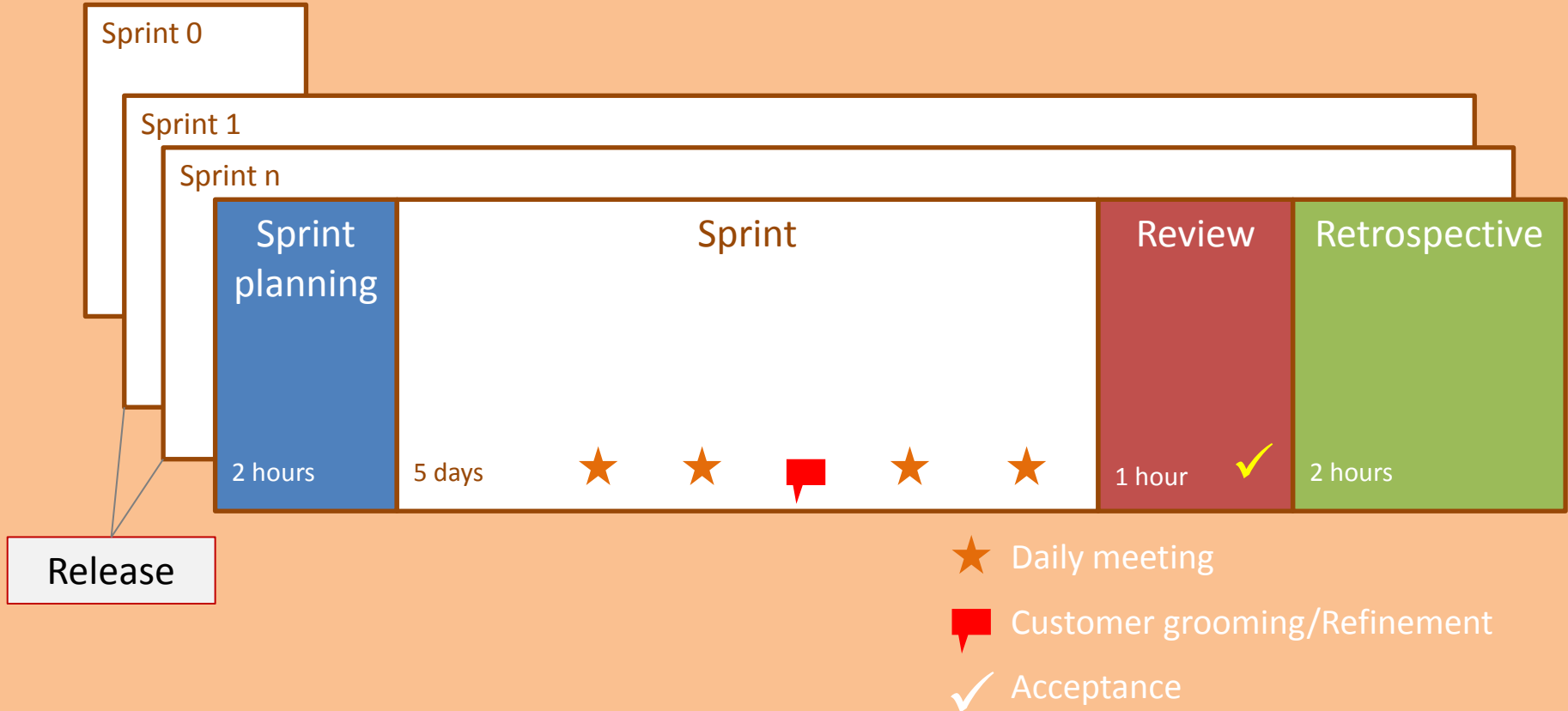
- Determine **detailed functionality**, and subdivide in tasks
- **Estimate the effort**, in Story Points
- Manage Sprint Backlog
- **Provide finished product**. Tested with acceptance criteria
- Execute **Daily meeting** and meet the rules

SCRUM events

In detail



SCRUM events



Time Box



Event

Time Box

Sprint 0

No time limit. It depends on time available to launch the project, etc.

Sprint Planning

8h time limit to 1 month Sprint

Daily meeting

No more than 15 minutes

Sprint Review

4h time limit to 1 month Sprint

Sprint Retrospective

3h time limit to 1 month Sprint

Grooming

Time should be between 5% and 10% of time Sprint

SCRUM events

Sprint Planning



SCRUM events

Sprint Planning



Why do it?

1. To make detailed **plan** to Sprint
2. To **collect functionality** to developing
3. To **answer questions**
4. To create User Stories
5. To determine sprint and User Story **acceptance criteria**
6. To breakdown User Story in tasks, and determine effort for each task

What to consider?

- User Stories valued
- **Tasks valued**
- It's needed a sufficiently detailed Product Backlog

What happens next?

