



Introduction to SCRUM

Carlos Mondragon
October 18th, 2008



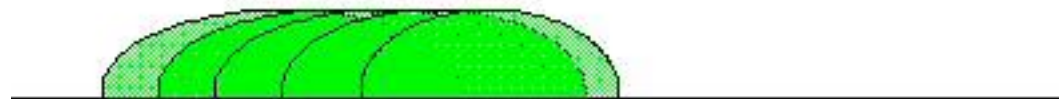
Project Management styles



Type A - Isolated cycles of work



Type B - Overlapping iterations



Type C - All at once

Waterfall

- Waterfall methods of software development have many disadvantages:
 - huge effort during the planning phase
 - poor requirements conversion in a rapid changing environment
 - treatment of staff as a factor of production



What is Agile?

Individuals and interactions over
processes and tools

Working software over **comprehensive**
documentation

Customer collaboration over **contract**
negotiation

Responding to change over **following a**
plan

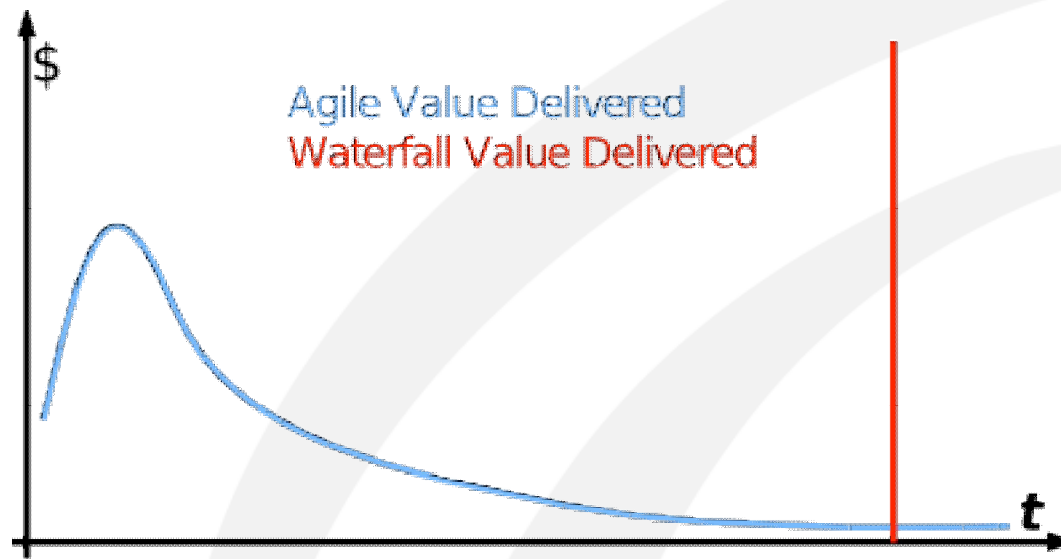
ScrumButt





Benefits

- Rapid Learning - disciplined application of the scientific method to explore the best ways to deliver valuable results.
- Early Return on Investment - opportunity to use the results of work starting with the work delivered at the end of the first iteration.
- Satisfied Stakeholders - engagement in the process in a way that allows meaningful contributions from all stakeholders.
- Increased Control - mechanisms to track/measure and therefore steer the direction that work is going so that it meets goals.
- Responsiveness to Change - processes, tools, roles and principles that allow a team and an organization to embrace change rather than reject, control or suffer from change.



Copyright 2006 - Bertsig Consulting Inc. www.bertsigconsulting.com www.agileadvice.com



