

# Testing in Scrum

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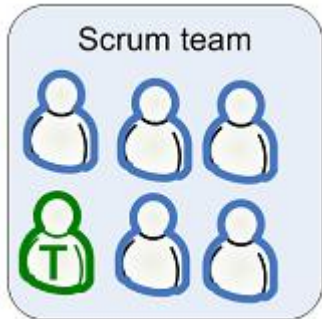
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# AGENDA

- **Role of tester in an agile project**
- Acceptance testing
- Testing guidelines

# Scrum teams are supposed to be cross functional!

*Tester is a member of the team!*



## Tester role:

- The tester is the “signoff guy” - Nothing is considered “done” in a sprint until he says it’s done. I’ve found that developers often say something is done when it really isn’t.
- Prepare test cases.
- Set up a test environment.
- Clarify requirements.
- Improve build scripts.
- Further breakdown of stories into tasks.
- Help in pair programming.
- Identify key questions from the developers and get them answered.

Source: Henrik Kniberg, Scrum and XP from the Trenches

# Role of tester at the beginning of the sprint

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***At the beginning of the project there might be nothing to test.***

***Agile team member is not only focused on his domain but should be cross-functional (at least to some extent). If it is not then there is always some administration or configuration task to do.***

***If such person still cannot find job then we can ask to do coffee for all team members, which guarantees that next time he will find something to do...***

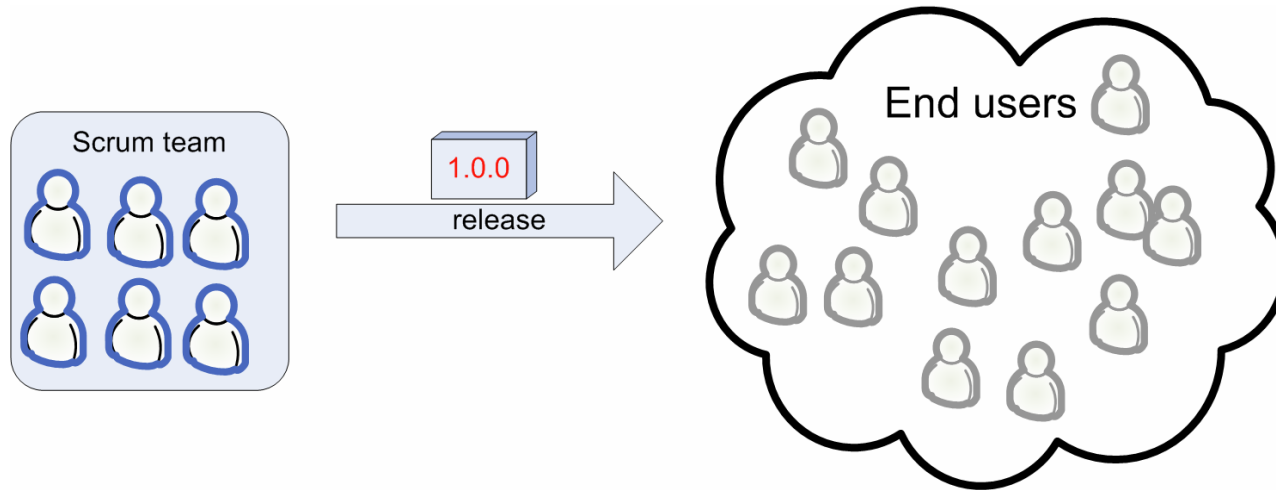
Source: Henrik Kniberg, Scrum and XP from the Trenches

