Sprint Demo

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Sprint demo

Why should all sprints end with a demo:

➤The team gets credit for their accomplishment. They *feel good*.

➤Other people learn what your team is doing.

➤The demo attracts vital feedback from stakeholders.

➤Demos are (or should be) a social event

➤Doing a demo forces the team to *actually finish stuff* and release it .

Sprint demo

Checklist for sprint demos:

➢ Make sure you clearly present the sprint goal.

➢ Don't spend too much time preparing the demo.

➢ Keep a high pace, i.e. focus your preparations on making the demo fast-paced rather than beautiful.

➢ Keep the demo on a business-oriented level.

➢ If possible, let the audience try the product for themselves.

➢ Don't demonstrate a bunch of minor bug fixes and trivial features.

➢ What to do with undemonstratable stuff??

Thank you very much for your attention!