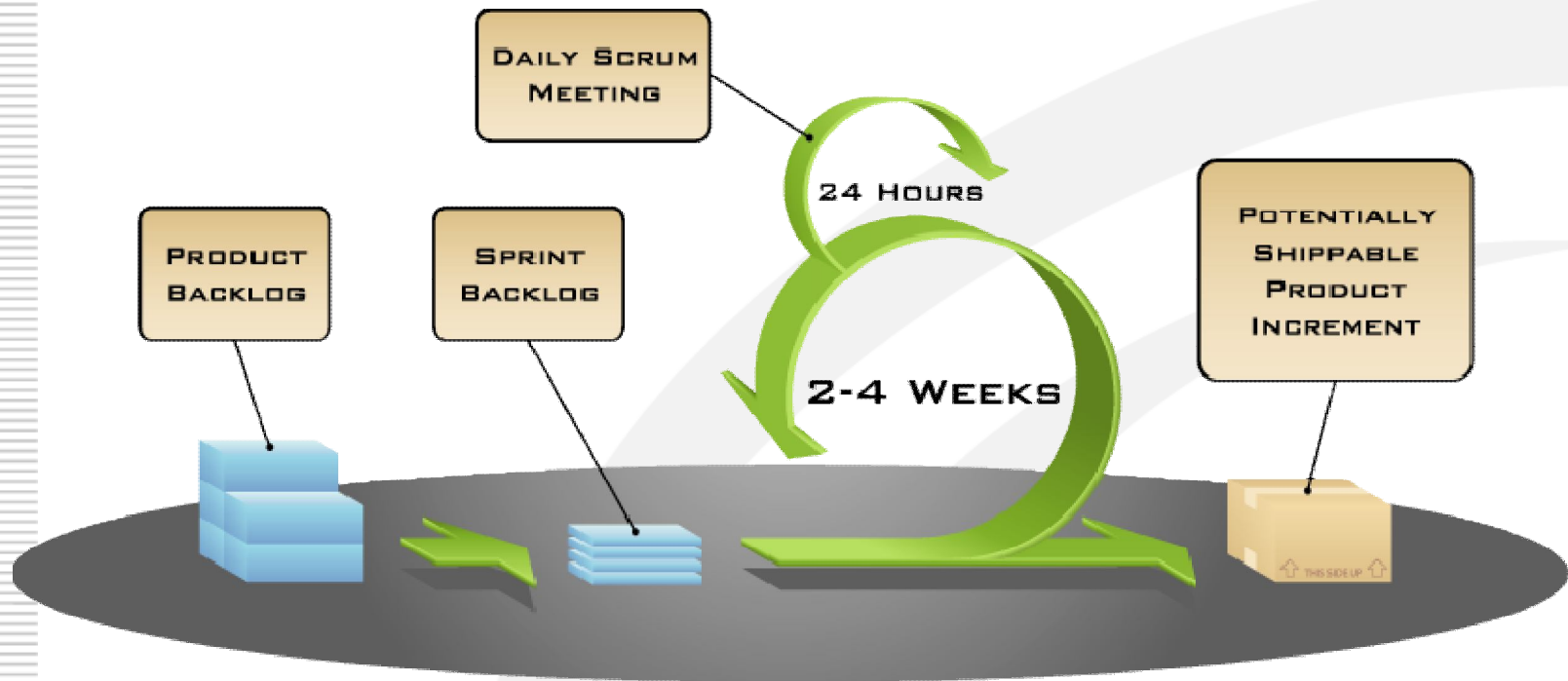
Seven core practices

- Self-Organizing Team
- Deliver Frequently
- Plan to Learn
- Communicate Powerfully
- Test Everything
- Measure Value
- Clear the Path

Scrum comes from complex adaptive systems

- Self organization
- No single point of control
- Interdisciplinary teams
- Emergent behavior
- Team performance far greater than sum of individuals

Scrum Flow



COPYRIGHT © 2005, MOUNTAIN GOAT SOFTWARE

Product owner

- » Product vision
- » Defines the features of the product, each release and content
- » Gets product backlog ready
- » Prioritizes features
- » Estimates
- » Can change features and priority at next sprint
- » Accepts or rejects work results

Product backlog

- » List of functionality
- » Issues are placeholders that are later determined as work
- » Emergent, prioritized, estimated
- » More detail on higher priority backlog
- » Anyone can contribute
- » Maintained and posted visible
- » Derived from Sprint 0

Sprint Planning

The Sprint Planning Meeting is attended by the Product Owner, Scrum Master, the entire Scrum Team, and any interested and appropriate management or customer representatives.

- » Goal
- » Present backlog
- » Break out tasks
- » Estimate tasks
- » Re-prioritize, re-estimate, split stories
- » Estimate velocity

Team

- » Self-organizing
- » Cross-functional
- » 7 +/- 2
- » Open, collocated space
- » Can say some PB items are beyond capability in this sprint
- » Specifies work results
- » Has the right to do everything within boundaries to reach the sprint goal
- » Organizes itself and its work

ScrumMaster

- » Ensures that the team is fully functional and productive
- » Enables close cooperation across all roles and removes barriers
- » Shields the team from external interferences
- » Ensures that the process is followed
- » Maintains impediments list

Leader and Facilitator

Sprint Backlog

- Tasks to turn product backlog into working product functionality
- Estimation
- Team members sign up for tasks, they aren't assigned
- Work for the sprint emerges
- Tasks are estimated in hours, days or preferably story points
- Estimated work remaining is updated daily

Burndown chart

Burndown for "Test Sprint 15.8.2008"

