



Sprint planning

Scrum

- **What is Scrum?**

- Scrum is an Agile Framework for developing, delivering and sustaining complex products.
- Founded by Ken Schwaber and Jeff Sutherland in the 90s
- It is:
 - Lightweight
 - Simple to understand
 - Difficult to master
- Employs an iterative and incremental approach.

Scrum

- **What Scrum is not?**
 - A process
 - A technique
 - Definitive method for developing products.

Scrum

- It is used for:
 - Research and identify viable markets, technologies, and product capabilities;
 - Develop products and enhancements;
 - Release products and enhancements;
 - Develop and sustain Cloud and other operational environments for product use;
 - Sustain and renew products.

Scrum – Pillars

- Transparency
 - See and understand



- Inspection
 - Investigate



- Adaption
 - Improve



Why Scrum?

- Focus on the value returned to the client (ROI) on each increment of the product
- Ability to adapt
- Avoids waste
 - Only develop what is going to be used
 - Plan just the necessary
 - Only generates necessary and sufficient artifacts (e.g., Documentation)

Level of Detail



Scrum Team

- Product Owner
- Development Team
- Scrum Master



Product Owner (PO) - Attributions

- Responsible for
 - Guarantee and maximize ROI
 - Managing the product backlog
 - Managing the stakeholders
 - Managing the Product vision
 - Managing the releases of the product
- Participate actively in Sprints
 - Be available for the development team.
 - Be present on:
 - Sprint planning
 - Sprint review
 - and release planning

Product Owner(PO) - Attributions

- Accept or reject the work performed by the development team during the sprint
- Guarantee that there is enough budget for the project during its entire development.

Product Owner (PO) – Characteristics

- One person
 - Not a committee
- Available
 - To answer questions from the development team
 - To make decisions about the product
 - To contact the stakeholders and update the product backlog frequently
- Representative
 - Needs to have enough power and knowledge to make quick and correct decisions about the product
 - Has the final saying about the Product Backlog

Development Team - Attributions

- Work on delivering a potential increment of the product using the product backlog.
- Contact the product owner frequently
 - Ask questions about the product when needed
- Inform the Scrum Master of any impediment

Development Team - Characteristics

- Self-organized
- Cross-functional
 - Should possess all the skills (as a team) to create a product increment.
- There are no titles for the team members
- There are no sub-teams
- Motivated
- Focused on technical excellence
- Be committed to reaching the goals
- Sufficiently small: between 3 and 9 members

Scrum Master - Attributions

- Responsible for promoting and supporting Scrum
 - Helps everyone to understand Scrum theory, practices, rules and values
- Remove impediments to the development team's progress
- Coach the development team in self-organization and cross-functionality
- Facilitate Scrum events as requested or needed
- Align the needs of the Development team and the organization
- Can help to choose the Product Owner

Scrum Master - Attributions

- Guarantee that the Product Owner possesses everything he/she needs to do his job

Scrum Master - Characteristics

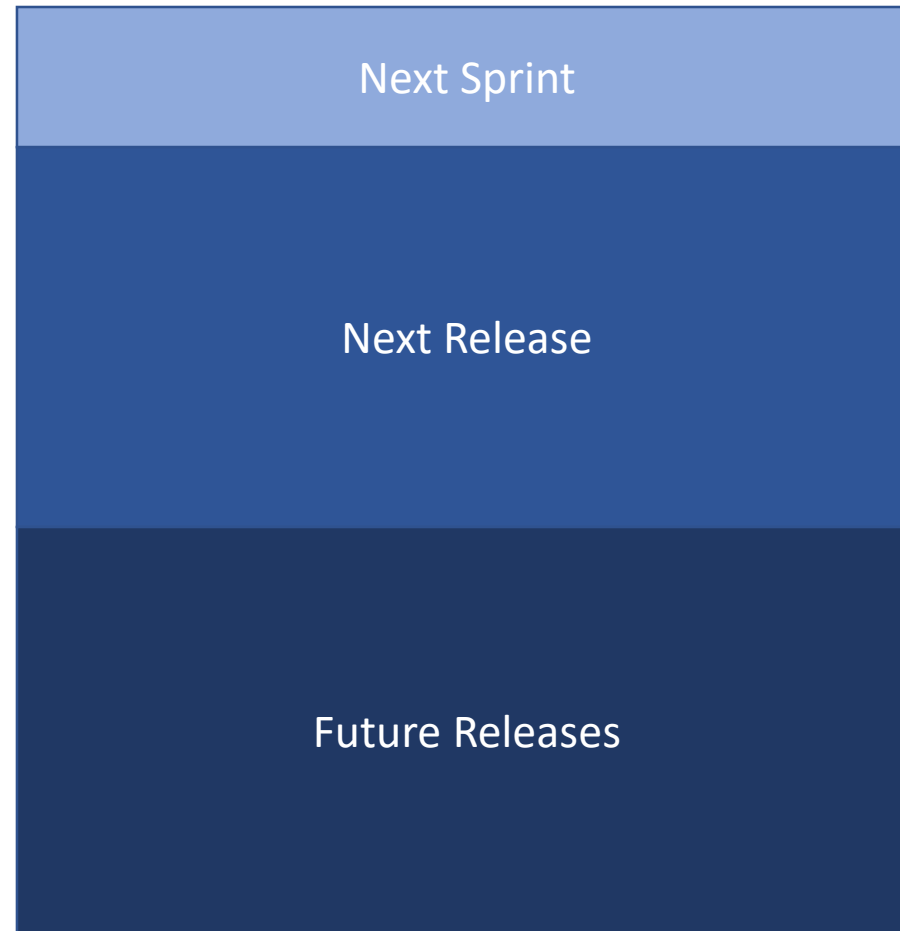
- Soft skills:
 - Communication
 - Motivation
 - Problem-solving
 - Conflict managing
 - Facilitation
 - Etc.
- Courage
- Present during all the time while the development team is working.
- Impartiality

Product Backlog

- List of requirements of the product
- It is ordered by priority
- Estimable
- Incomplete and dynamic
 - Changed constantly

Product Backlog

Developed earlier
(higher priority and more
detail)



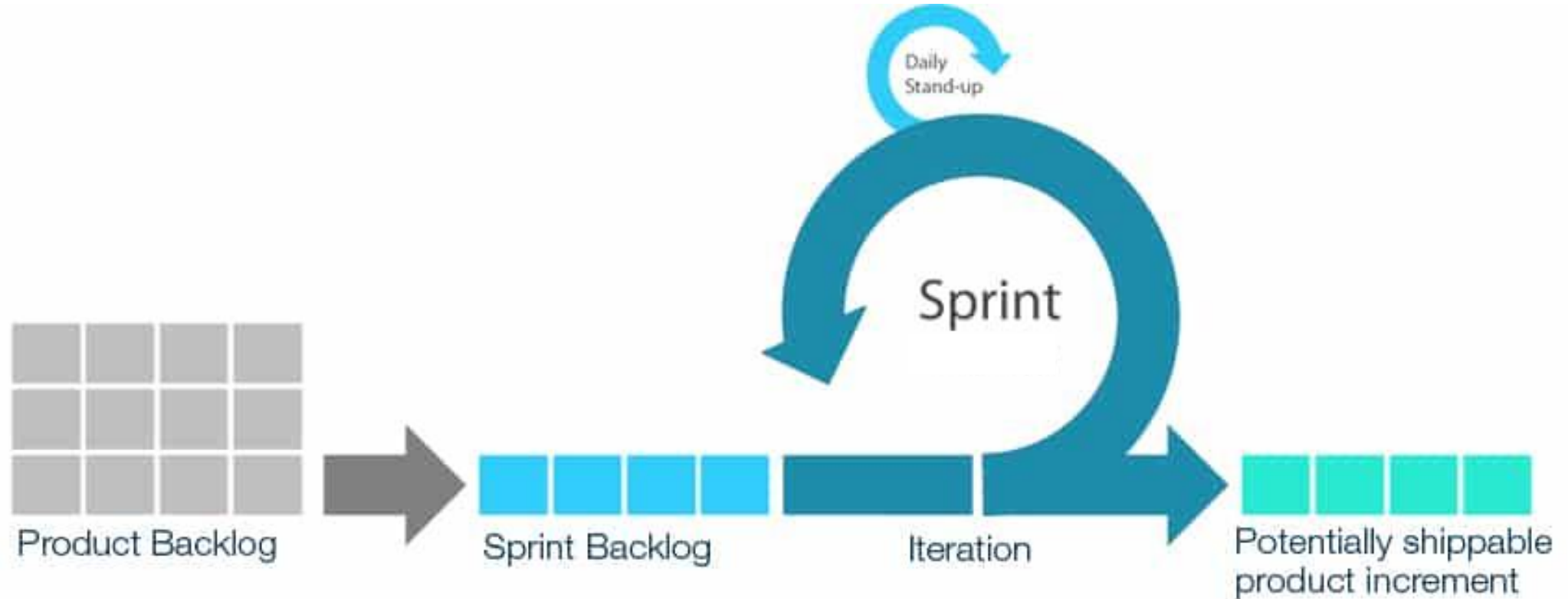
Developed later
(lower priority and less
detail)