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# The ideal Scrum world

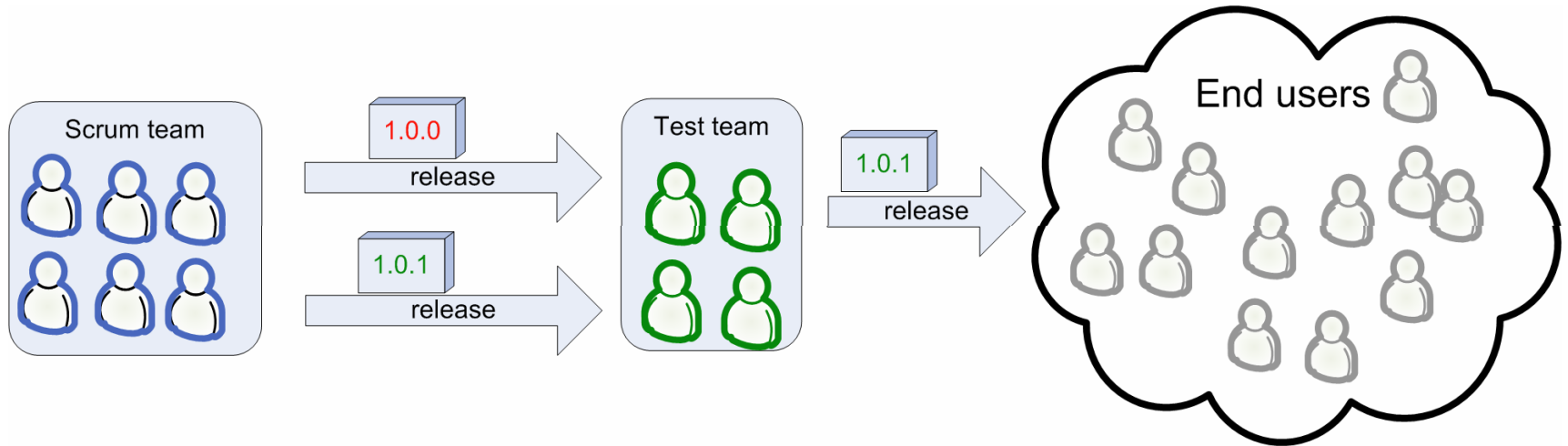


***In the ideal Scrum world, a sprint results in a potentially deployable version of your system. So just deploy it, right?***

Source: Henrik Kniberg, Scrum and XP from the Trenches

# Acceptance testing

***Wrong. Some kind of manual acceptance testing phase is required.***

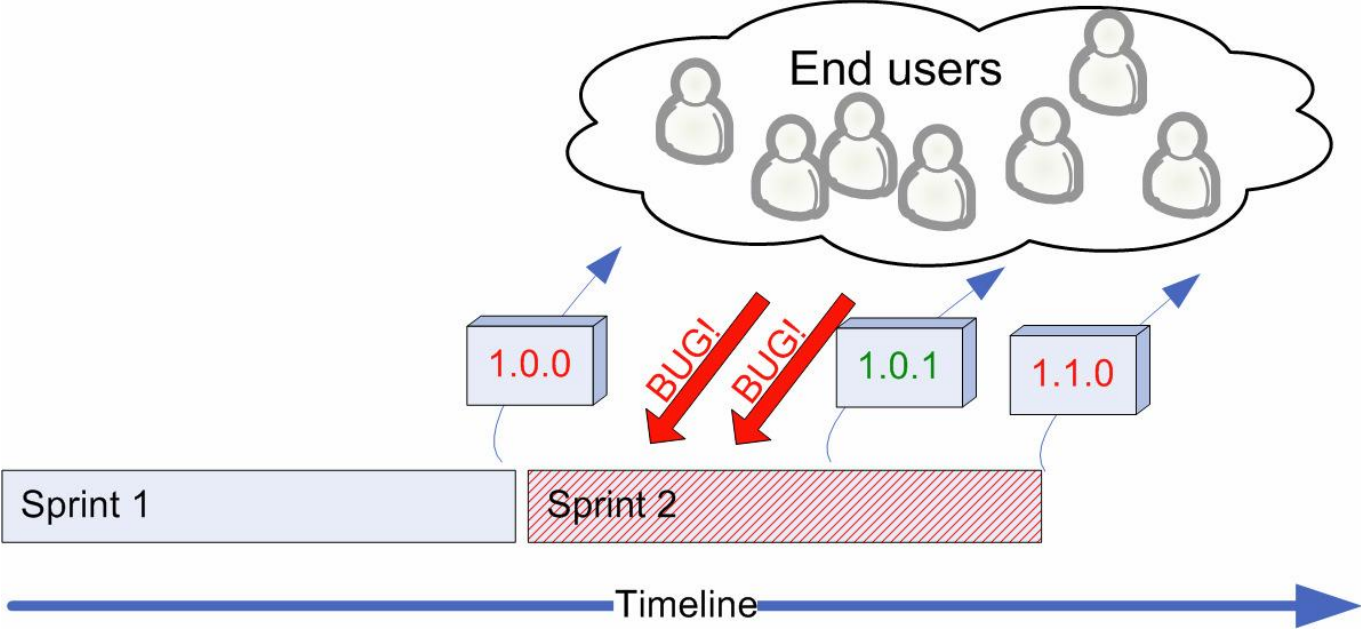


***That's when dedicated testers that are not part of the team***

***The testers access the system in exactly the same way as the end users, which means they must be done manually (assuming your system is for Human users).***

