Scrum

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Materials adapted from various sources including:
Learning Agile Through Active Learning Activities, Dr Karen Anewalt and Dr Jennifer Polack-Wahl
University of Mary Washington
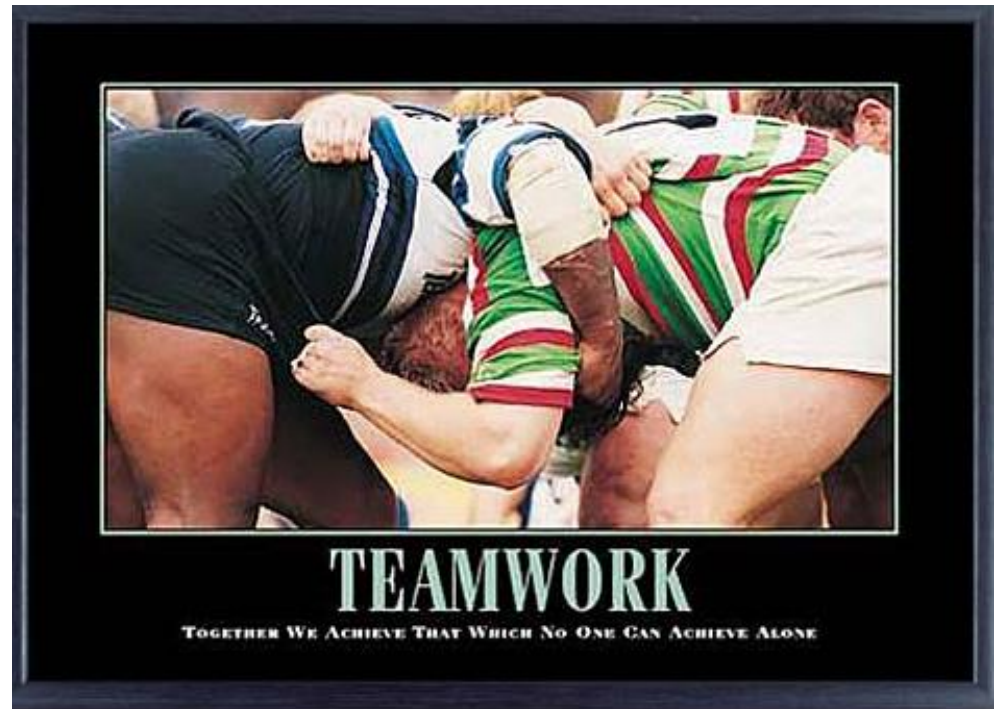
Boris Gloger Ball Point Game

Important Concepts

Flavors of Agile

- Scrum
- Kanban
- Agile Unified Process
- Extreme Programming

Scrum Teams

- Split organization into teams:
- Small 5-8 members
- Cross-functional
- Main Roles*:
  - Team Members
  - Product Owner
  - Scrum Master

TEAMWORK
TOGETHER WE ACHIEVE THAT WHICH NO ONE CAN ACHIEVE ALONE

* Product Owners and Scrum Master are expected to be more senior, and ideally trained for those more complex roles

Scrum Work

- Split your work into:
- List of small, concrete deliverables (User Stories)
- Sort the list by priority
- Estimate relative effort of each item in Story Points

User Story 'syntax'

"As a _____ I want to _____ So that _____"

Scrum Schedule

- Time-box effort into Sprints (1-4 weeks long)
- Ideally planned to produce "shippable"
- Remove from Product Backlog
- Add to Sprint Backlog
- Demo at end of Sprint*

*Critical to showing progress and getting DIRECT feedback

Managing Progress

- Plan on Clarifications
- Establish Acceptance Tests
- Monitor velocity
- Keep track of User Stories and points achieved
- Burndown charts*
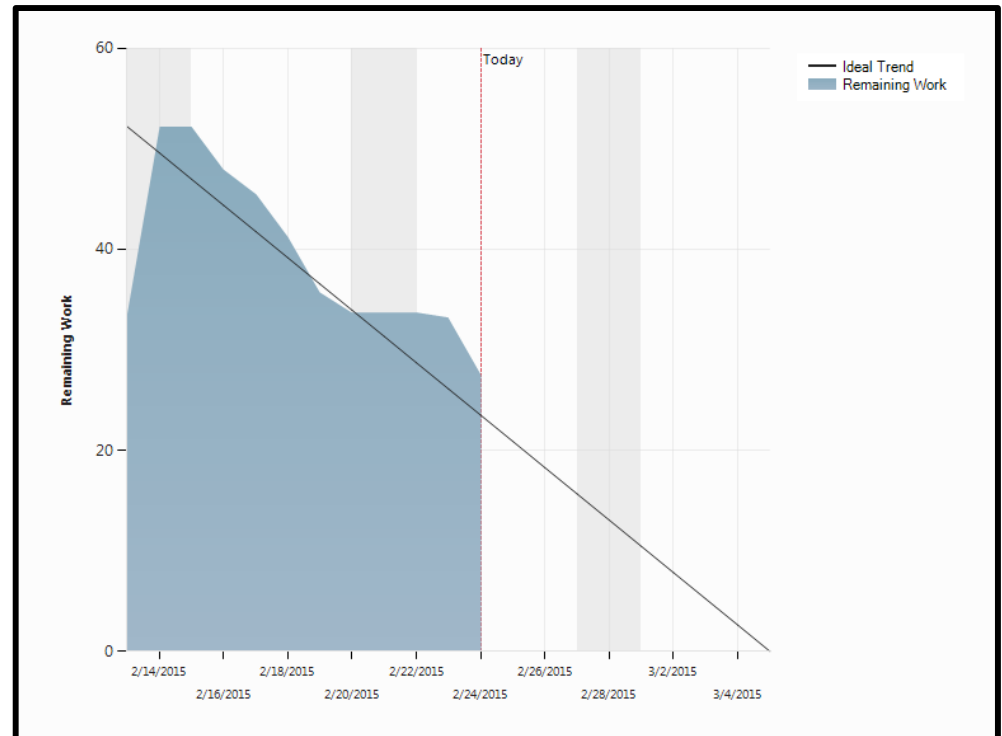
* Key to (1) Measuring progress to 'plan' (2) Adjusting expectations and delivery for next Sprint

Scrum Optimization

- Conduct Retrospectives:
- Optimize the release plan
- Update priorities w/Customer
- Based on Story Points calculate future Velocity

Scrum in a nutshell

"So instead of a **large** group spending a **long time** building a big thing, we have a **small** team spending a **short time** building a **small** thing."

... but integrating regularly to see the whole.

Questions/Discussion