Definition of Done (DoD)

- What it means to work to be complete.
- It is like a contract between the development team and Product Owner.
- Unique for each project
- Example:
 - Coding complete
 - Unit tests and Acceptance tests updated
 - Manual or documentation updated

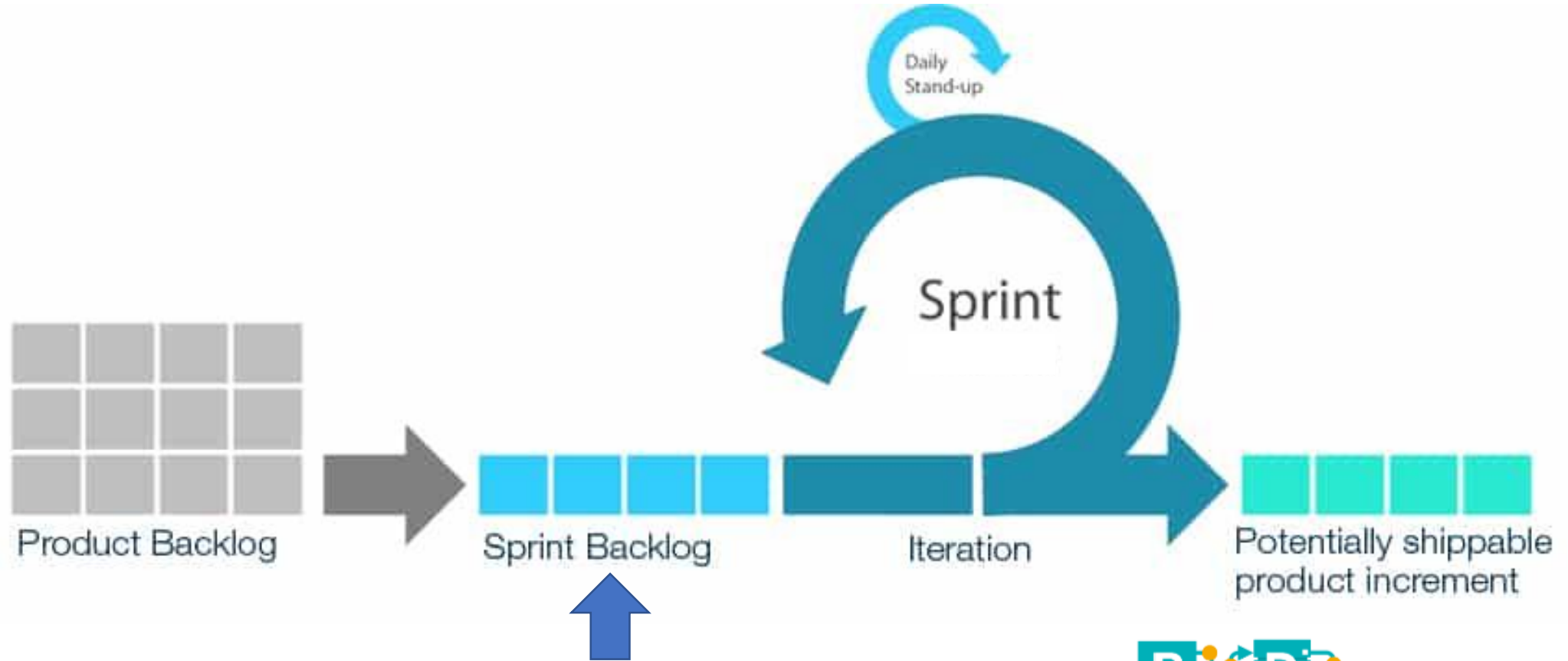
Scrum cycle - Sprint



Sprint

- The iteration(cycle) itself
 - Sprint planning
 - Development
 - Daily Scrum
 - Sprint Review
 - Sprint Retrospective
- Each Sprint:
 - Has a goal
 - Example: eCommerce application
 - Sprint Goal: Implement basic shopping cart functionality including add, remove, and update quantities.
 - Delivers an increment according to this goal

Sprint Planning

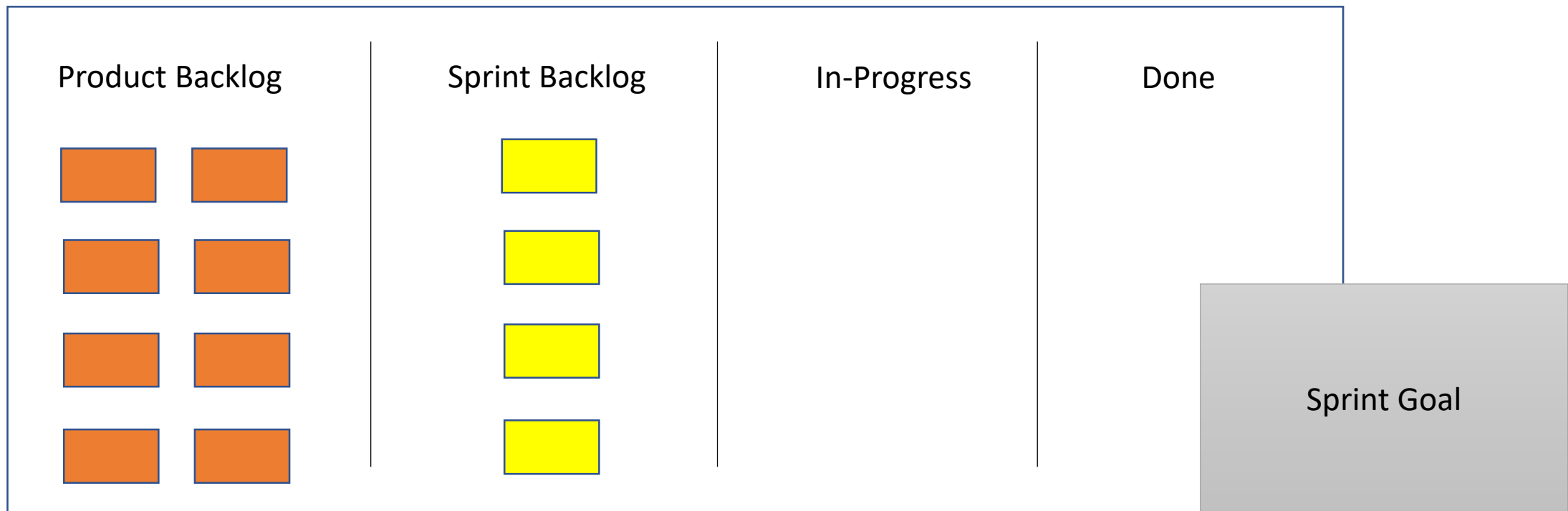


Sprint Planning

- It is the iteration planning
- Development team and Product Owner define:
 - The items to be developed during the sprint taking account the priority of the product backlog
 - Sprint Goal
- Development team estimate the items regarding complexity and/or time

