

Scrum Intro

What's in it for me?

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Agenda

- Overview of Agile and Scrum
- Scrum: Vision and Product
- Scrum: Sprint
- What's in it for me

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Overview of Agile and Scrum

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Agile Manifesto



- Agile is a set of values:
 - Individuals and interactions over processes and tools
 - Working software (Products) over comprehensive documentation
 - Customer collaboration over contract negotiation
 - Responding to change over following a plan

Agile Principles



- Highest priority is to satisfy the customer through early and continuous delivery of valuable software/products
- Welcome changing requirements
- Deliver working software (product) frequently
- Business people and developers must work together daily throughout the project

Agile Principles



- Build projects around motivated individuals
- Most efficient and effective method of conveying information is face-to-face conversation
- Working software (product) is the primary measure of progress
- Agile processes promote sustainable development (maintain a constant pace indefinitely)

Agile Principles ...cont'd

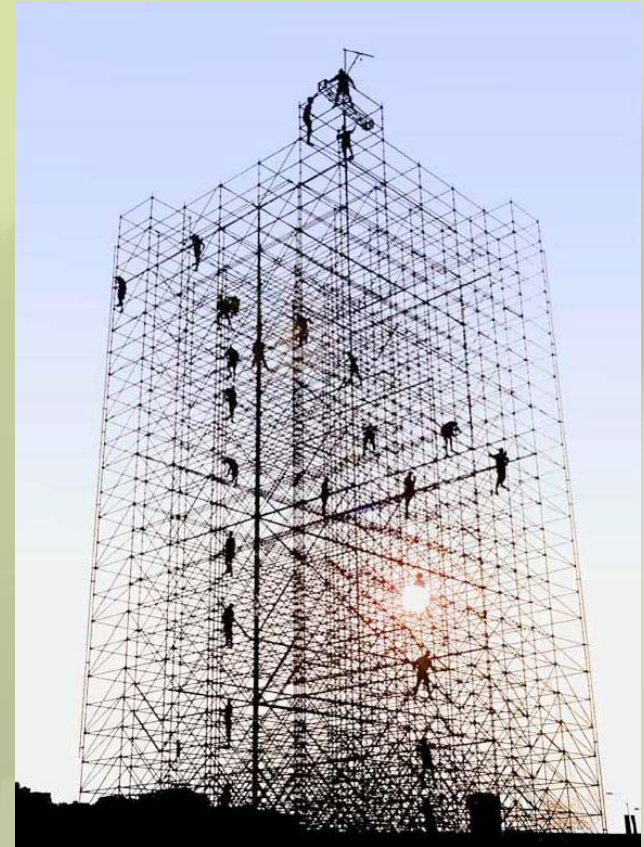


- Continuous attention to technical excellence and good design enhances agility
- Simplicity (art of maximizing amount of work not done) is essential
- Best architectures, requirements, and designs emerge from self-organizing teams
- At regular intervals, team reflects on how to become more effective, then tunes and adjusts

What is Scrum



- Scrum is an Agile framework that supports lightweight processes that emphasize:
 - Incremental deliveries
 - Quality of Product
 - Continuous improvement
 - Discovery of people's potential
- Scrum is simple to understand, but requires discipline in order to be successful
- Scrum is not a methodology



Foundations of Scrum



- Empiricism
 - Detailed up-front planning and defined processes are replaced by just-in-time Inspect and Adapt cycles
- Self-Organization
 - Small teams manage their own workload and organize themselves around **clear goals and constraints**
- Prioritization
 - Do the next right thing
- Rhythm
 - Allows teams to avoid daily noise and focus on delivery
- Collaboration
 - Leaders and customers work with the Team, rather than directing them

Core Values



- Transparency
 - Everything about a project is visible to everyone
- Commitment
 - Be willing to commit to a goal
- Courage
 - Have the courage to commit, to act, to be open and to expect respect
- Focus
 - Focus all of your efforts and skills on doing the work that you have committed to doing
- Respect
 - Respect and trust the different people who comprise a team



