

# Scrum Project Management

# What is Scrum?

- ❖ Scrum is a project management framework for managing Agile development projects.
- ❖ Scrum focuses on the management aspects. Not the technology ones. Can be combined with nearly any other Agile methodology.
- ❖ Scrum in Rugby is a mechanism to restart the game after accidental infraction.

# Sprint

- ❖ Scrum is based on a 30 day iteration, known as “sprint”.
- ❖ The project team should be self organized.

# The Daily Scrum Meetings

- ❖ We verify the team is on track by having a daily meeting. Each meeting lasts no more than 15 minutes.
- ❖ Team Members should stand during the entire meeting to encourage short meetings.
- ❖ Each member should answer the following three questions:  
What did he do since the last meeting?  
What does he plan to do from now till the next meeting?  
Does he have difficulties that currently block him from continue.

# The Daily Scrum Meetings

- ❖ During the daily meeting only the committed people talk. All others (visitor etc.) remain silent.

# Scrum Roles

- ❖ The Scrum methodology defines three roles that should exist in each team:

## Product Owner

Whether the owner himself... or a team member that represent him. The product owner is also responsible for the connection between the project team and the customer.

## Scrum Master

Responsible to keep the team focused. Removes road blocks.

## Team Member

All other team's members including developers, architects, testers, designers etc.

# The Scrum Master

- ❖ The scrum master is responsible for keeping the process in accordance with scrum guidelines.
- ❖ The scrum master should be a person with the following three main characteristics:
  - Coach
  - Fixer
  - Gatekeeper
- ❖ The scrum master has the following tasks:
  1. Protecting the team from outside disturbances.
  2. Clear the team way from disturbances.

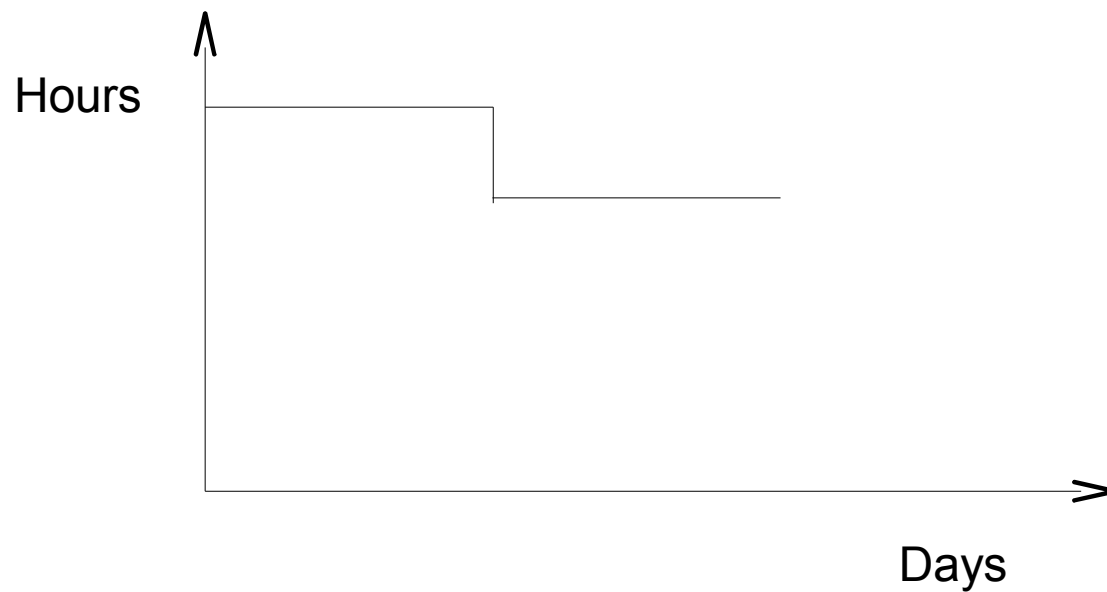
# The Backlogs

- ❖ The **product backlog** includes a list of all requirements. Usually defined at a high level.
- ❖ The **release backlog** is pulled from the product backlog. This list includes priorities.
- ❖ Each time a sprint starts the project team breaks down items from the release backlog and add them to the **sprint backlog**.
- ❖ The **Burn-Down Chart** shows the remaining time to complete the sprint backlog items in this sprint.



# The Burn Down Chart

- ❖ Throughout the development process we keep a chart that shows how many hours are left to complete all tasks.



# The Sprint Backlog

- ❖ Each product backlog item is broken into tasks.
- ❖ The list of tasks is called “The Sprint Backlog”.
- ❖ Each product backlog item tells us what to do.
- ❖ Each task tells us how to do it.

# Sprint End Meeting

- ❖ Each time a sprint ends a meeting is taken place. Everyone participates. Including the stakeholders.

Demonstration takes place.

Roadblocks are discussed.

Priorities are evaluated for the next sprint.

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07/09/08

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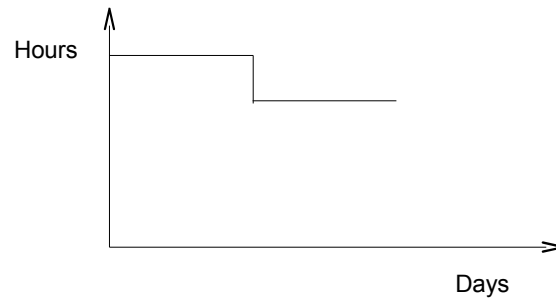
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