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Scrum

- Content
  - 3 legs
    - Transparency
      - definition of DONE
      - short feedback loop
      - changing all processes
      - Sprint Goal
        - Daily Scrum
      - Release Goal
      - Inspection
        - Sprint Review
        - Sprint Planning
      - the process
        - more productive
        - fulfilling
        - enjoyable
        - Sprint Retrospective
    - Adaptation
      - adjustments as quickly as possible
      - optimize value
  - Characteristics
    - for complex products
      - framework
      - empirical
      - incremental
    - to optimize predictability and risk control
      - just-in-time planning
        - Daily Scrum
        - planning & review meetings
  - 4 Artifacts
    - Product Backlog
      - Product Backlog Items
        - User Stories
        - Use Cases
        - Estimation
          - Ideal days
          - Points
      - list
        - sorted
          - at the top
            - most valuable items
            - riskiest items
          - to minimize rework
            - the most detailed
        - of
          - features
          - functions
          - enhancements
          - bug fixes
        - grouped
          - in case of multiple Scrum Teams
          - by
            - feature set
            - technology
            - architecture
      - constantly changes
      - exists as long as the Product
      - 2 types of PBIs
        - done
          - represent potentially shippable increment
        - undone
          - put back to Product backlog
          - with original estimates
          - any work done on the is lost
    - Sprint Backlog
      - Tasks
        - Job description
        - Estimation
          - in hours
          - max 1 day
        - Remaining time
    - Release Burndown
      - remaining Product Backlog across the time of Release Plan
    - Sprint Burndown
      - remaining Sprint Backlog across the time of Sprint
- Scrum Teams
  - designed to optimize
    - flexibility
    - productivity
  - self-organizing
  - cross-functional
  - 3 roles
    - ScrumMaster
      - guards the process
      - enables the team
        - more productive
        - deliver higher quality
      - removes impediments
      - teaches the Product Owner
      - pig of the process
      - servant-leader
      - may be member of the Team
      - can't be the Product Owner
    - Product Owner
      - owns Product Backlog
      - sets
        - Vision
        - Goals
        - priorities
      - responsible for ROI
      - responsible for Priorities
      - pig of the Product Backlog
      - is 1 person no a committee
      - can not be a ScrumMaster
      - may be member of the Team
      - has the authority to cancel the Sprint
    - Team
      - 7 +/- 2 team members
      - owns Sprint Backlog
      - responsible for Estimates
      - does the work
      - pigs of the Sprint work
      - has all necessary skills
      - membership can be change
        - at the end of a Sprint
  - pigs
- Time Boxes
  - Release Planning Meeting
    - optional
    - establish plan and goals
    - establishes probable delivery date and cost
      - IF nothing changes
  - Sprint
    - length
      - 1 month or less
      - consistent
    - delivers potentially shippable product
    - one starts immediately after another
    - iteration
      - max 1 month
      - at the beginning
        - 2 weeks
          - less uncertainty
          - easier to synchronize w
    - constant
      - the Team composition
      - the Sprint Goal
    - can be cancelled
      - if the Sprint Goal becomes obsolete
      - it no longer makes sense given the circumstances
    - consists of
      - Sprint Planning meeting
        - iteration planning
          - 8h for 1 month Sprint
          - at the beginning of Sprint
        - agenda
          - What?
          - How?
        - input
          - Product Backlog
          - the latest increment of the product
          - capacity of the Team
          - past performance of the Team
        - output
          - Sprint Goal
            - subset of the Release Goal
          - Sprint Backlog
            - 60-70% of the total backlog is identified
          - team commitment
        - attendees
          - Product Owner
          - The Team
          - other people invited by the Team for advice
      - development work
        - input
          - Sprint Backlog
        - output
          - potentially releasable piece of the product
      - Sprint Review
        - 4h for 1 month Sprint
        - at the end of Sprint
        - product demo
        - attendees
          - the Scrum Team
          - stakeholders
        - collaborate
          - about what was done
          - about what what are the next things that could be done
        - output
          - input to subsequet Sprint Planning meeting
      - Sprint Retrospective
        - 3h for 1 month Sprint
        - after Sprint Review Meeting
        - ageda
          - continue doing
          - stop doing
          - do better
        - the Team to revise
          - people
          - relationships
          - process
          - tools
        - output
          - actionable improvement measures for the next Sprint
  - Daily Scrum
    - is not a status meeting
    - purpose
      - improve communications
      - eliminate other meetings
      - identify and remove impredimenta
      - highlight and promote quick decision making
      - improve everyone's level of project knowledge
      - optimize probability that the Team will meet the goal
    - 3 questions
      - What did you accomplished since the last meeting?
      - What are you going to do before the next meeting?
      - What obstacles are in your way?
    - every day
    - same place and time
    - standing
    - only pigs can speak
    - inspection
      - of the progress toward Sprint Goal
  - to create regularity
- Rules
  - if not stated
    - try something and see how it works
    - don't try to be perfect from start
  - chickens can not tell pigs how to do their work

http://kaczor.info