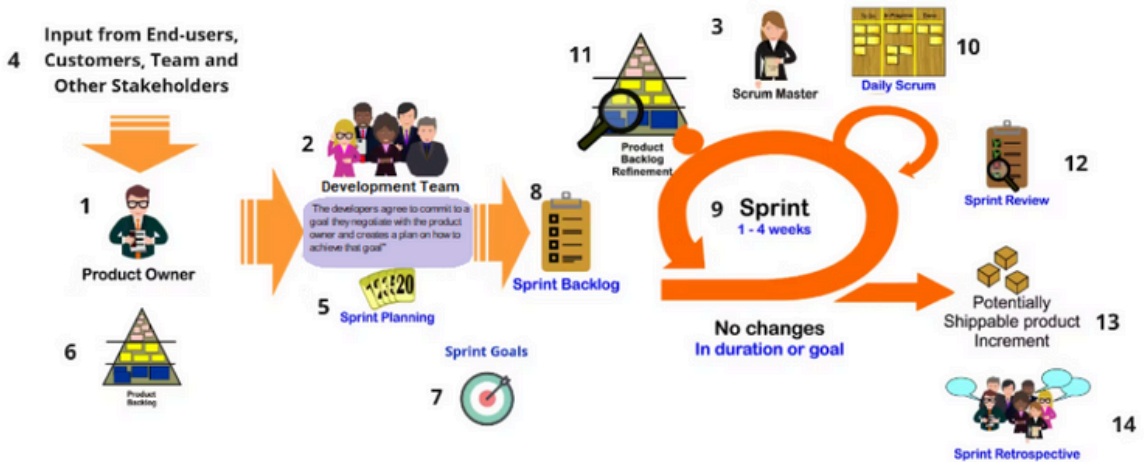


Scrum Framework



AGILE VALUES

AGILE PRINCIPLES

SCRUM VALUES

Roles

Click each image to see definition.



Scrum Master



Product Owner



Development Team

Product Owner

Product Owner is responsible for managing the product backlog, budgeting, and dates for the release schedule. This is maximizing the value of the Scrum Team.

List of Responsibilities: (details to follow)



- Drives Product Success
- Creates the Product Vision
- Creates and maintains the Product Backlog
- Collaborates with the Team
- Collaborates with Stakeholders
- Participation in sprint ceremonies

Scrum Master

The Scrum Master is responsible for ensuring Scrum is understood and enacted. Scrum Masters do this by ensuring that the Scrum Team adheres to Scrum theory, practices, and rules.



List of Responsibilities: (Details to follow)

- Process Oriented
- Acts as Change Agent
- Service to the Organization
- Serves the Product Owner
- Serves the development team
- Protects the Team
- Coaches Product Owner and Team
- Removes impediments (aka Blockers or Obstacles)
- Guides the Team

The Development Team

Development Teams are structures and empowered by the organization to organize and manage their own work. The resulting synergy optimizes the Development Team's overall efficiency and effectiveness.

List of Responsibilities: (details to follow)

- Self-organizing and accountable
- Delivers a Product Increment
- Manages the Sprint Backlog and Sprint Progress Tracking
- Participates in Sprint Meetings



Events

Click each image to see definition.



Daily Scrum



Sprint Planning



Sprint Review



Product Backlog Refinement



Sprint Retrospective

Daily Scrum

When and where?

- Everyday (usually in the morning)
- Held at the same time and same place each day to reduce complexity

How long?

- 15- minute time-boxed event for the Development Team

What happens?

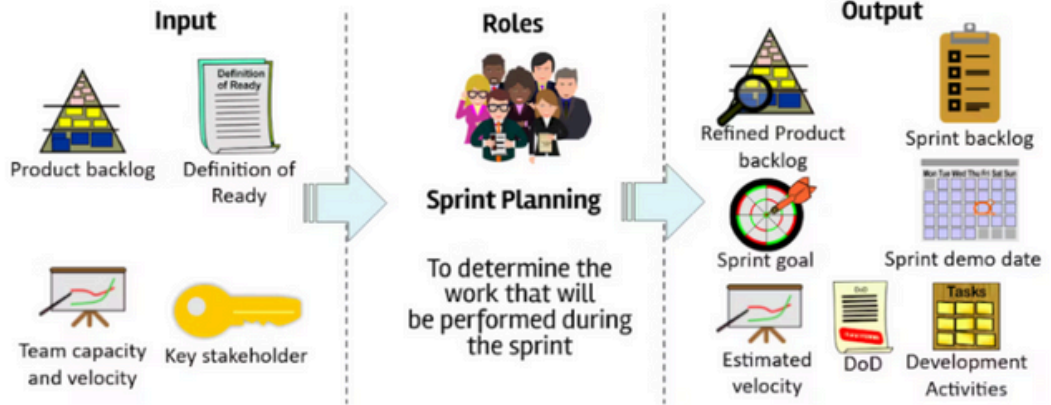
- Team inspects the work since the last Daily Scrum and forecasts the work that could be done before the next daily scrum

Team member 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?