Please define the duration of Sprint

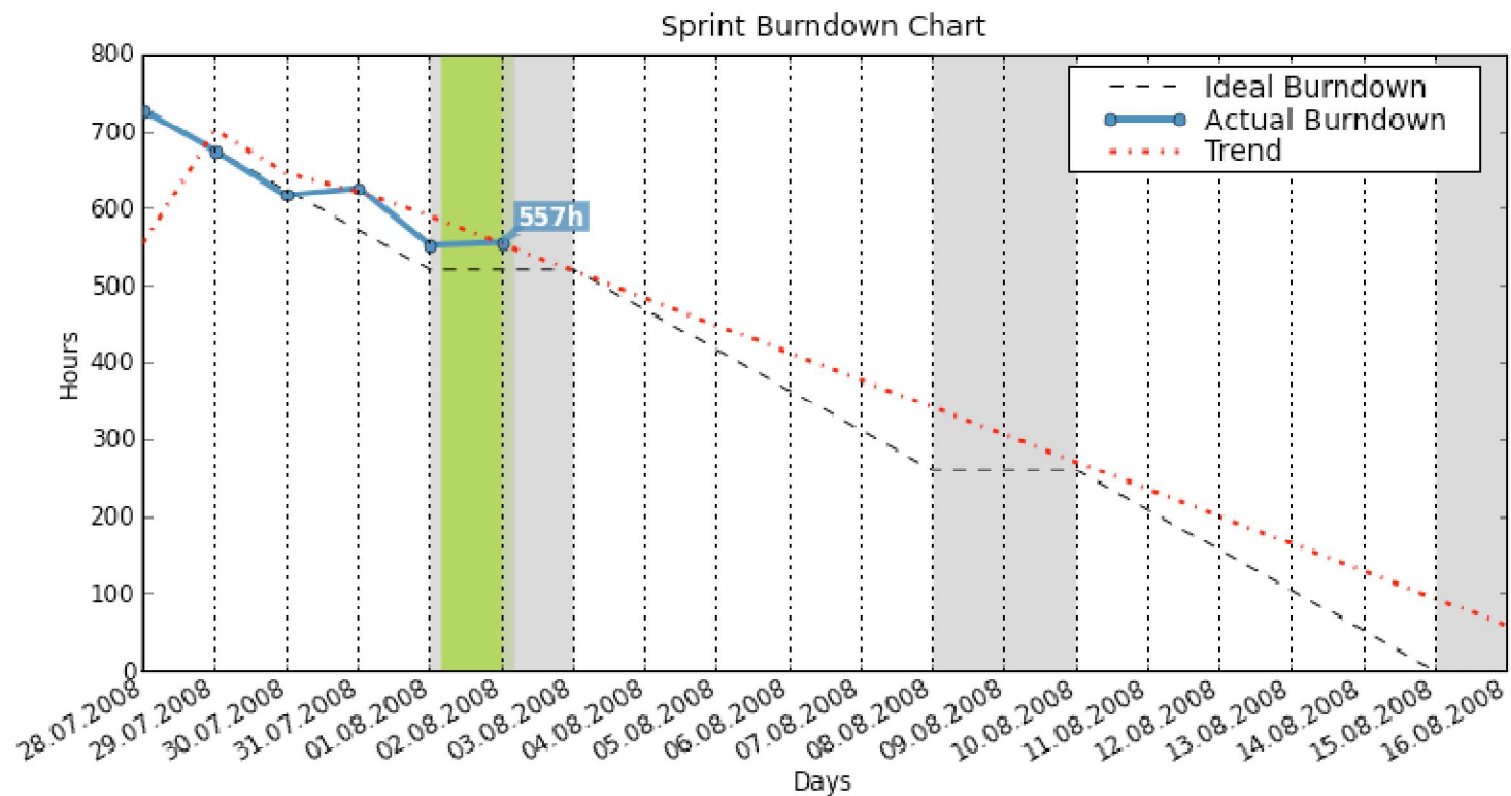
Start Date: 2008-07-28 00:00:00

End Date: 2008-08-16 16:04:20

Duration: calendar days , 15 working days

The **Burndown Chart** in Agilo gives you the actual status of the Sprint.

The team has a real time perception on what is going on, and it can react fast.



Sprint Review

- » Process improvement at the end of every sprint
- » What went well, what could be improved, what went wrong
- » Team devises solution to most vexing problems

Daily Scrum

- » Daily 15 minute status meeting
- » 3 questions:
 - What have you done since last meeting?
 - What will you do before next meeting?
 - What is in your way?

- Carlos Mondragón
 - » 4431480898°
 - » cmondragon@sciodev.com