Sprint Planning

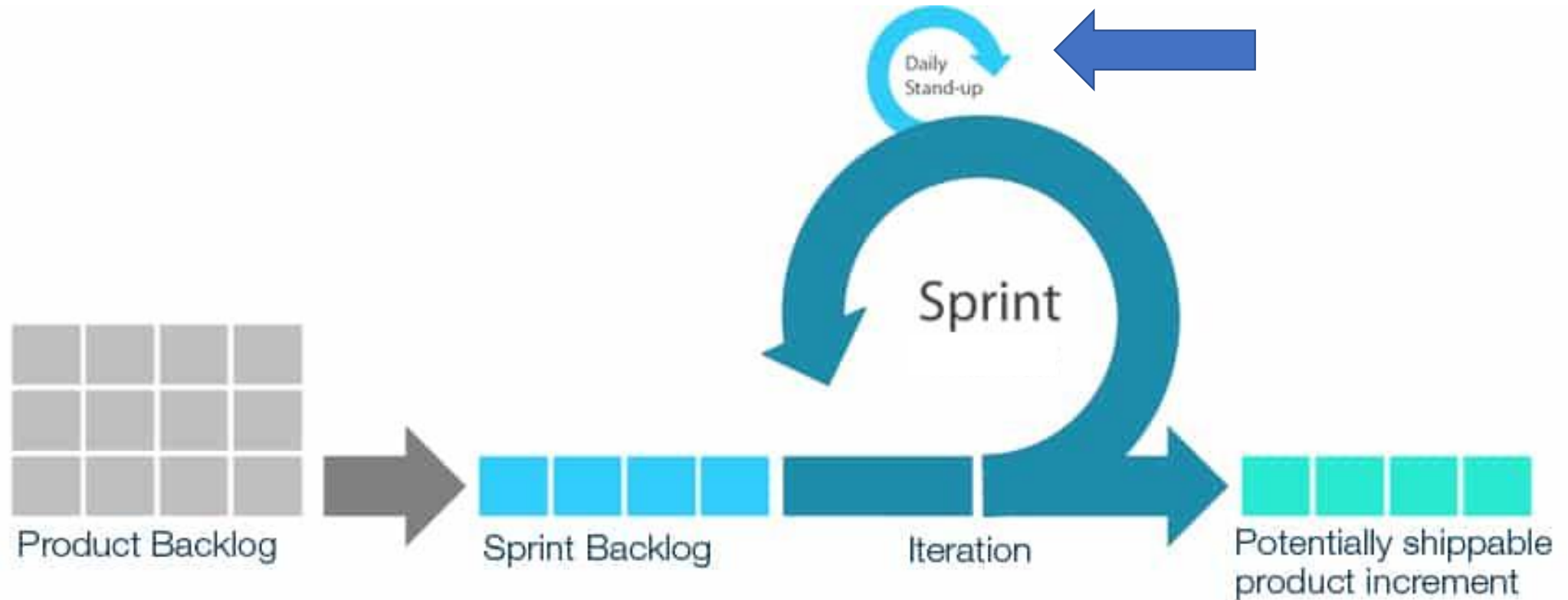
Result: Initial Sprint Backlog + Sprint Goal



Sprint Backlog

- The items from the product backlog to be developed during the Sprint
- Can be modified during the Sprint
 - Estimates can be updated
 - Tasks can be added to existing items
- Needs to be visible for everyone
- Belongs to the Development Team

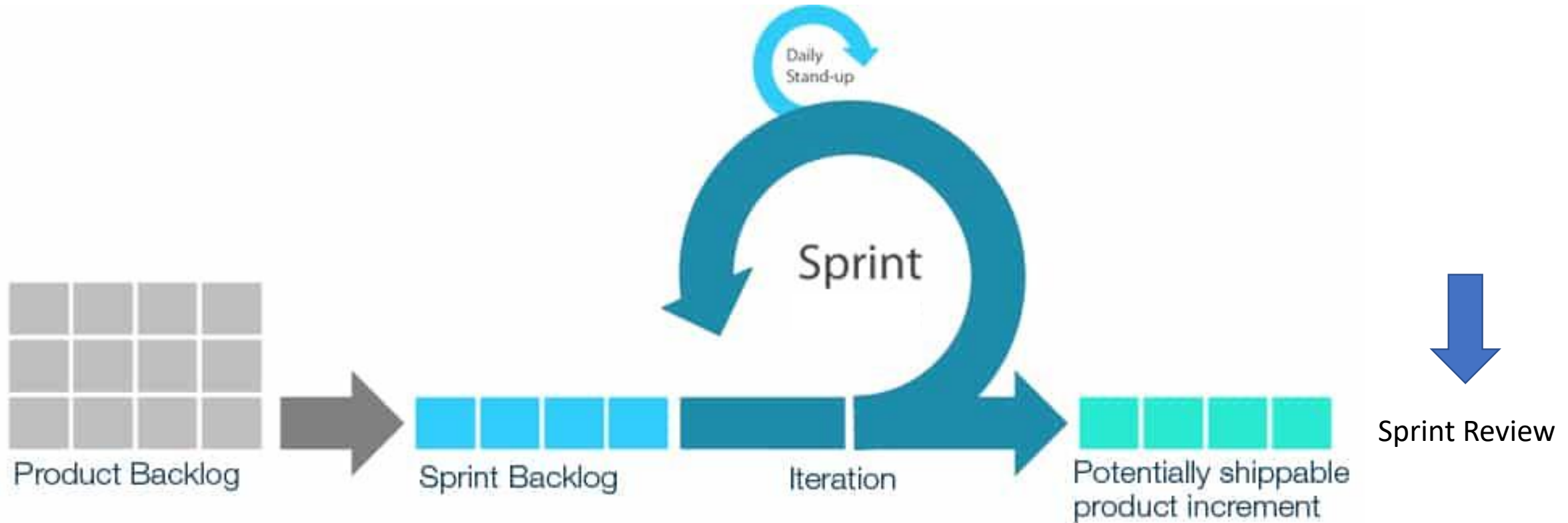
Daily Scrum



Daily Scrum

- 15 minutes meeting that should occur every day
- Each member of the development team reports:
 - What has been done since the last Daily Scrum
 - What will be done until the next Daily Scrum
 - Any impediments that prevents the work to be done
- Promotes:
 - Visibility
 - Communication
 - Quick decisions

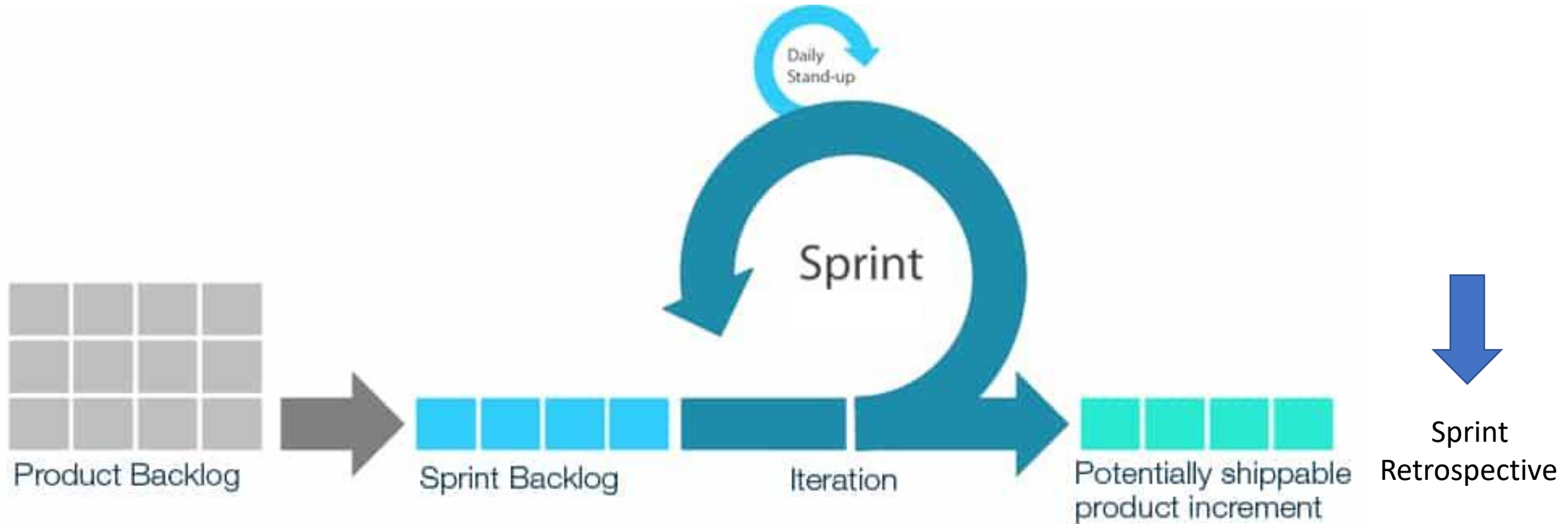
Sprint Review



Sprint Review

- Development team
 - Shows the Product owner and Stakeholders what has been done in the Sprint
 - Answer questions about the product increment
- Product Owner
 - Checks what is done and what is not (according to the DoD) and says if the Goal was achieved
- If anything needs to be changed
 - An item is included on the product backlog

