

Sprint

Marek Majchrzak, Andrzej Bednarz

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V. Retrospective (learning)

=> Team meets with Scrum Master to inspect and adopt on their process.

I. Estimation meeting

=> Team meets with Product Owner to discuss Backlog items and assign relative values to each one.

II. Planning meeting

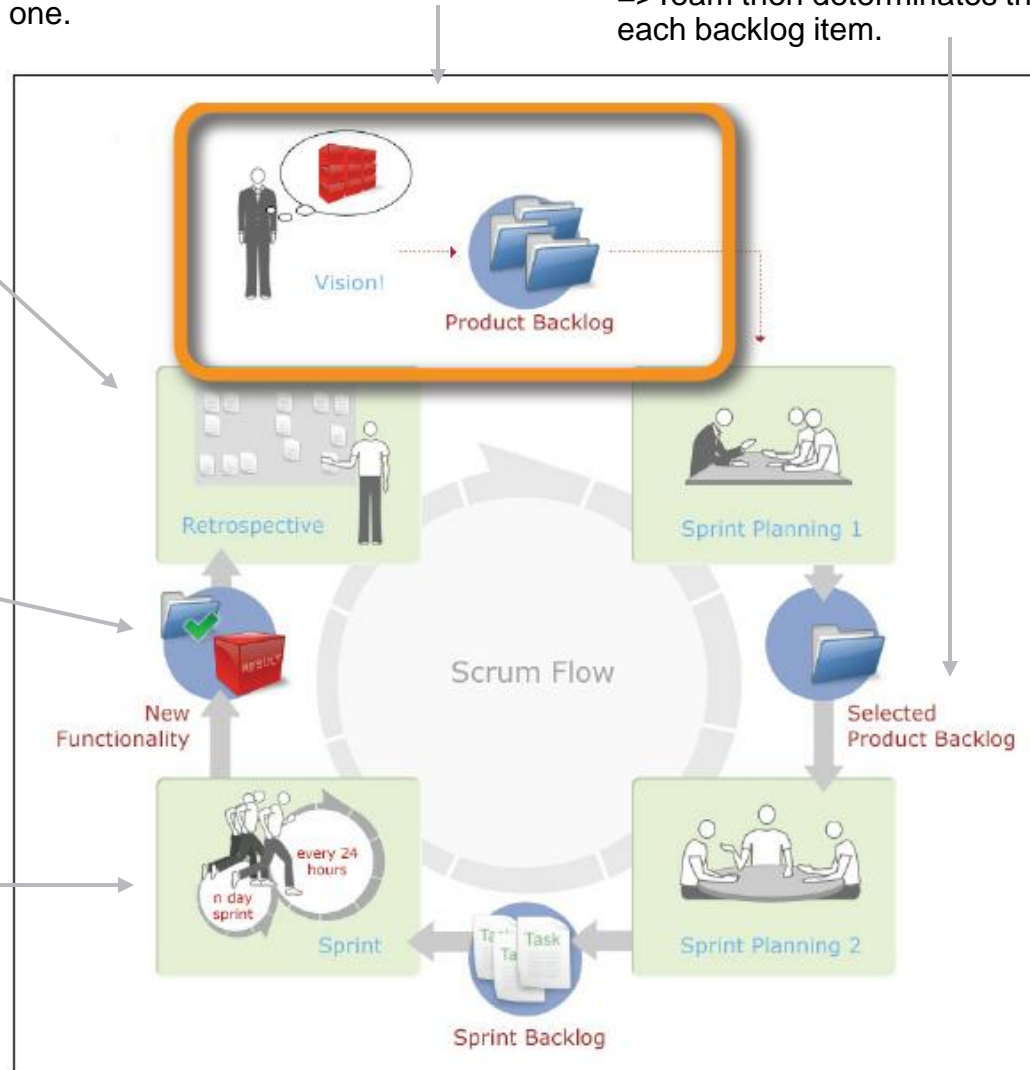
=> Product Owner and team meet and agree the next product increment.
=> Team then determinates the task for each backlog item.