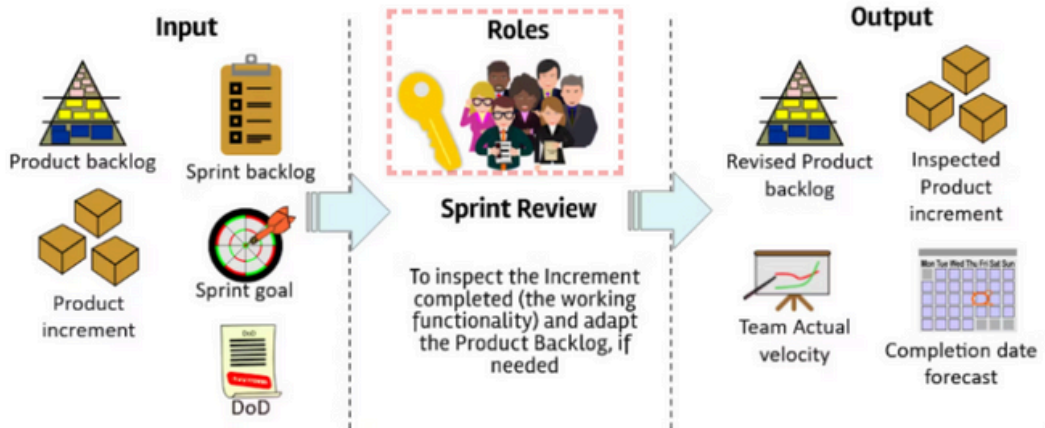


Sprint Planning



Sprint planning is a timeboxed working session that lasts roughly 1 hour for every week of a sprint. In sprint planning, **the entire team agrees to complete a set of product backlog items**. This agreement defines the sprint backlog and is based on the team's velocity or capacity and the length of the sprint.

Sprint Review



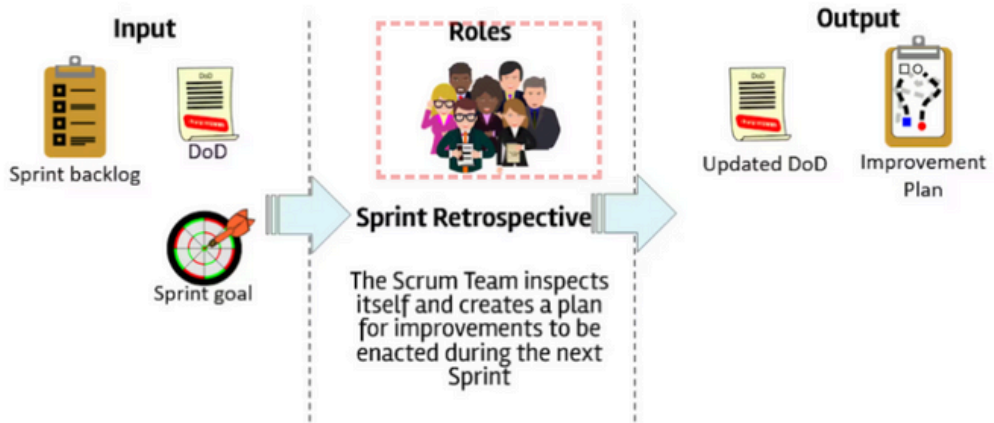
A sprint review is an informal meeting held at the end of a sprint, during which **the team shows what was accomplished, while the stakeholders provide feedback**. It's a collaborative working session rather than a one-sided presentation.

Product Backlog Refinement

- Is a prioritized list: The elements of a product backlog item: description, order, estimate, and value.
- Is a Living Artifact: The essential characteristics of the product backlog: dynamic, ordered and having varying levels of detail.
- Exists as long as a product exists.
- Consists of items that provide value to the user.



Sprint Retrospective



A sprint retrospective is a review conducted after a sprint that plays a key role in the Agile methodology. A sprint retrospective **aims to determine what went well and where you had problems and identify areas where you can improve**. Regular reviews are an essential part of team collaboration.