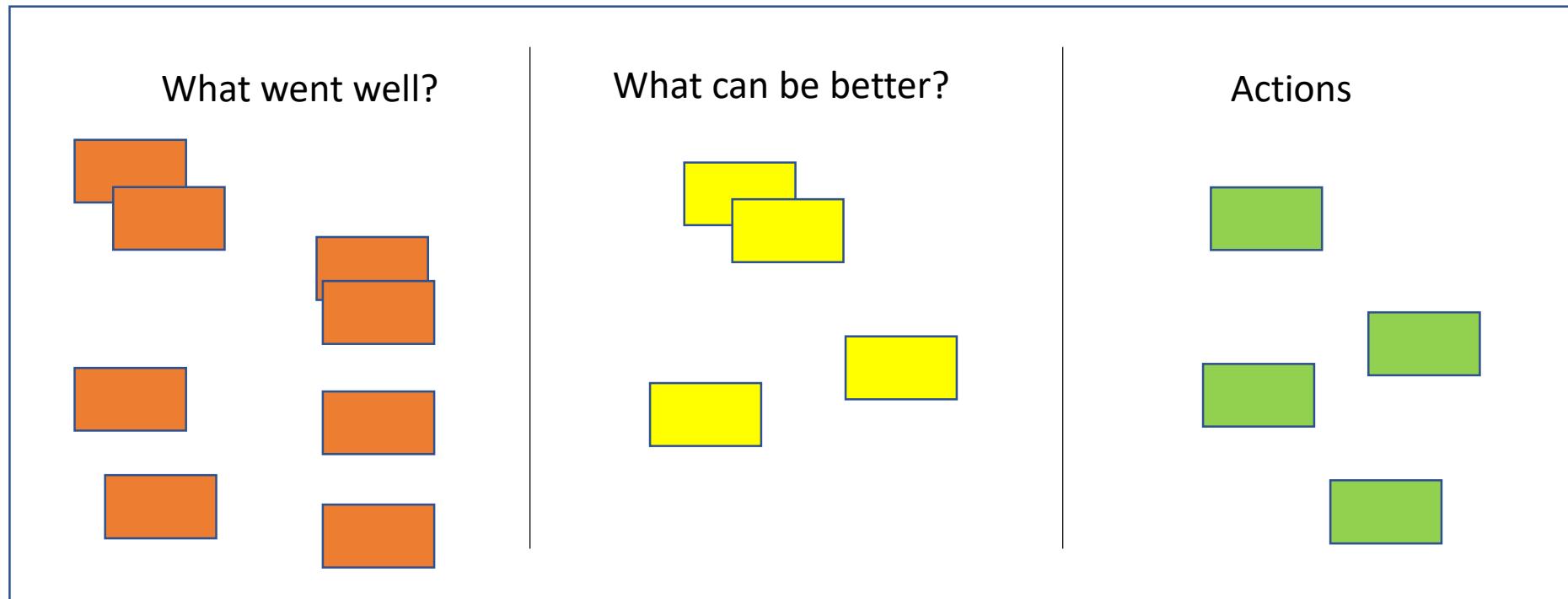
Sprint Retrospective



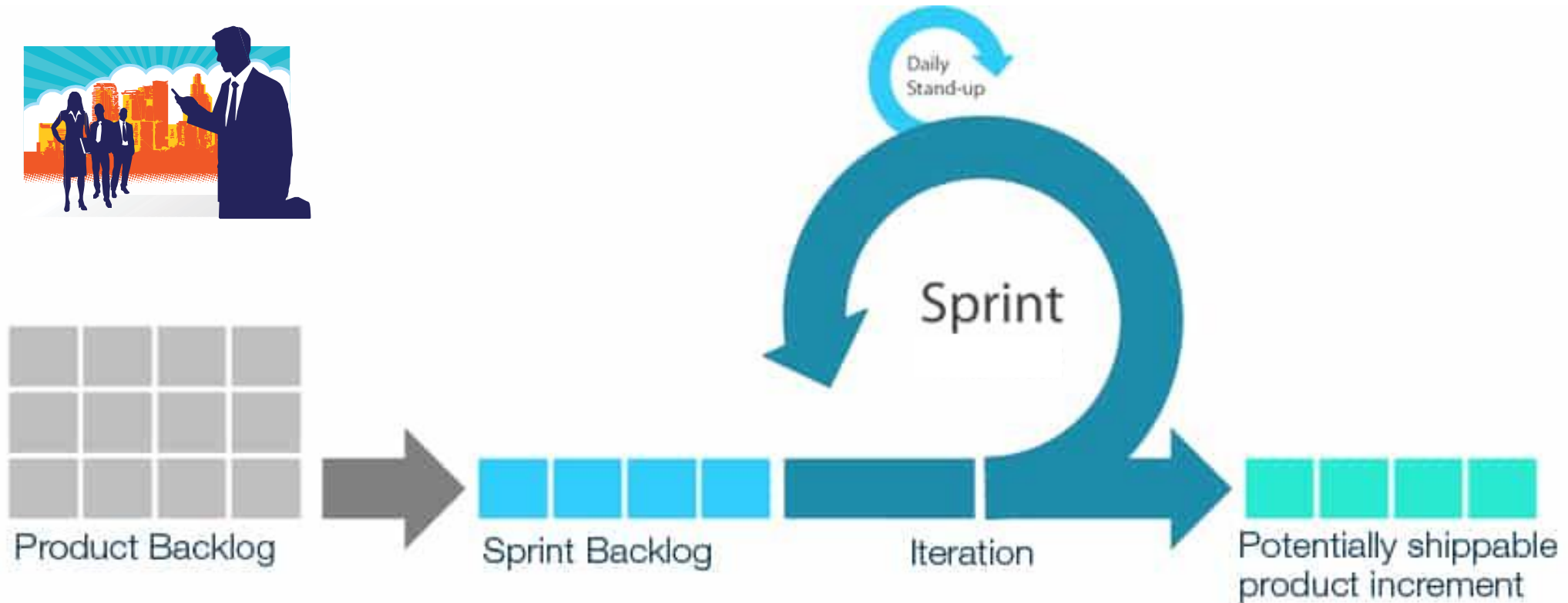
Sprint Retrospective

- Meeting to inspect how was the Sprint
 - What went well?
 - What can be better?
 - Actions to improve - adaption
- Should be present:
 - Development team and Product Owner

