# Scrum

CSCI 3300/5300

#### Ο Quiz 1 Ο Ο Posted on blackboard (available at noon today) • 5 questions, 3 points each • Based on reading material and in-class activities/lectures/discussion • Covers: • Software Development Life Cycles Requirements • Agile methodology • Time limit: 15 minutes Individual work Penalty for going past time limit: 1 point per minute (overtime is rounded up: 1 minute 1 second will be penalized with 2 points) • Submit by 11:59pm on Monday, Feb 4.

# Scrum Definition Not a process, technique, or method Framework for addressing complex adaptive problems productively and creatively Employs various processes and techniques Consists of: Scrum teams and their associated roles Events Artifacts Rules

#### Scrum Components

#### Scrum Team Roles

- Product Owner
- Scrum Master
- Development Team

#### Artifacts

- Product Backlog
- Sprint Backlog

#### Events

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

## Scrum Team Roles

- Product Owner:
  - Responsible for having a backlog of User Stories (others can write user stories)
  - Prioritizes User Stories
  - Makes backlog visible and transparent to all participants
- Scrum Master
  - Serves product owner, development team, and the organization
  - · Removes impediments to development team's progress
  - Facilitates scrum events
  - Ensures that scrum events are within the "time-box"
  - · Coaches the development team on Scrum

# Scrum Team Roles (continued)

- Development team:
  - Self organized no one tells the dev team how to turn product backlog into functionality (not even scrum master)
  - Cross functional has all the skills necessary to create a product increment
  - Is accountable for delivering the product increment





- A time box of a month or less during which a product increment is created
- Multiple sprints during project
- All project sprints have the same duration
- Has:
  - A Goal
  - Design
  - Flexible plan

### During the sprint

- No changes are made to endanger the sprint goal
- Quality goals do not decrease
- Scope may be clarified and re-negotiated between Product Owner and Development team more is learned



#### Sprint Backlog – artifact of Sprint planning

- Sprint goal objective set for the sprint
  - Guides the team on why it is building this product increment
  - Flexible regarding functionality implemented within the Sprint
  - Can be defined in terms of one coherent function delivered by selected product backlog items
- · Selected backlog items



# Scrum Events: the Daily Scrum

- Quick daily meeting
- Team plans work for the next 24 hours
- Scrum master facilitates the meeting
- Inspect/track progress toward sprint goal
- Answer questions:
  - What did I do yesterday?
  - What will I do today?
  - Do I see any impediments to sprint goal?
- If needed, additional discussion can happen after the scrum
- Scrum master ensures that the meeting is within the time box

#### Scrum Events: Sprint review

- Scrum master facilitates the event and ensures it is within the time box
- Team discusses what has and has not been done
- Team demonstrates product increment
- Team discusses what went well during the sprint and problems it ran into
- Product Owner discusses product backlog as it stands