- Daily Meeting

User Stories



User Stories are cards that explain detail functional to each Product Backlog item

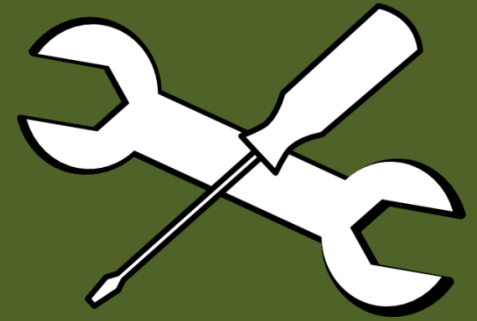
including descriptive information

Priority

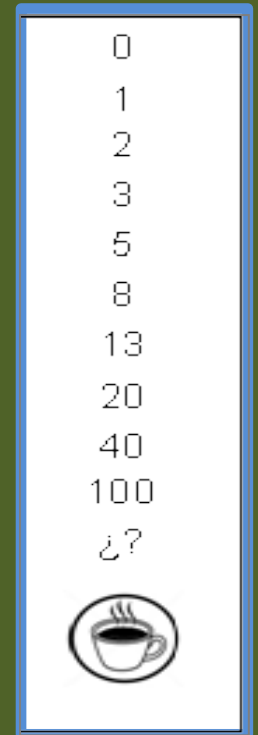
Acceptance criteria

“Weight” in Story Points

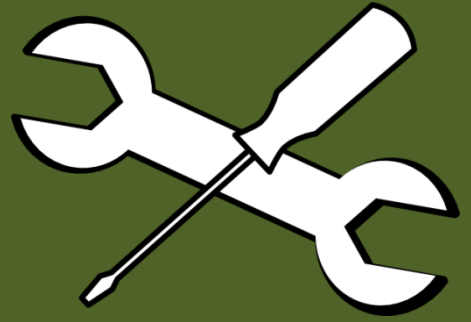
Planning Poker



- To each functionality, the features are exposed in order to give information and accurate appraised. Once the exposure has been done, each team member rate. This method has two objectives
 1. Consensus
 2. Impartiality
- But, what really represent 1 Story Point effort?



Story Points



One Story Point is a way of effort consensus, to build any functionality

SCRUM events

Daily Meeting



SCRUM events

Daily Meeting



Why do it?

1. To explain your tasks
2. To follow state task
3. To determine what tasks makes each developer
4. To answer questions

What to consider?

- Everyone talks and participates
- Maximum duration: 15 minutes
- Always in the same place
- Always in the same hour
- Required for DT
- Volunteer for SM
- PO only if it is invited

SCRUM events

Sprint Review



SCRUM events

Sprint Review



Why do it?

(Part 1)

1. To show sprint results/situation to PO

(Part 2)

1. To show increased product to user/client
2. Obtain acceptance

What to consider?

- The acceptance launch the next Sprint
- It's necessary to explain to user the Sprint objectives
- It's recommended to add some useful comment
- It's necessary to run a Demo

What happens next?

- Sprint Retrospective

SCRUM events

Sprint
planning

Sprint

Revisió

Retrospectiva

Sprint Retrospective

SCRUM events

Sprint
planning

Sprint

Revisió

Retrospectiva

Sprint Retrospective

Why do it?

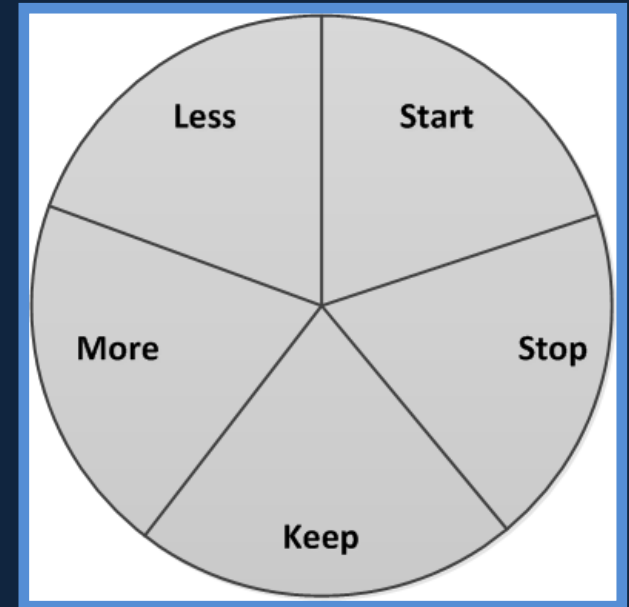
1. To **debate** between SM and DT the Sprint evolution
2. To **Review** incidents and locks
3. To **search solutions**
4. To apply **continuous improvement**

What to consider?

- It's the continuous improvement application

What happens next?