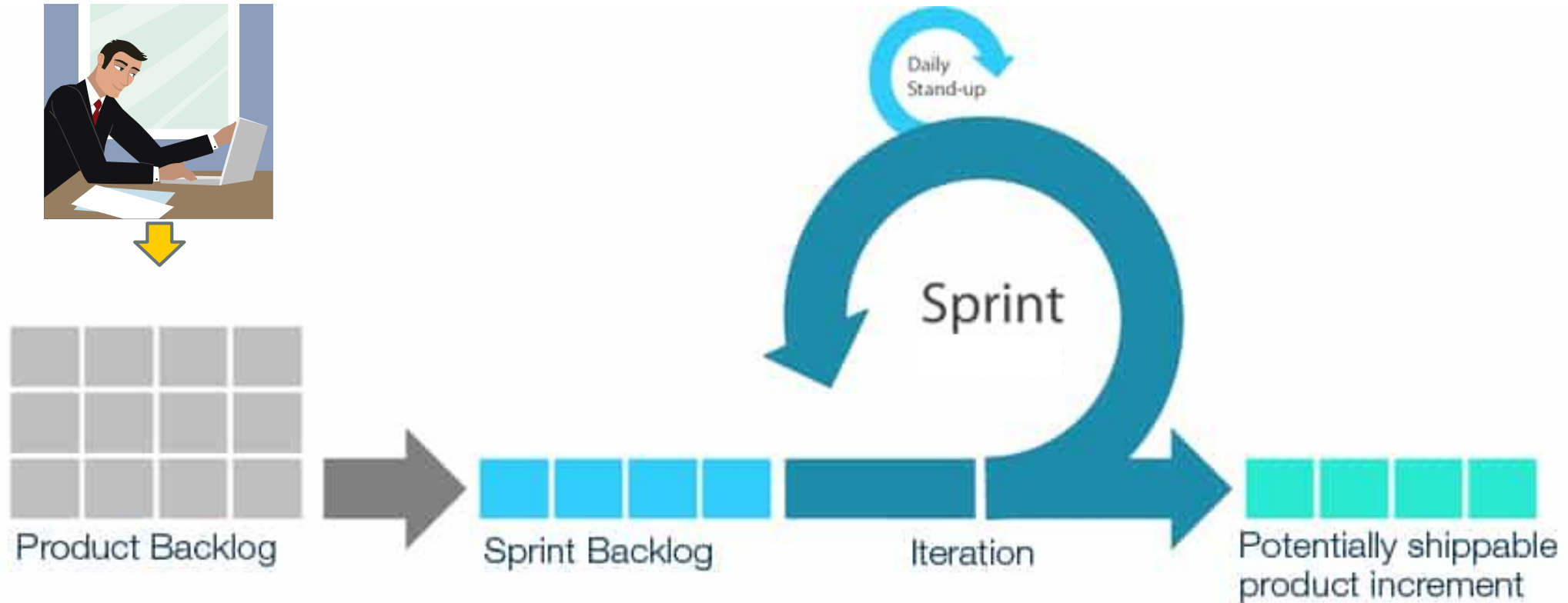
Sprint Retrospective



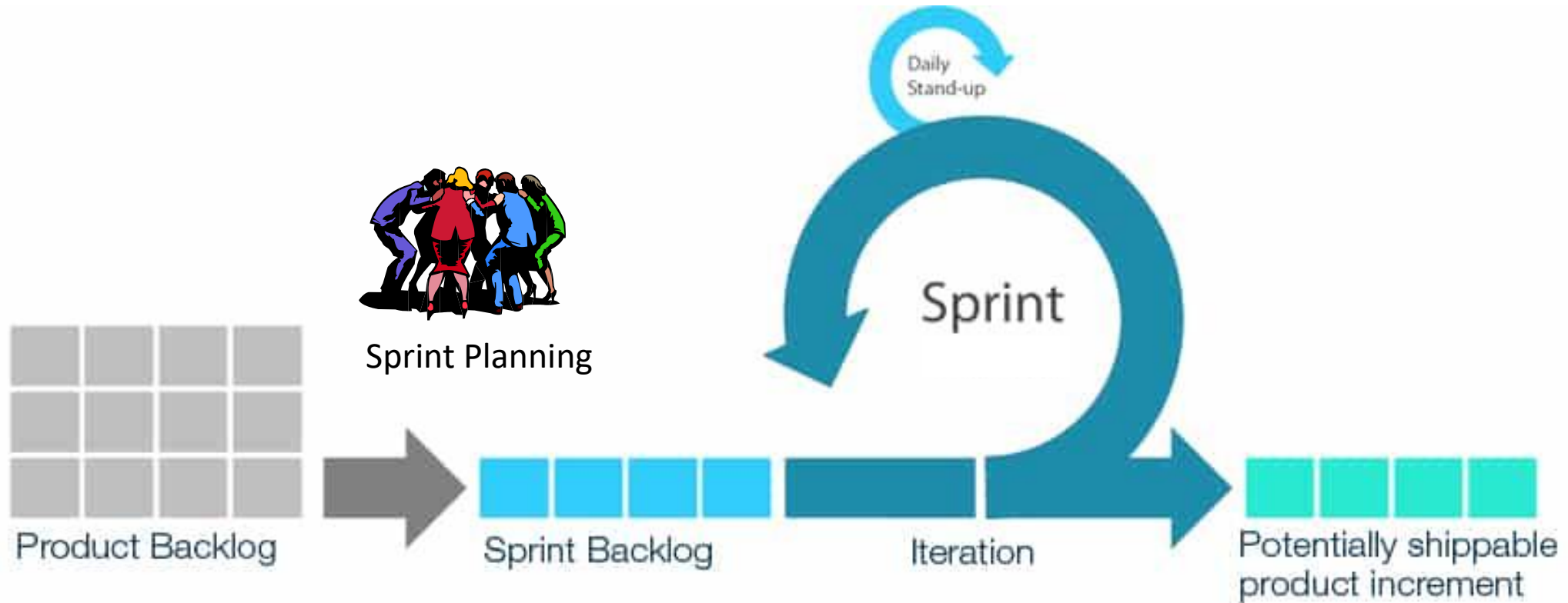
Scrum cycle - Summary



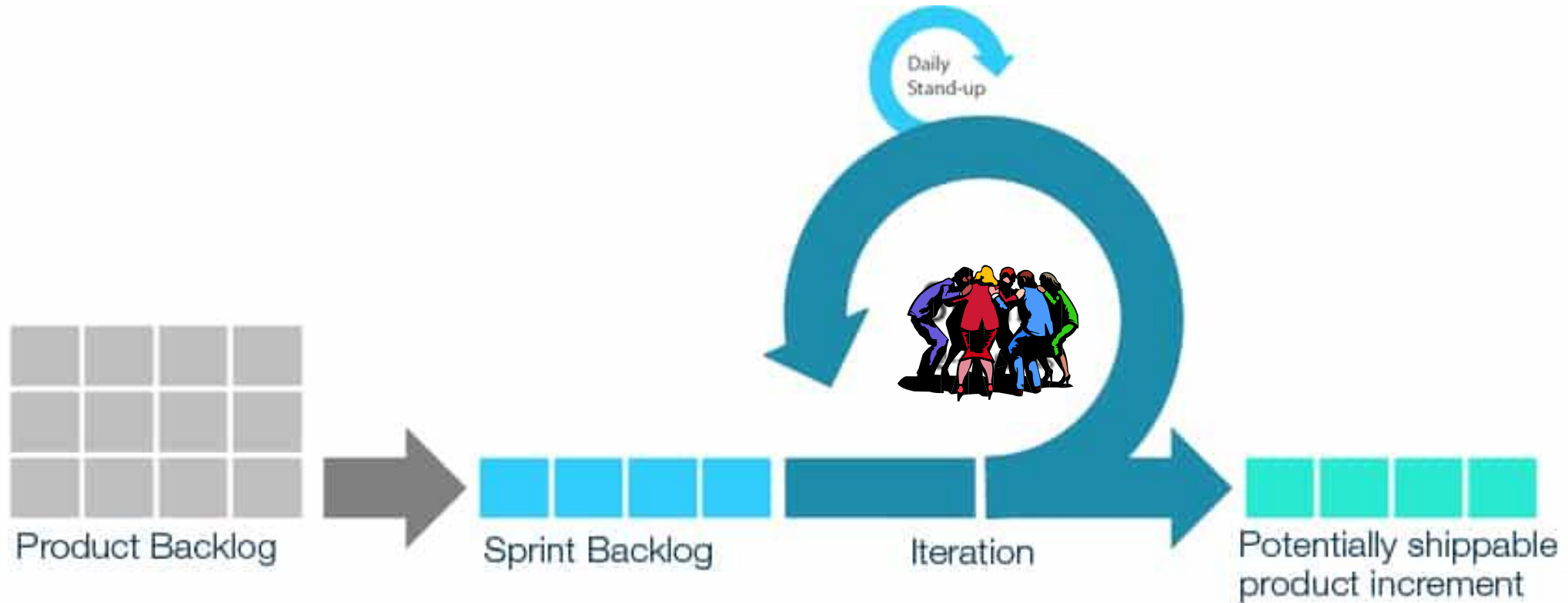
Scrum cycle - Summary



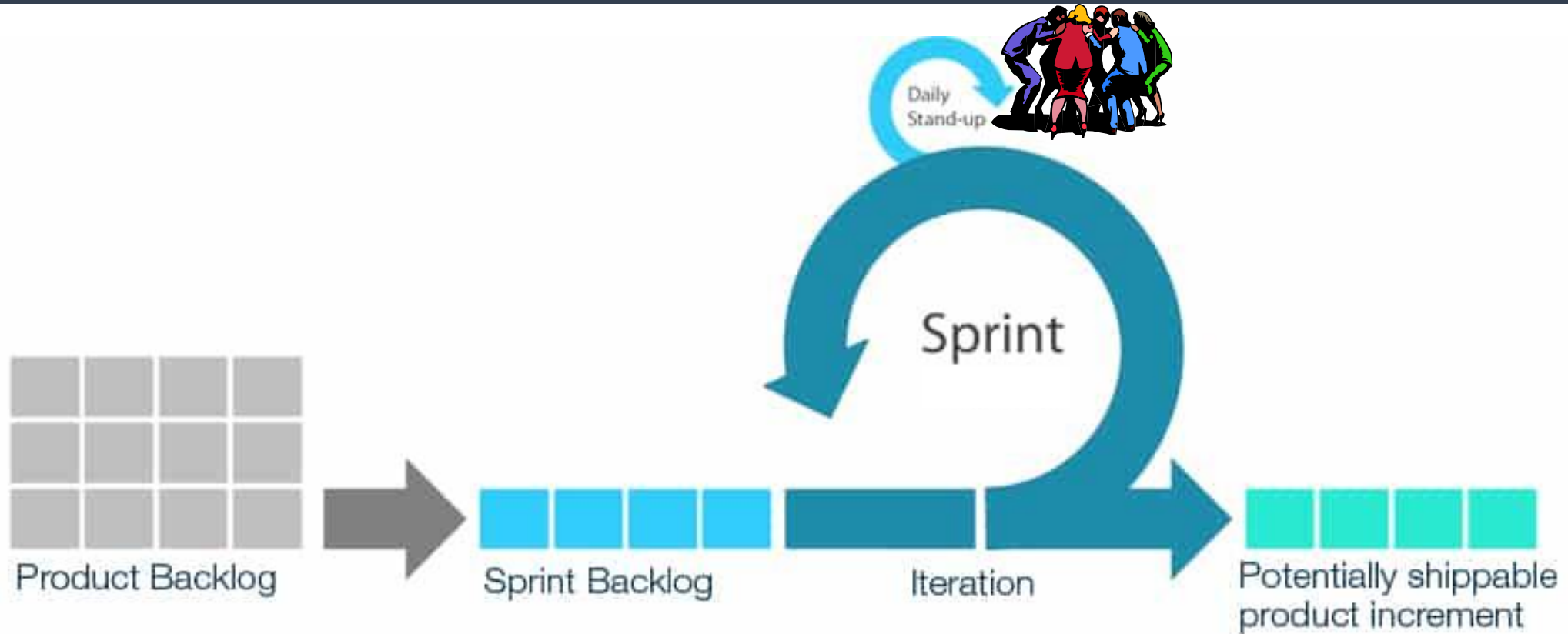
Sprint - Summary



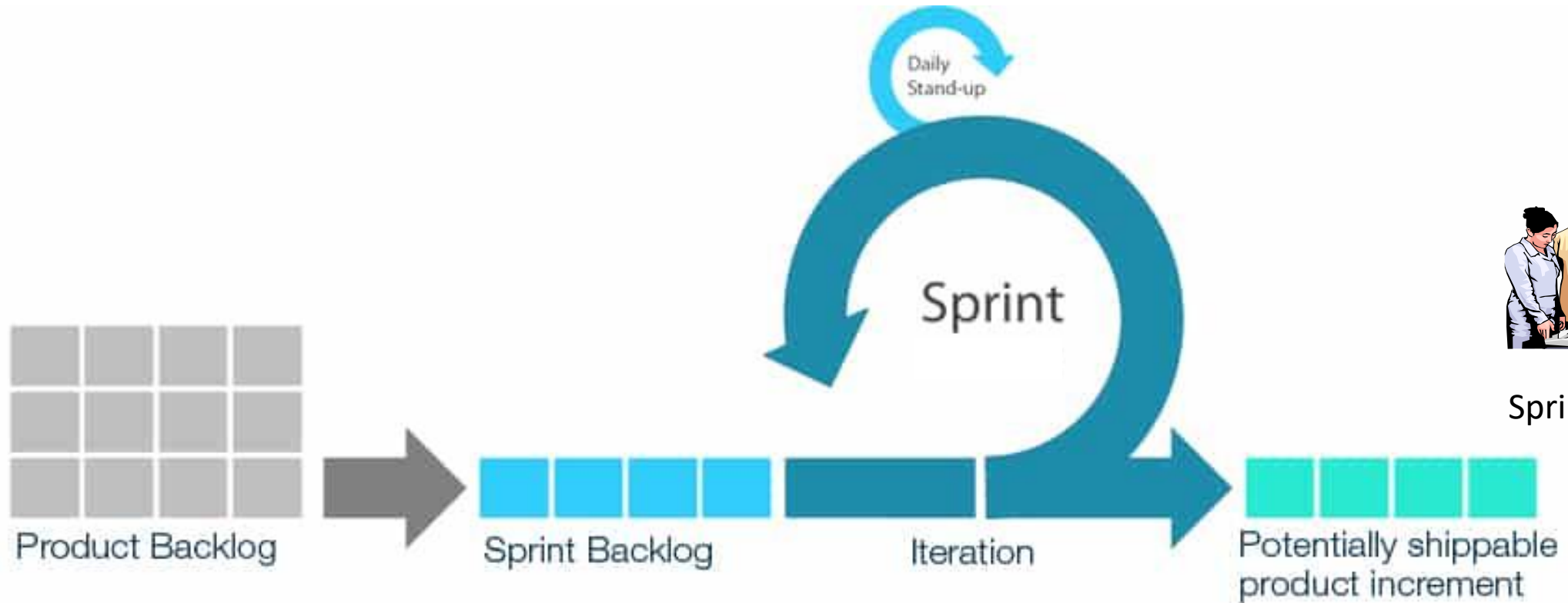
Sprint - Summary



Sprint - Summary



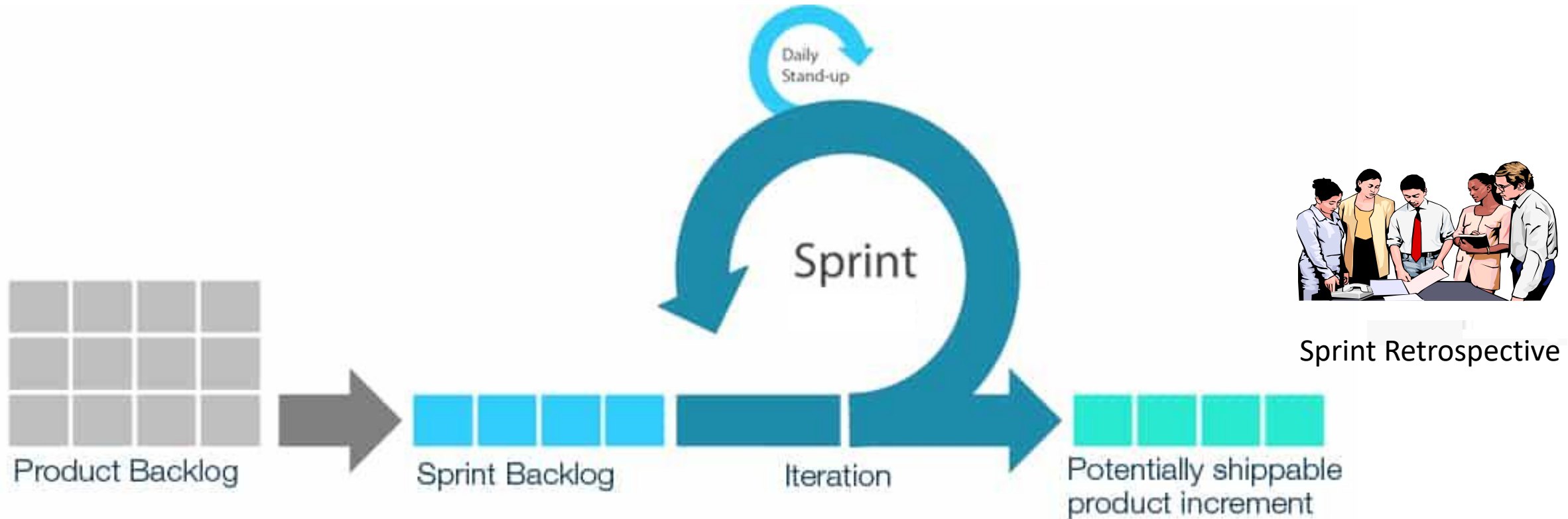