Source: Henrik Kniberg, Scrum and XP from the Trenches

# Acceptance testing disrupts sprint flow



Source: Henrik Kniberg, Scrum and XP from the Trenches



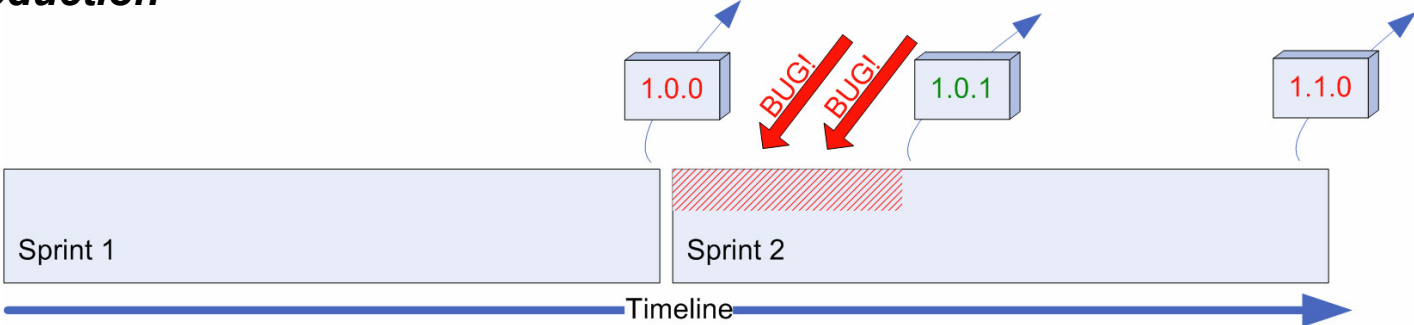
# How to cope with Acceptance testing issues

*No clear answer, only some tips.*

**Approach 1: “Don’t start building new stuff until the old stuff is in production”**



**Approach 2: “OK to start building new stuff, but reserve a buffer and prioritize getting the old stuff into production”**



**Sometimes, it is not possible to apply time-boxed sprints -> stop using scrum (kanban?)**

Source: Henrik Kniberg, Scrum and XP from the Trenches

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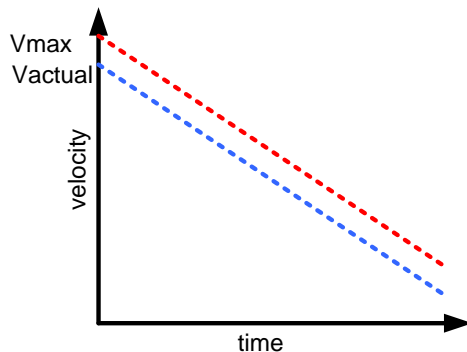
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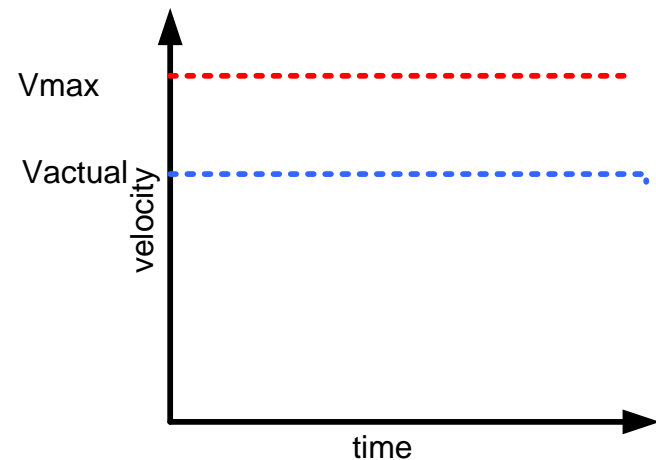
# How to improve the situation

**Minimize acceptance test phase by:**

- **Remember: testers are part of your team**
- **Automate tests**
- **Maximizing the quality of the code delivered from the Scrum team**
- **Maximizing the efficiency of the manual test work (best testers, best tools)**
- **Increase quality by doing less per sprint**
- **Continually improve**



Build less, but build it stable.



Source: Henrik Kniberg, Scrum and XP from the Trenches

# Sources & References

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1. **Henrik Kniberg, *Scrum and XP from the Trenches*,  
<http://www.infoq.com/minibooks/scrum-xp-from-the-trenches>**
2. **<http://www.slideshare.net/dwhelan/agile-testing-and-the-role-of-the-agile-tester>**
3. **Lisa Crispin, *Agile Testing: A Practical Guide for Testers and Agile Teams***

**Thank you very much for your attention!**