Artifacts

Click each image to see definition.



Product Backlog



Sprint Backlog



Increment

Product Backlog

- Is a prioritized list: The elements of a product backlog item: description, order, estimate, and value.
- Is a Living Artifact: The essential characteristics of the product backlog: dynamic, ordered and having varying levels of detail.
- Exists as long as product exists.
- Consists of items that provide value to the user.



Sprint Backlog

The Team's plan for how it will turn the Product Backlog items selected for a Sprint into a potentially releasable product increment.

Some essential characteristics of the sprint backlog are having just enough detail, highly visible, and real-time snapshot of the Development Team's work for the sprint.

What is the purpose of the sprint backlog?

- To provide a detailed view of the Team's expected work for a Sprint.
- To provide a tool for the Team to manage itself during the Sprint.



Minimum Viable Product (MVP)



A minimum viable product (MVP) is a concept from Lean Startup that stresses the impact of learning in new product development. Eric Ries, defined an MVP as that version of a new product which allows a team to collect the maximum amount of validated learning about customers with the least effort. This validated learning comes in the form of whether your customers will actually purchase your product.

A key premise behind the idea of MVP is that you produce an actual product (which may be no more than a landing page, or a service with an appearance of automation, but which is fully manual behind the scenes) that you can offer to customers and observe their actual behavior with the product or service. Seeing what people actually do with respect to a product is much more reliable than asking people what they would do.

Sprint

“The Heart of the Scrum” and have consistent duration. A new Sprint starts immediately after the conclusion of the previous Sprint.

Characteristics of the Sprint

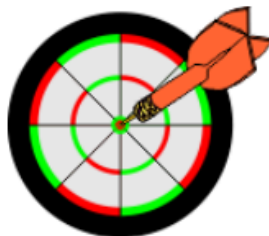


- Incremental Delivery
- Iterative Development Planning
- Protected
- Time-boxed

Sprint Goals

The sprint goal describes what you want to achieve in the sprint. It describes a state in which you want your system to be after the sprint is completed.

- An objective set for the sprint that can be met through the implementation of Product Backlog.
- The Dev team keeps the Sprint Goal in mind. In order to satisfy the Sprint Goal, it implements the functionality and technology.

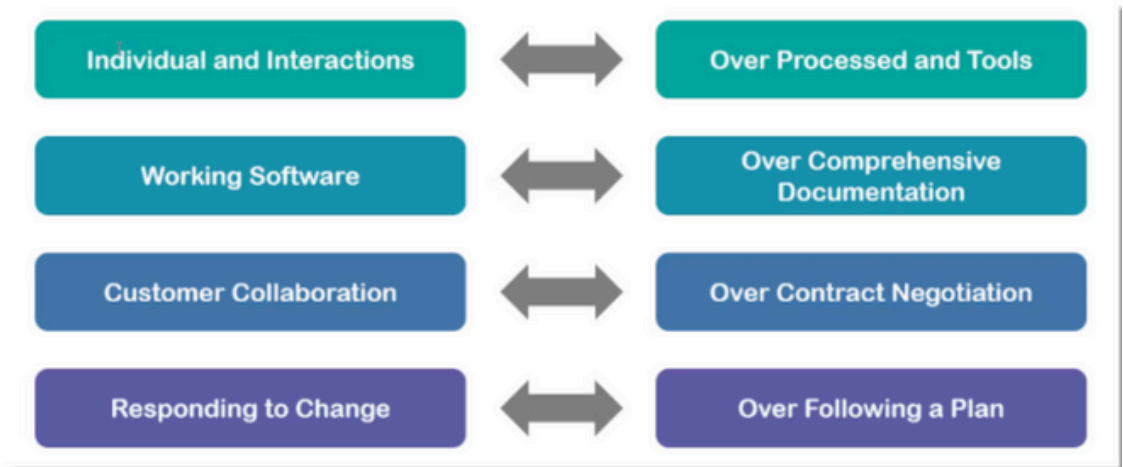


Customers, Users, and Stakeholders



The product owner is the single voice of the entire stakeholder community, internal and external, internal stakeholders can include business system owners, executive management, program management, marketing, and sales. External stakeholders can include customers, users, partners, regulatory bodies, and others. The product owner must work closely with the entire stakeholder community to gather input and synthesize a coherent vision to guide product development.

The Agile Manifesto



Agile Principles

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must work together daily throughout the project.
5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity- the art of maximizing the amount of work not done is essential.
11. The best architectures, requirements, and designs emerge from self-organizing teams.
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Scrum Values