Sprint - Summary



Sprint Review



Sprint - Summary



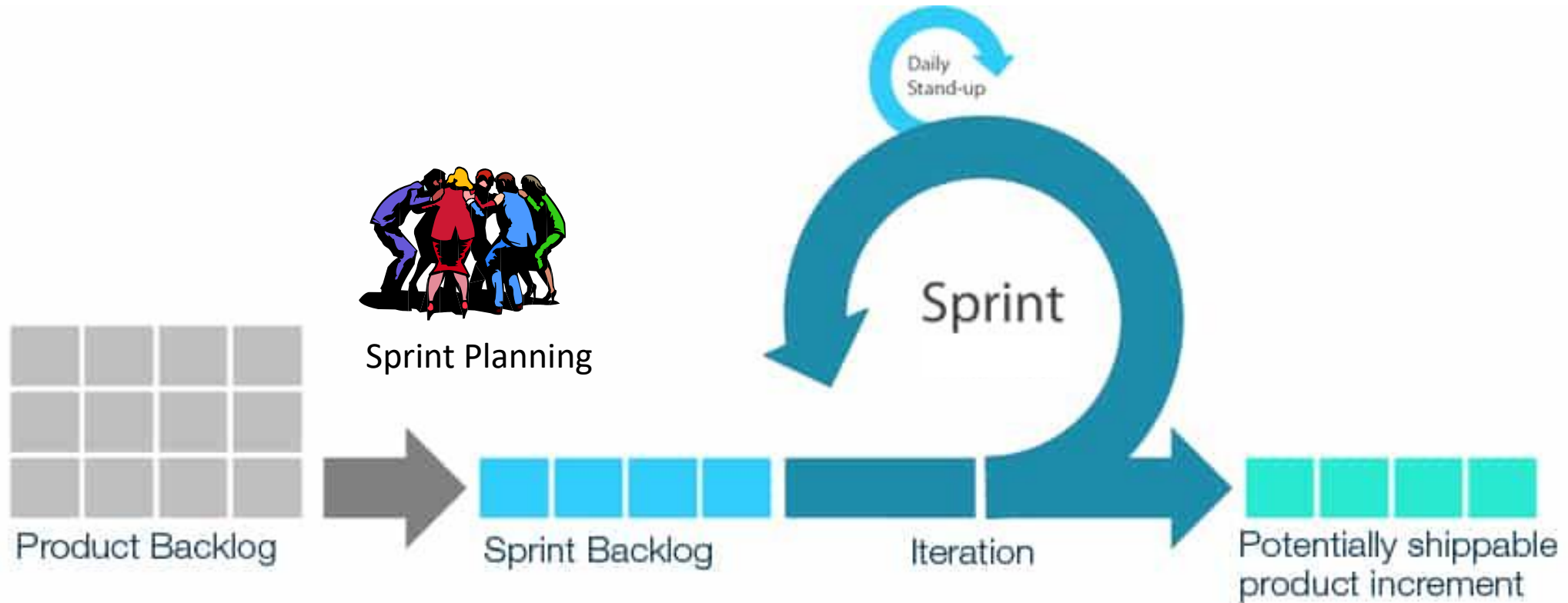
Team composition

- 1 Scrum Master
- 1 Product Owner
- 2 or 3 Development Team

Product Backlog construction and DoD

- Stories/requirements
 - Try to break big stories/requirements into smaller ones (avoid epics)
 - Prioritize the stories/requirements
 - Order them according to the given priority