Scrum: Vision and Product

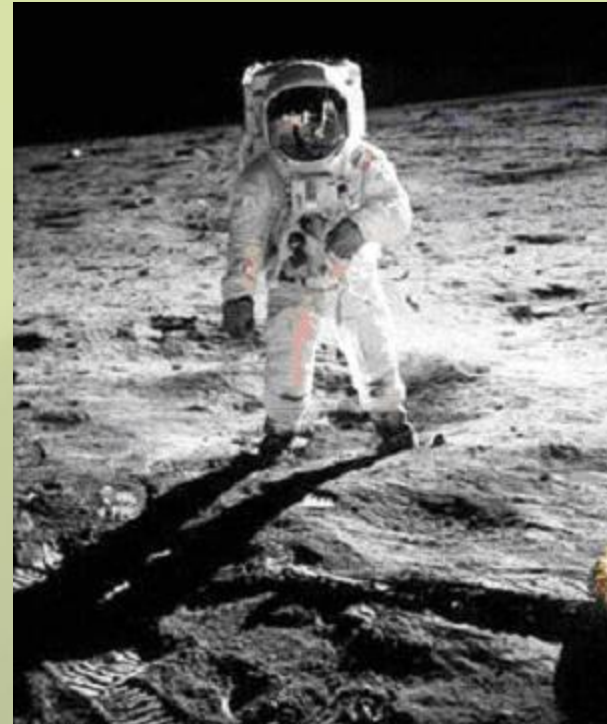
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Vision



- A goal to aspire to
- Can be summarized in a short statement of intent
- Communicate it to the team



Role: Product Owner



- Thought Leader and Visionary
- Drives the Product Vision (for example, with Story Mapping)
- Prioritizes the Goals - User Stories
- Maintains the Product Backlog with the team
- Accepts the Working Product (on behalf of the customer)



Scrum: Sprint

Role: ScrumMaster



- Servant Leader
- Facilitates the Process
- Supports the Team
- Removes Organizational Impediments
- Socializes Scrum to Management
- Enable close collaboration across all roles and functions

