

# Agile Software Development - SCRUM

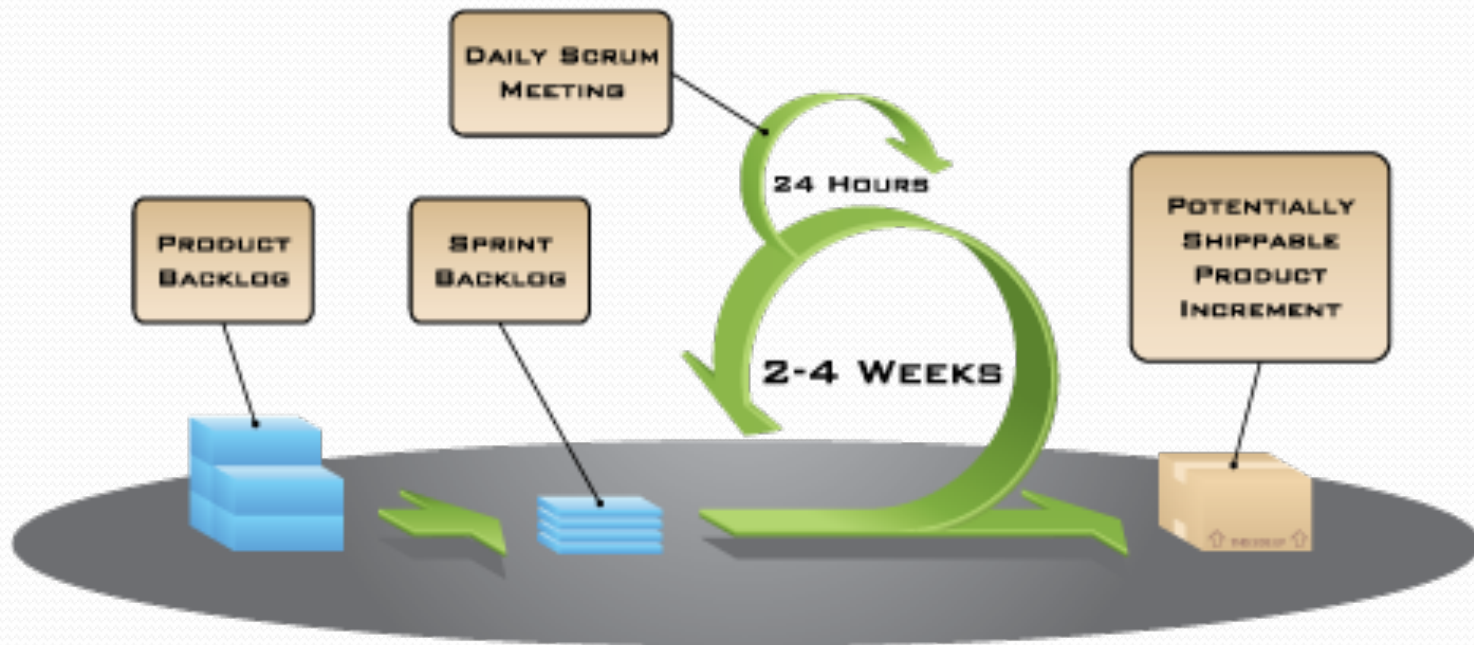
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# Overview

- Agile process that is applicable to any project with aggressive deadlines, complex requirements, and a degree of uniqueness.
- Projects move forward via a series of iterations called sprints.
- Each sprint is typically 2-4 weeks long.

# Scrum



# Terms

- **Scrum (Development) team:** 1-9 people. Everyone works together.
- **Product owner:** The project's key stakeholder. Often someone from product management or marketing.
- **ScrumMaster:** responsible for making sure the team is as productive as possible.
- **Product backlog:** The product backlog is a prioritized features list containing every desired feature or change to the product. (Features, bugs)
- **Sprint Backlog:** List of functionality that the team is committing that they will complete in the current iteration. (Stories, requirements, bugs)

# Terms

- **Daily Scrum:** Brief daily meeting.
- **Sprint planning meeting**
- **Sprint review meeting**
- **Sprint Retrospective**
- **Burn down chart**

# Daily Scrum

- Helps set the context for each day's work and helps the team stay on track.
- All members of the development team come prepared with updates for the meeting.
- Same location, same time everyday
- Should only last 15 minutes
- Each team member answers three questions:
  1. What have you done since yesterday?
  2. What are you planning to do today?
  3. Any blocks? Scrum master documents anyone's blocks and worked towards resolution outside of the meeting.

# Sprint Planning Meeting

- At the start of each sprint, a sprint planning meeting is held, during which the product owner presents the top items on the product backlog to the team.
- The Scrum team selects the work they can complete during the coming sprint. That work is then moved from the product backlog to the sprint backlog.

