

Scrum Reference

About Seapine Agile Services

Seapine Agile Services provides transformation and training solutions to maximize your organization's performance. Our Agile consultants address your unique development and training needs with a pragmatic, collaborative approach that is tool- and methodology-neutral. Whether your needs are technology- or process-related, Seapine Agile Services helps your organization become more innovative, while improving quality and lowering costs.

Find out more at

www.seapine.com/agileservices

Also, check out the Seapine Agile expedition at

www.seapine.com/exploreagile

The Agile Manifesto

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

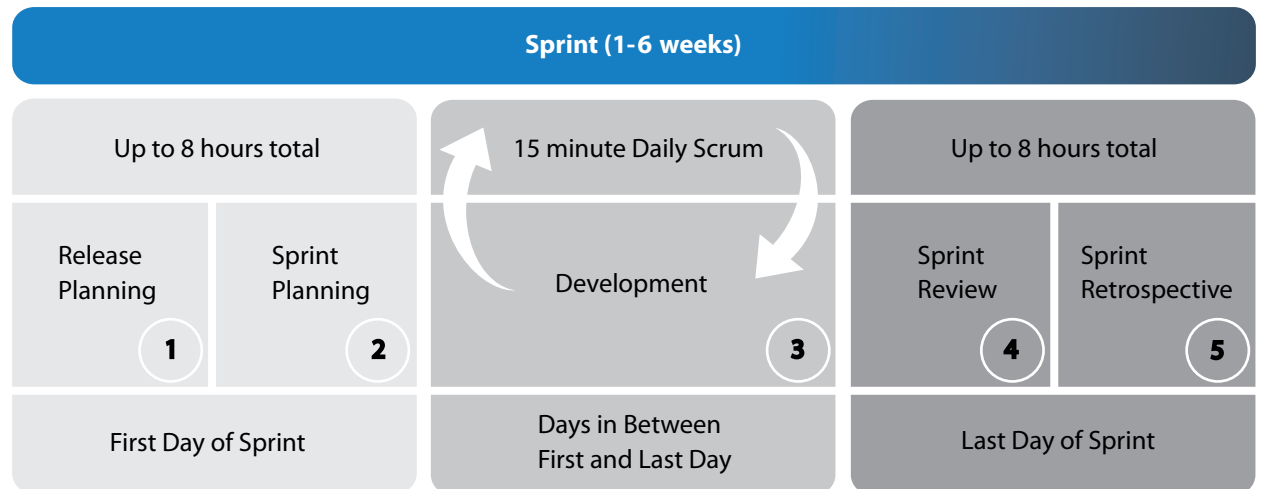
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Agile Manifesto, © 2001

www.agilemanifesto.org

Timeline



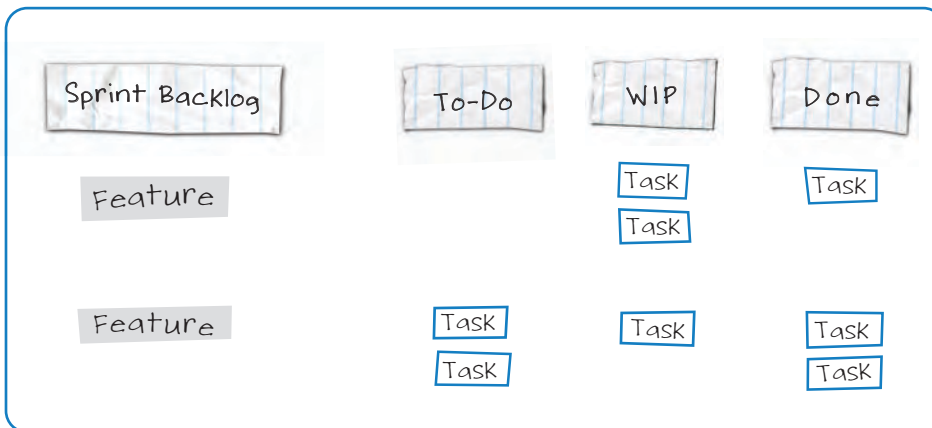
Activities

| Step | Activity | Purpose |
|------|----------------------------------|---|
| 1 | Release Planning | Product Owner defines release and sprint objectives. Development Team estimates the size of new features and then selects features for the current sprint backlog. |
| 2 | Sprint Planning | Development Team decomposes features from the current sprint backlog into tasks. |
| 3 | Daily Scrum / Development | Development consists of a full slice of activities, including design, coding, and testing. At the end of the sprint, a potentially releasable product increment is produced. During development, the team holds a daily scrum every 24 hours. This meeting should be face-to-face and last no longer than 15 minutes. |
| 4 | Sprint Review | The team shows what was delivered in the current sprint in working software. All stakeholders are invited to attend. |
| 5 | Sprint Retrospective | The team reflects on what happened in the current sprint and identifies actions for improvement going forward. |

The Team (Average team size is five to nine people)

| Role | Purpose |
|------------------|--|
| Product Owner | Responsible for making sure the development team is delivering the right product by updating the product backlog with features prioritized by business value. Is readily available to answer questions from other team members. |
| Development Team | Responsible for delivering the features they committed to in the sprint |
| Scrum Master | Responsible for keeping the development team focused by protecting them from outside influences and removing impediments. Ensures Scrum values are understood and maintained by all team members. Acts as a servant leader, not a traditional manager. |

Basic Scrum Board



Basic Artifacts

| Artifact | Purpose |
|-----------------|---|
| Product Backlog | List of features prioritized by business value that could go into the product. |
| Sprint Backlog | List of features that will go into the product plus associated tasks. Each sprint has a sprint backlog that is planned on a sprint-by-sprint basis. |
| Burn down | At the project level, a reflection of work remaining in the project. At the sprint level, a reflection of task hours remaining in the sprint. |

Questions to Ask

| Daily Scrum | Sprint Retrospective |
|--|--|
| What have you done since the last daily scrum? | What worked well for us? |
| What will you do before the next daily scrum? | What did not work well for us? |
| What is blocking you? | What actions can we take to improve our process going forward? |