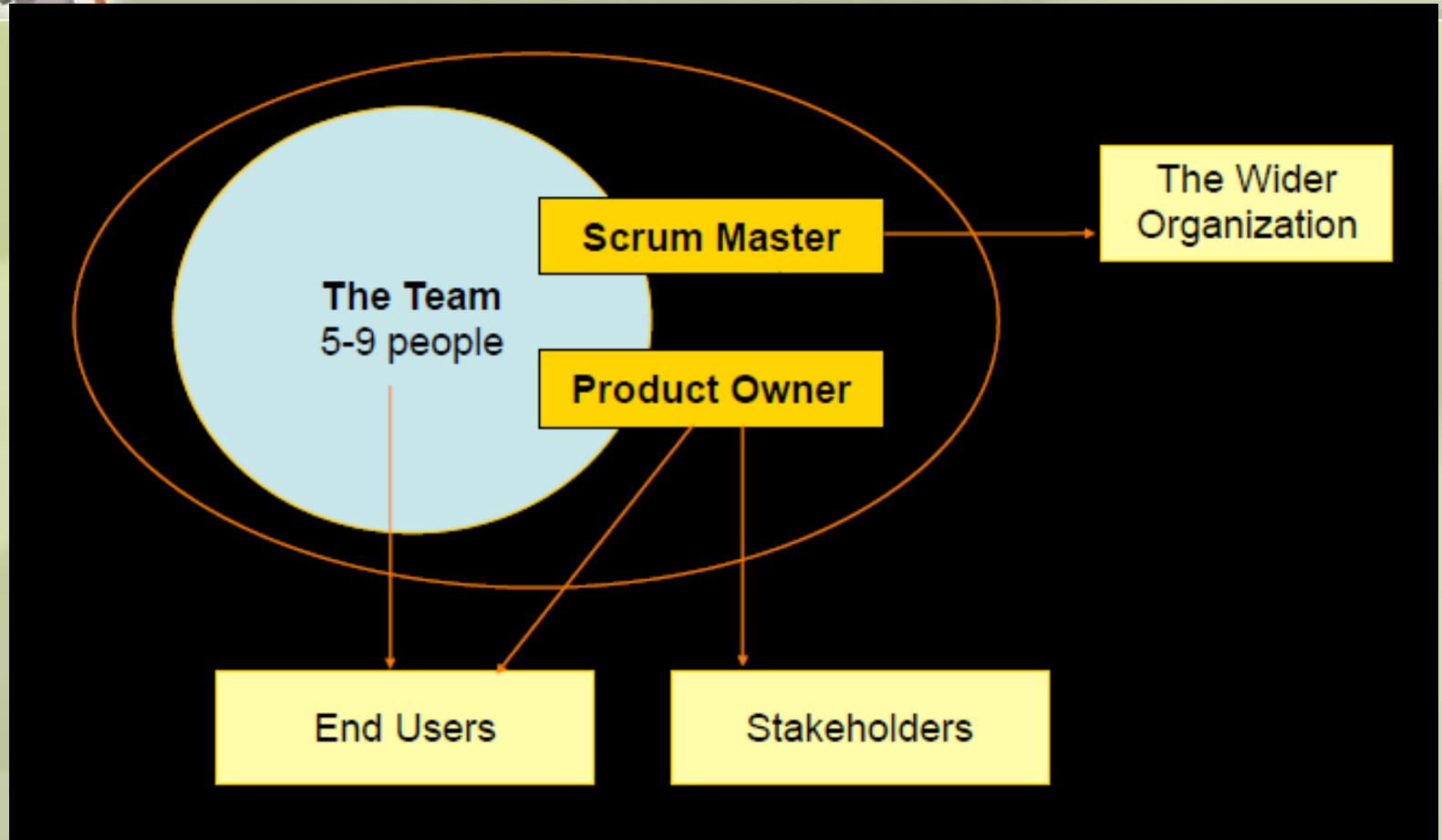


Scrum: Sprint

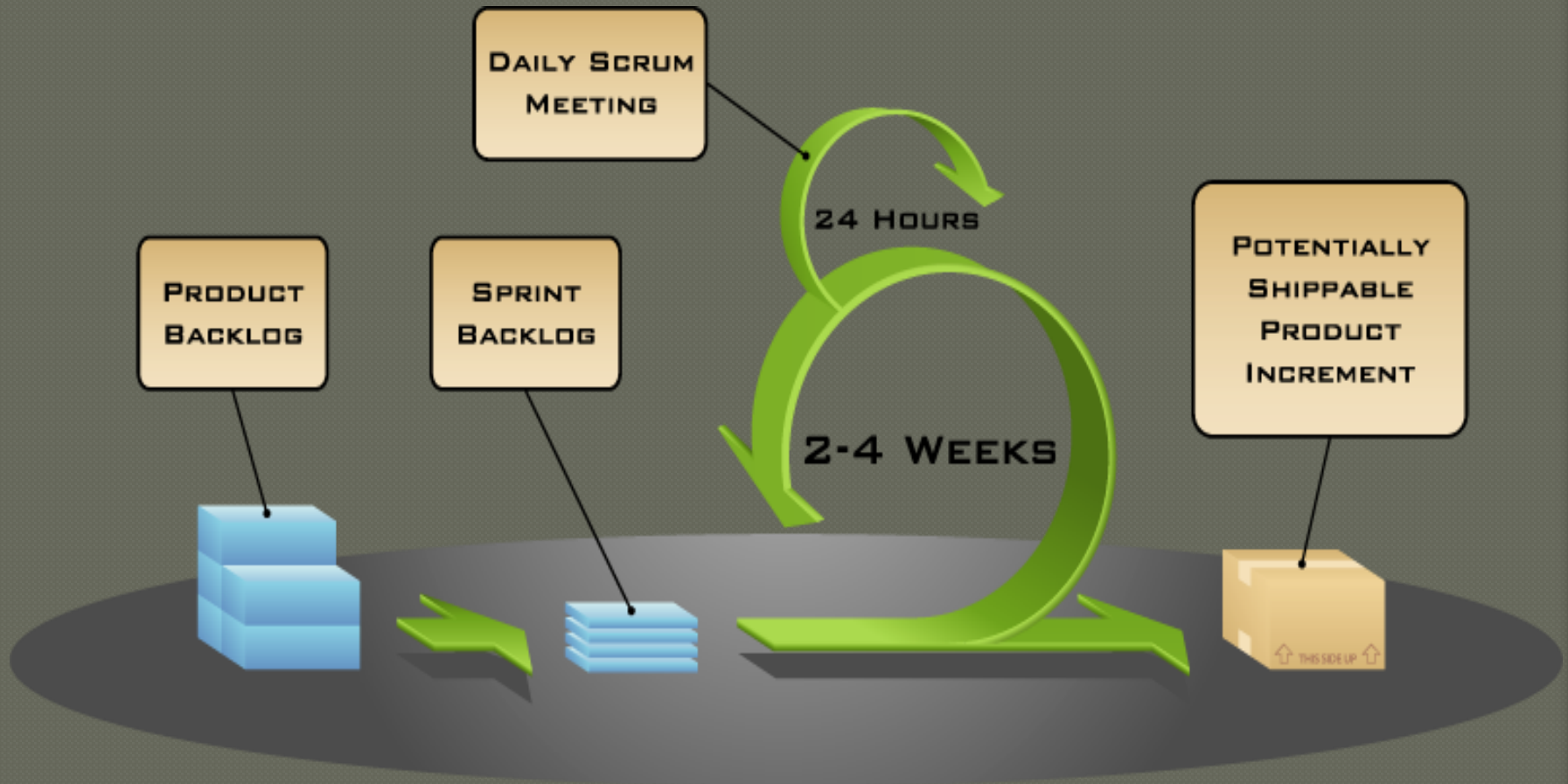
Role: Team

- Cross-Functional
- 4-8 Members
- Self-Organizing
- Focused on meeting Commitments