- Establish the definition of done:
 - Example
 - Code implemented
 - Unit tests updated
 - Tutorial/manual updated

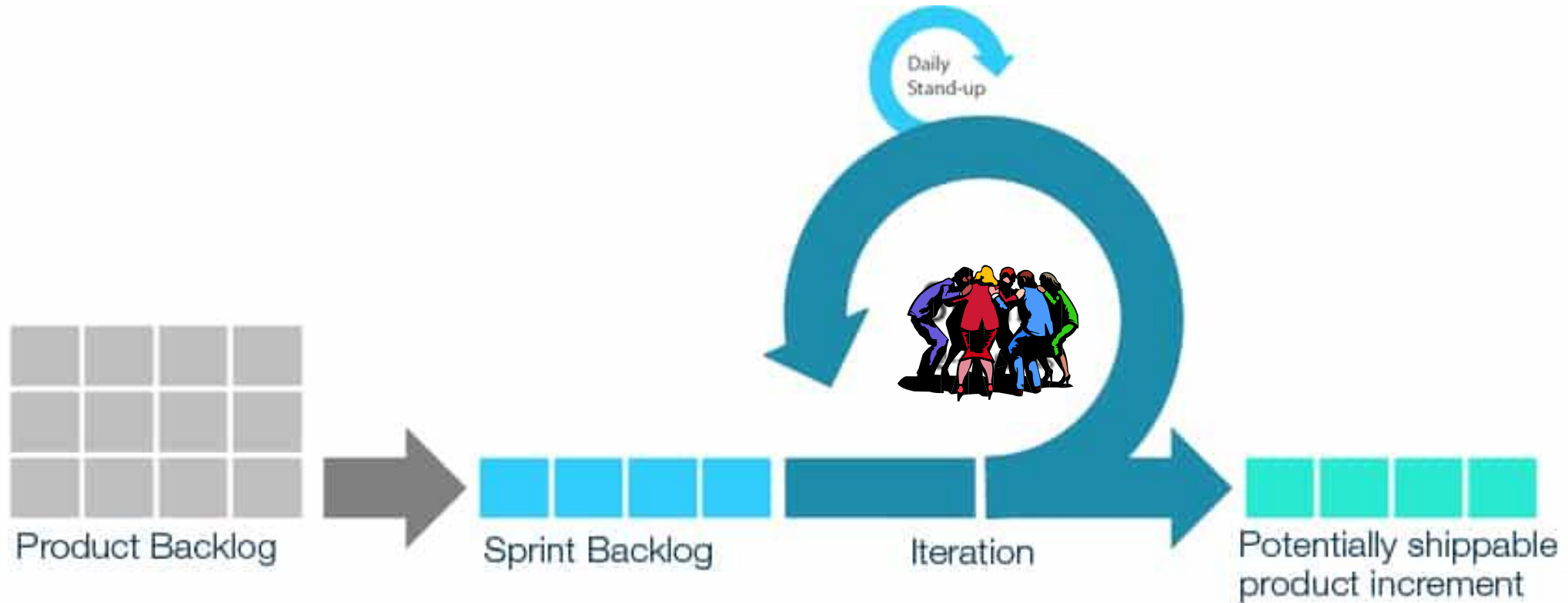
Sprint - Summary



Sprint planning

- Define the items from the product backlog to be implemented during the sprint
- Estimate them (Planning poker)
- Result:
 - Sprint Backlog
 - The goal of the Sprint