IV. Sprint Review

=> Team meets with Product Owner at the end of the sprint to demonstrate the working software from the sprint.

III. Daily scrum meetings

=> 24hrs same time / same location
=> Maximum 15 minutes
=> Team meets to update the task chart and report on progress and impediments.



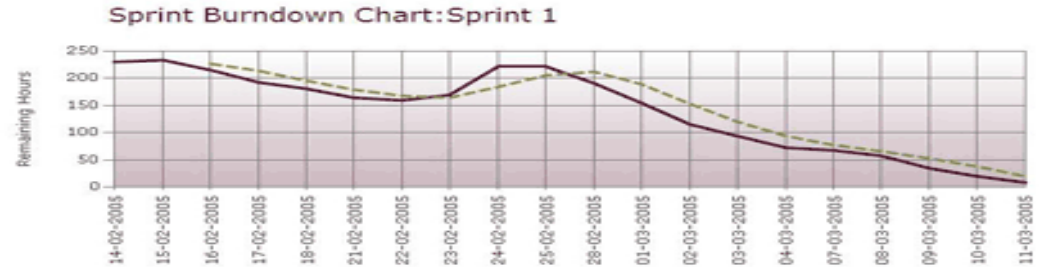
Sprint Rules for the Team:

- *no outside instruction -> self management*
- *commits to deliver Product Backlog*
- *attends the Daily Scrum Meeting*
- *keeps Sprint Backlog items up-to-date!*
- *gets task for more than one day -> greater level of granularity needed*
- *existing standards and conventions -> architecture*