Role: Relationships




Sprint Cycle



Flow & Artifacts: Planning

- Sprint Planning meeting held at beginning of each Sprint
- Time and Resources are fixed in any given Sprint
- Goal is to have prioritized Sprint Backlog, broken down into tasks, that the Team can commit to
- During planning, Team commits to scope that can be completed in the Sprint, taking into account the definition of Done
- Story points may be refined

Flow & Artifacts: Daily Standup

- 
- Meetings held in same location, same time, every day
 - Timeboxed at 15 minutes
 - Encourages self-organization, rhythm, and collaboration
 - Not a status meeting
 - Each Team member speaks to:
 - What did I accomplish in the last 24 hours
 - What do I plan to accomplish in the next 24 hours
 - Any impediments getting in the way of my work

Flow & Artifacts: Taskboard



- Active visual indicator of flow of work
- Should be visible to team members at all times
- Should be kept current
- Encourages self-organization, and collaboration

Story	Tasks To Do	WIP	Done
			As a user I... 13
As a system admin I... 21	Code the... Test the... Code the... Test the...	Code the... KC Code the... Mo Test the... Ramin	
As a user I... 8	Code the... Write user docs...		
As a user I... 3	Design the UI for... Test the... Code the... Test the...	Create wireframe Dolly	
	Code the... Test the... Re-run regression		




Flow & Artifacts: Sprint Review



- Occurs at the end of each Sprint
- Inspect and Adapt the product (**Empiricism**)
- The team meets with the Product Owner (and Stakeholders) to demonstrate the working software from the Sprint
- This is a hands-on software demo (not a PowerPoint) that usually requires some prep beforehand

Flow & Artifacts: Retrospective

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- Occurs at the end of each Sprint
 - Inspect and Adapt the process (**Empiricism**)
 - Team and ScrumMaster meet to reflect on what went well and what can be improved
 - Tone of the meeting is that everyone did their best and now look to how can we improve
 - Retrospectives must conclude with team commitments to action



What is in it for me? (Customer)

- As a customer , I want to be able to
 - Have Opportunity to provide feedback early
 - Go to market faster with Quality
 - Faster return on investment



What is in it for me? (Leadership)

- As a Leader , I want
 - To understand progress in terms of real progress made on product .
 - Better engaged & accountable team



What is in it for me? (Team Member)

- Who is a typical team member?
- As a team member, I want
 - A sustainable pace
 - Satisfaction of quality product delivered
 - Clear Priority and less interruption during development



How do you learn Scrum – By Doing?

- Apply few practices at a time
- Understand the values and foundations
- Inspect and Adapt
- Experience the Joy of Doing Scrum



How do you learn Scrum ? Experiential Training





Pay-it-forward / Donation only trainings

1 day Agile & Scrum Training

- June 24th – Denver
- July 15th – Irvine
- July 18th – Seattle
- July 27th – Boston
- July 29th – New York



User groups /Communities

- APLN – Agile Project Leadership Network
- Scrum Alliance – Scrum User Groups
- Online User Groups

[Scrum Alliance](#)



Scrum Certifications






Q & A





- Scrum is a lightweight framework with a simple set of rules, built on foundations and values
- Scrum enables teams to discover their true potential and deliver quality software that adds business value



Donation only 1 day Trainings

- Denver – June 24th
 - <http://agile.conscires.com/scrum-1-day-training-denver-02/>
- Irvine – July 15th
 - <http://agile.conscires.com/1-day-agile-scrum-training-irvine-05/>
- Seattle – July 18th
 - <http://agile.conscires.com/agile-scrum-training-seattle-03/>
- Boston – July 27th
 - <http://agile.conscires.com/1-day-agile-scrum-training-boston-03/>
- New York – July 29th
 - <http://agile.conscires.com/1-day-agile-scrum-training-newjersy-01/>



Thank you !

- More Resources at

- <http://agile.conscires.com/suggested-reading-list-and-resources/>

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