- Later, it's applied the agreed Sprint Impediments



SCRUM events

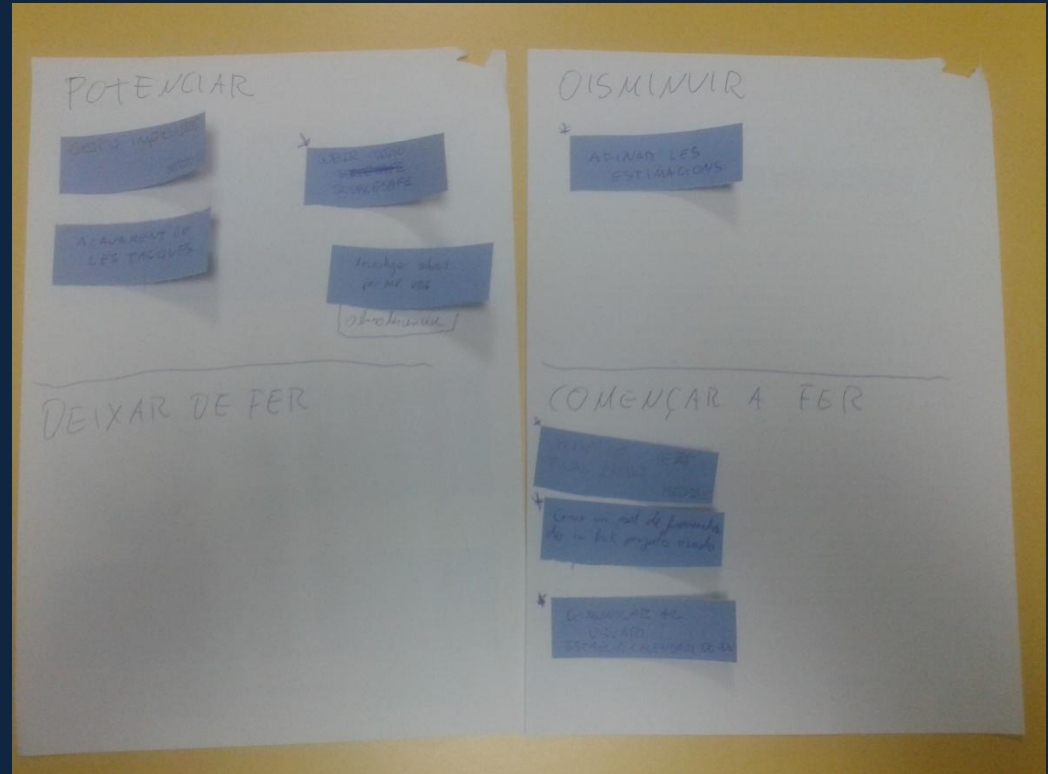
Sprint
planning

Sprint

Revisió

Retrospectiva

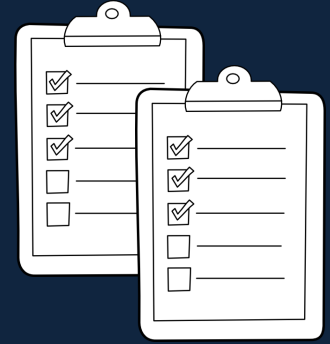
Sprint Retrospective



Events and roles relation



Events and roles relation



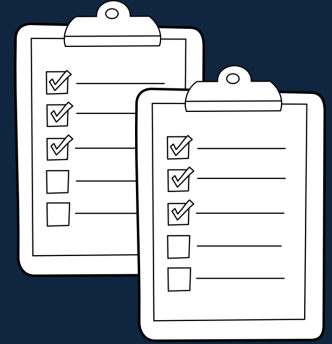
	DT	SM	PO	Stakeholder
Sprint 0	Optional	Yes	Yes	Optional
Sprint Planning	Yes	Yes	“What will to do” definition	
Daily meeting	Yes	Optional	Only if it is invited	
Sprint Review	Recommended	Yes	Yes	Only 2n part meeting, where is doing demo and request acceptance
Sprint Retrospective	Yes	Yes	Only if it is invited	
Grooming	Optional	Yes	Yes	Optional

SCRUM artifacts

In detail



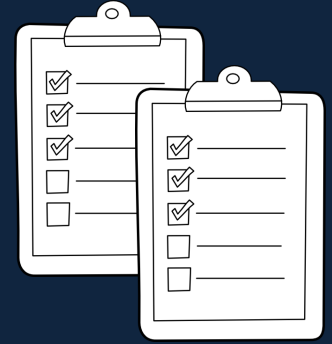
SCRUM artifacts



- Product Backlog

User Stories List
Only one
Responsible: PO

SCRUM artifacts



- Sprint Backlog

Sprint User Stories List

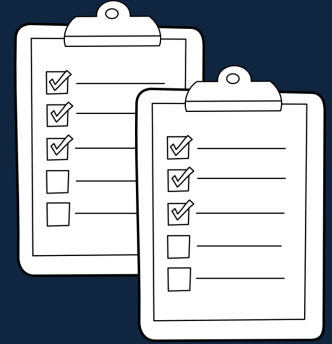
Do you can change?