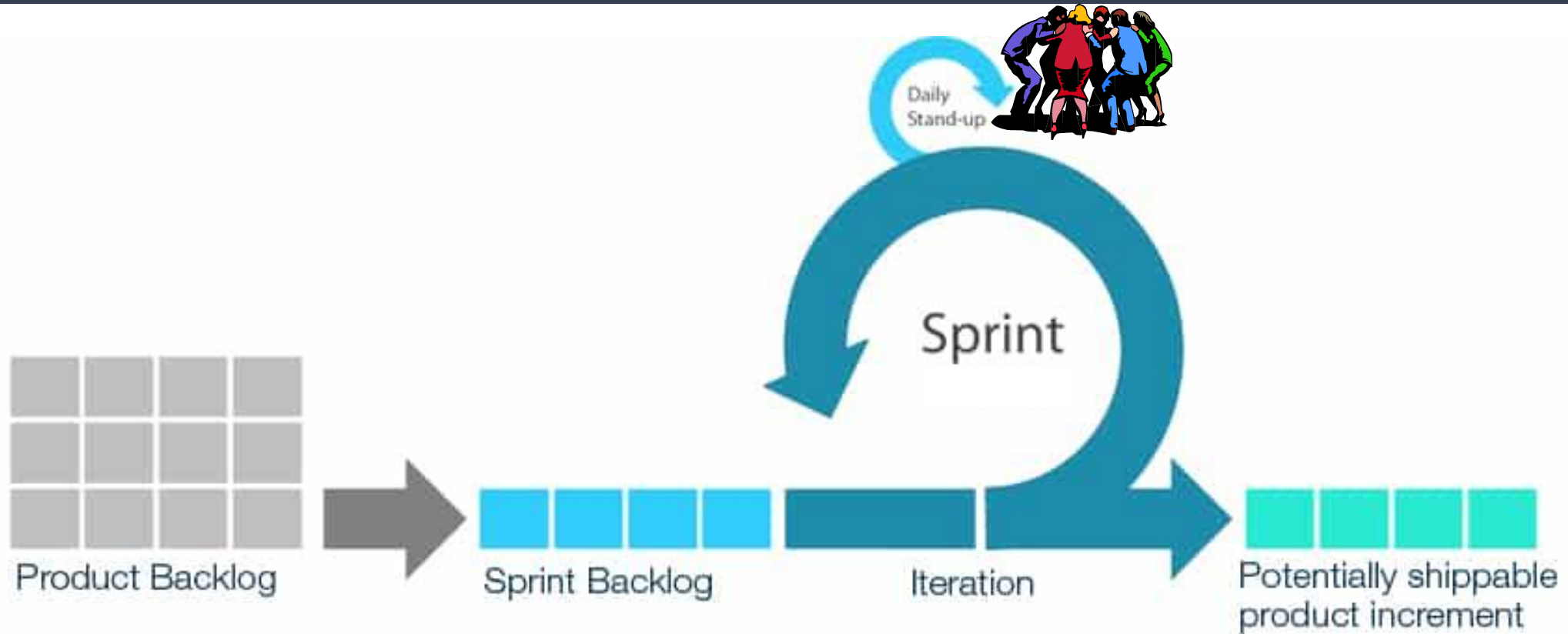
Sprint



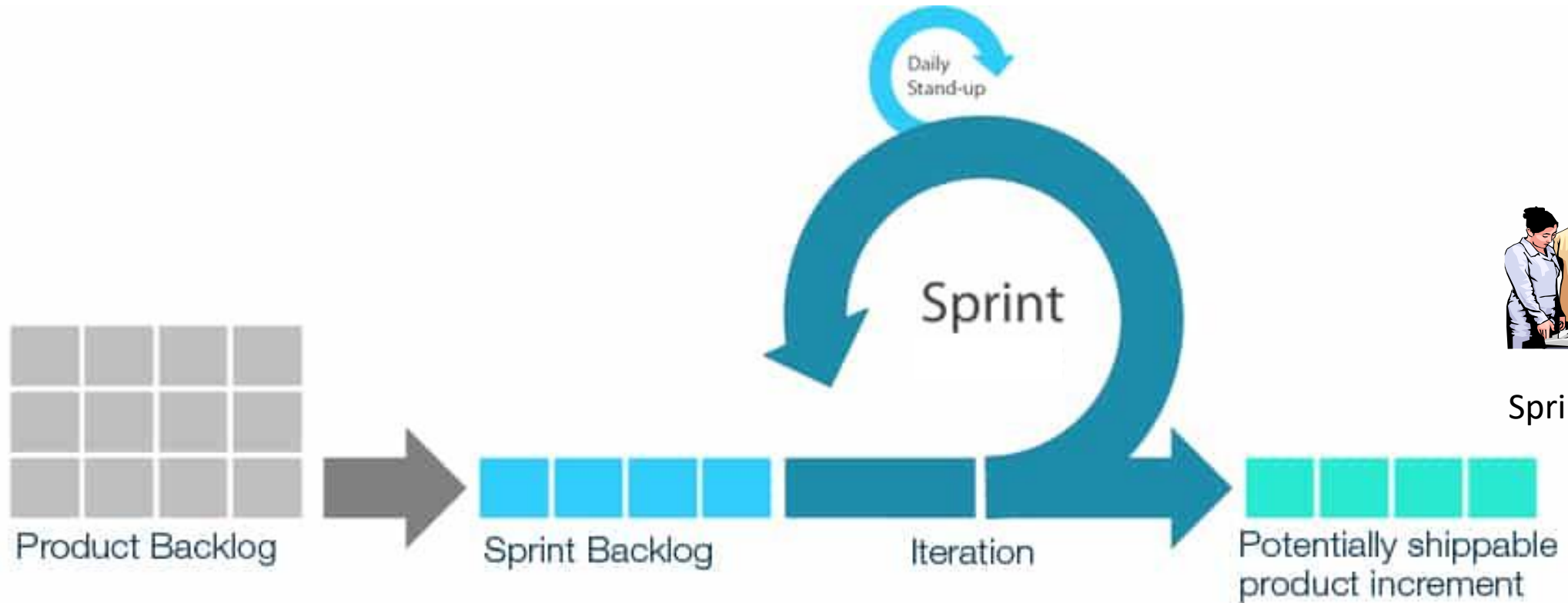
Development

- Do not allocate 100% of your time on the implementation of items
 - Leave some space for correcting bugs dealing with problems.
- Try to leave the third sprint only for issue solving, refactoring and finishing things you shall have finished in the first two sprints.
- Tasks for refactoring an existing implementation or Issue solving should be included in the future Sprints when they are necessary.

Sprint



Sprint - Summary



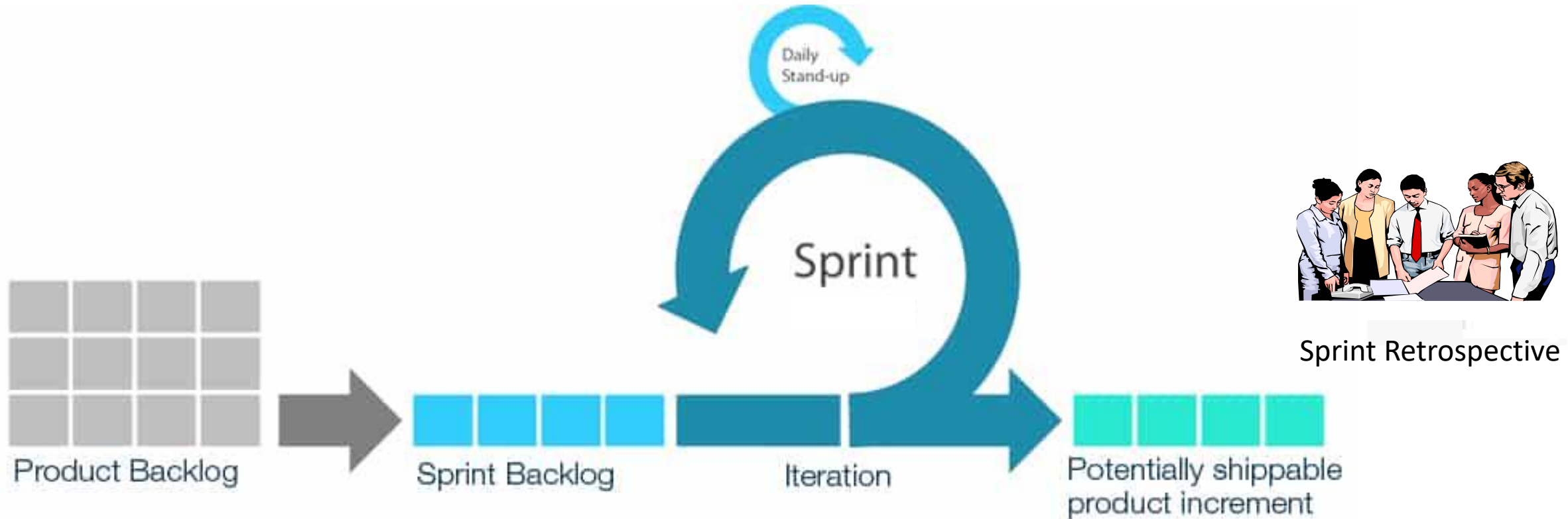
Sprint Review



Sprint review

- No need to demo to us
 - It can be done between the members of the team.
 - Try to use it to assert that the goal of the sprint is achieved
- Provide a document with some screenshots and a test script/tutorial to test the implementation.

Sprint - Summary



Sprint retrospective

- Discuss about:
 - what went well?
 - what should be better?
- Propose actions
 - Be objective!

Deliverables

- Product Backlog:
 - Ordered and prioritized
- At the beginning of each Sprint:
 - Sprint backlog
 - Estimated!!!
 - The goal of the Sprint
- At the end of each Sprint:
 - Increment of product
 - Tutorial/test script
 - Phase review document

What will be evaluated

- Ability to execute what is planned or most of it in the estimated time
- Ability to manage the repository.
- Ability to manage the backlogs (product and sprint)
 - Trello or Gitlab.
- Planned documentation and tests for the tasks are done.
- «Sprint review» and «Sprint retrospective» are done.

References

- [Scrum Guide](#)
- [Agile Estimating and Planning: Planning Poker - Mike Cohn](#)