# Sprint review meeting

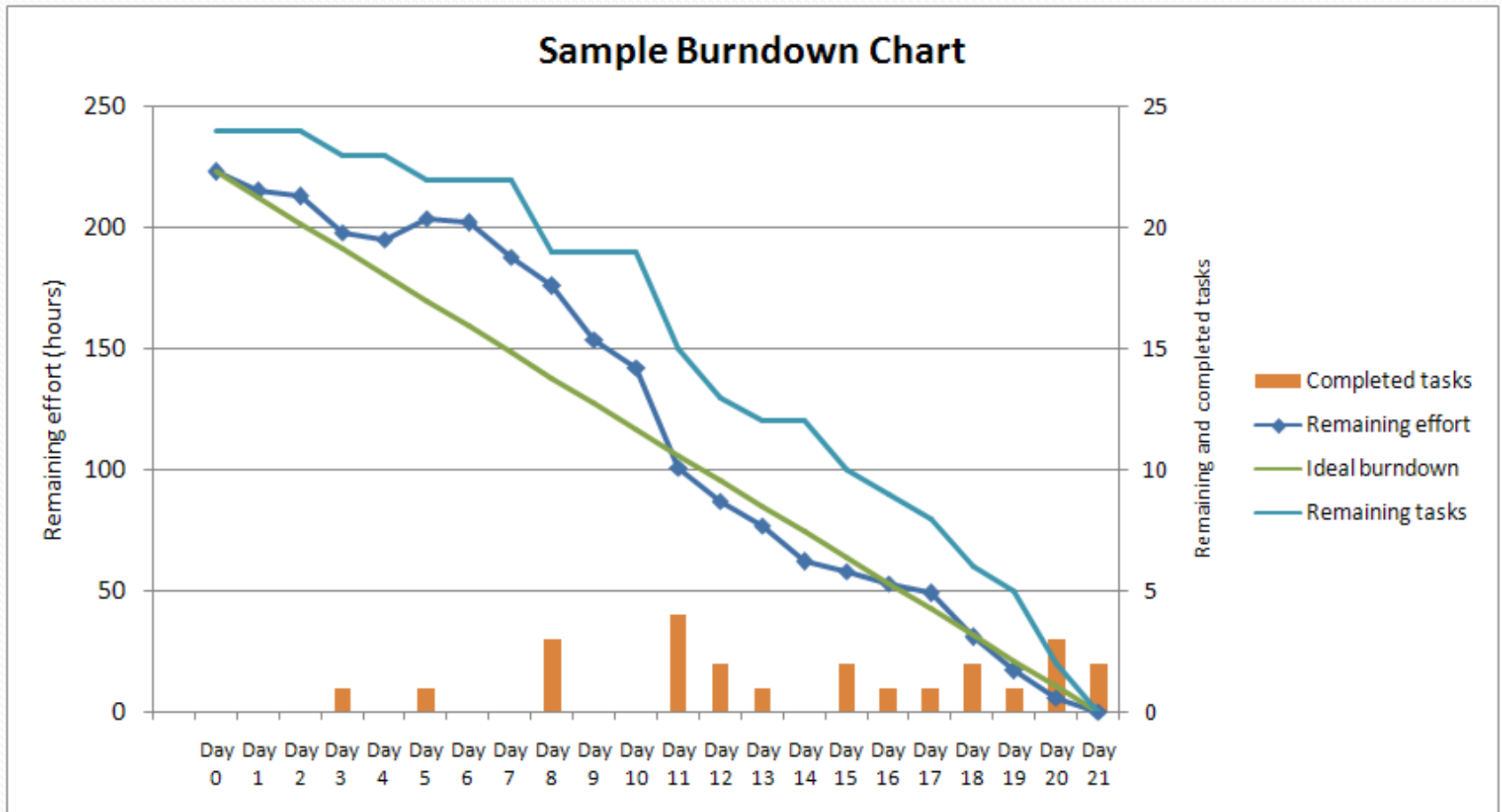
- Happens at the end of a sprint.
- Review the work that was completed and the planned work that was not completed.
- Present the completed work to the stakeholders (a.k.a. "the demo")
- Incomplete work cannot be demonstrated
- Four-hour time limit



# Sprint Retrospective

- All team members reflect on the past sprint.
- Suggestions to make process improvements.
- Two main questions are asked in the sprint retrospective: What went well during the sprint?  
What could be improved in the next sprint?
- Three-hour time limit
- This meeting is facilitated by the Scrum Master

# Burn Down Chart



# Video

- <http://www.youtube.com/watch?v=WxiuE-1ujCM>