Are tasks divisible?

Are tasks appraised?

Responsible: DT and SM

SCRUM artifacts



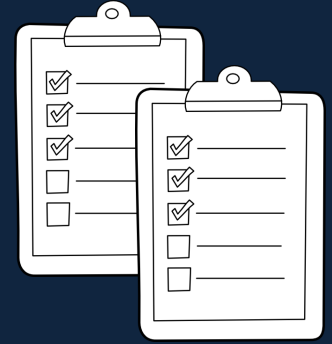
- Impediment Backlog

List of problems, that are used to search solutions

Who reports problems?

Examples?

SCRUM artifacts

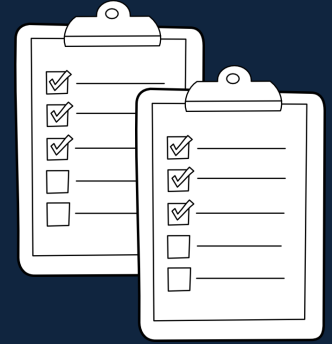


- Incidence Backlog

Incidence Backlog is a problems detected list, at task level for the Sprint. Any change not provided in a task is registered on the list. This list is treated in the Sprint Retrospective meeting

Examples?

SCRUM artifacts



- Parking Backlog

Parking Backlog is a stopped tasks list in the Sprint. A task can be stopped if a problem it's detected, or maybe because is awaiting an intermediate result, etc.

SCRUM artifacts

Scrum Board

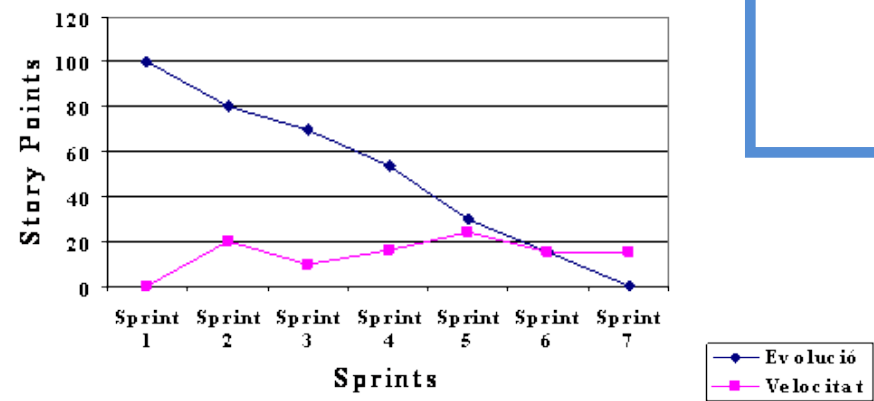
Nom del projecte								
Info Equip 😊😐😞😊	User Stories	To Do		In Progress		Completed		Criteris acceptació Sprint
Prod. Backlog	User Story 1	Tk1.1		Tk1.2				
		Tk1.3						
	User Story 2	Tk2.1	Tk2.2			Tk2.3		
	User Stori 3		Tk3.2	Tk3.1				
Tk3.3				Tk3.4				
	Graphs			Incidence Backlog		Parking Backlog		
	Burn-Down Sprint	Gràfic 2						

SCRUM artifacts Scrum Board

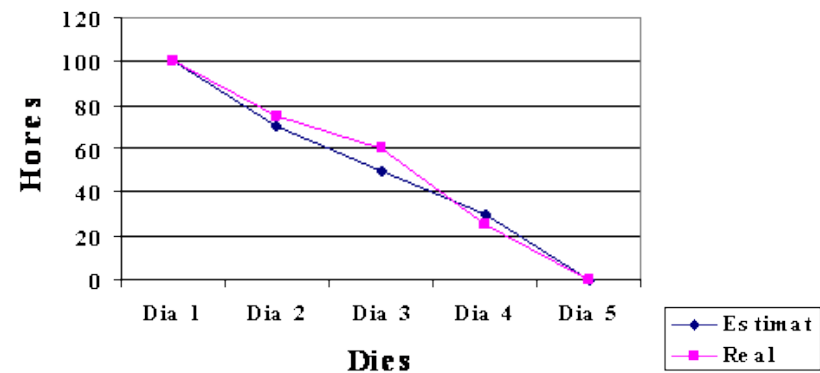


SCRUM artifacts **Graphs**

Release Burn- down



Sprint Burn- down



Thank you

www.slideshare.net/jlmoga/introscrumen

www.moga.cat/agils

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