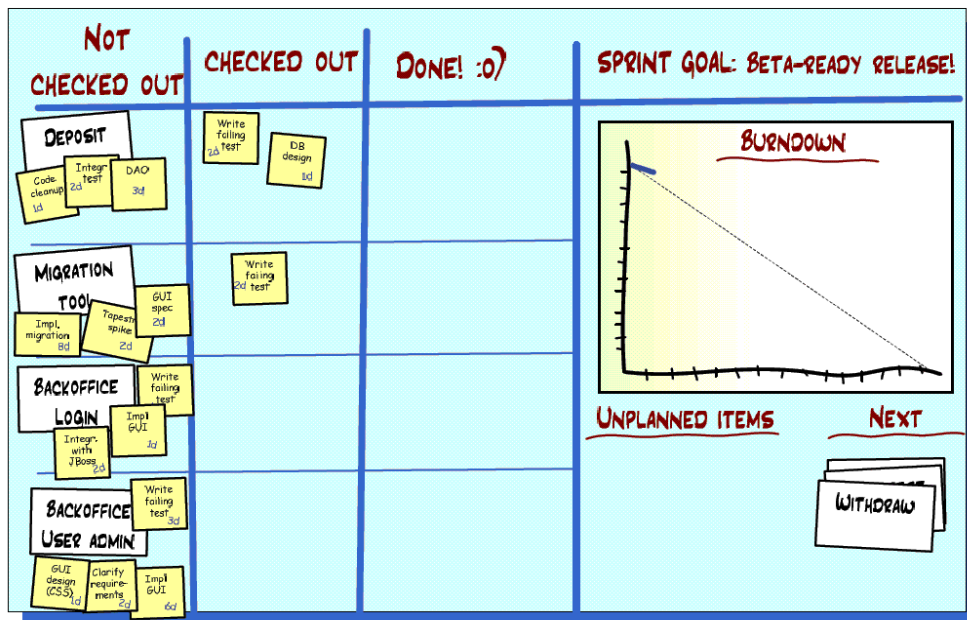


The whole team is responsible for managing the team

Taskboard + Burndown chart demo

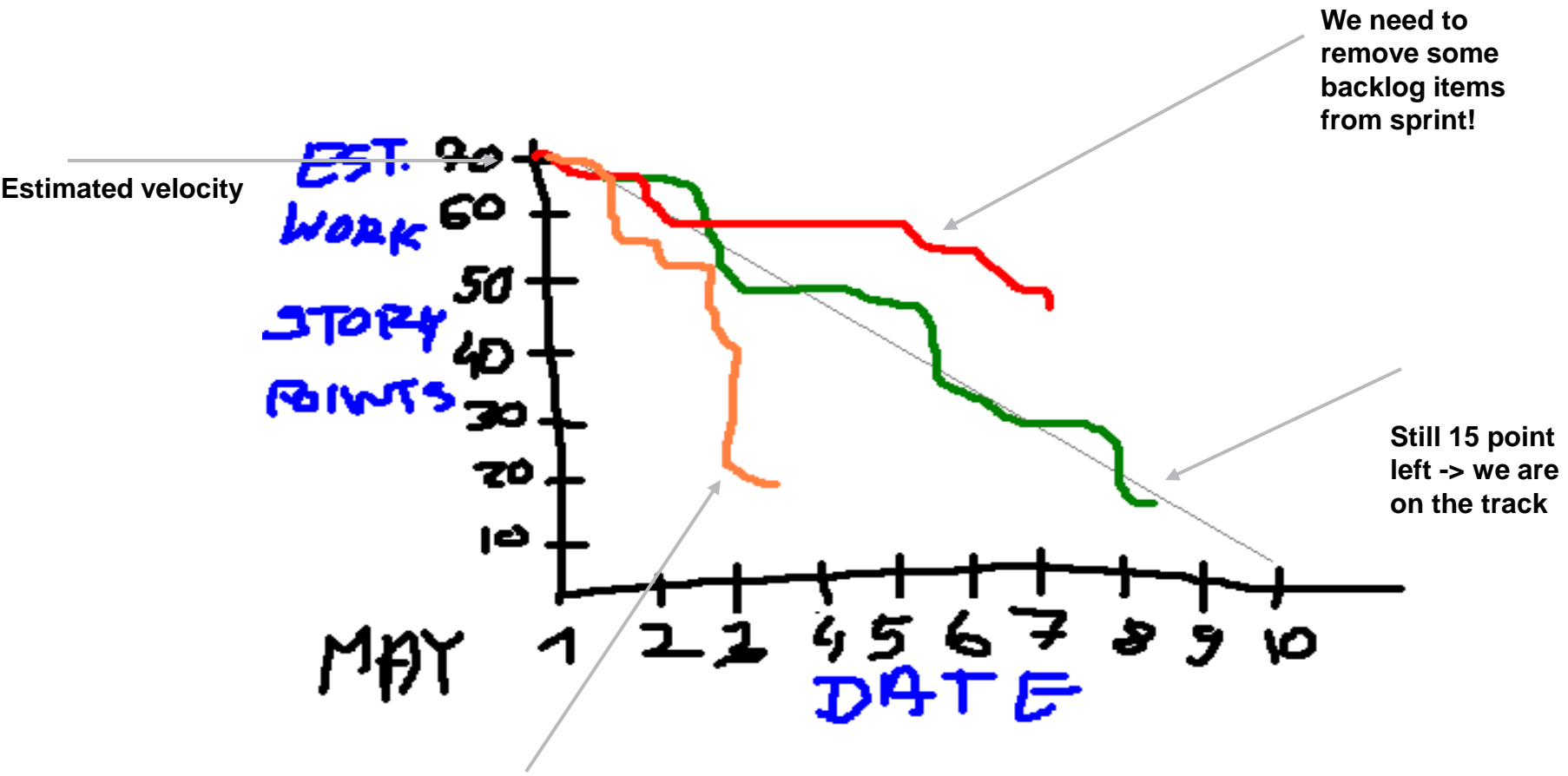


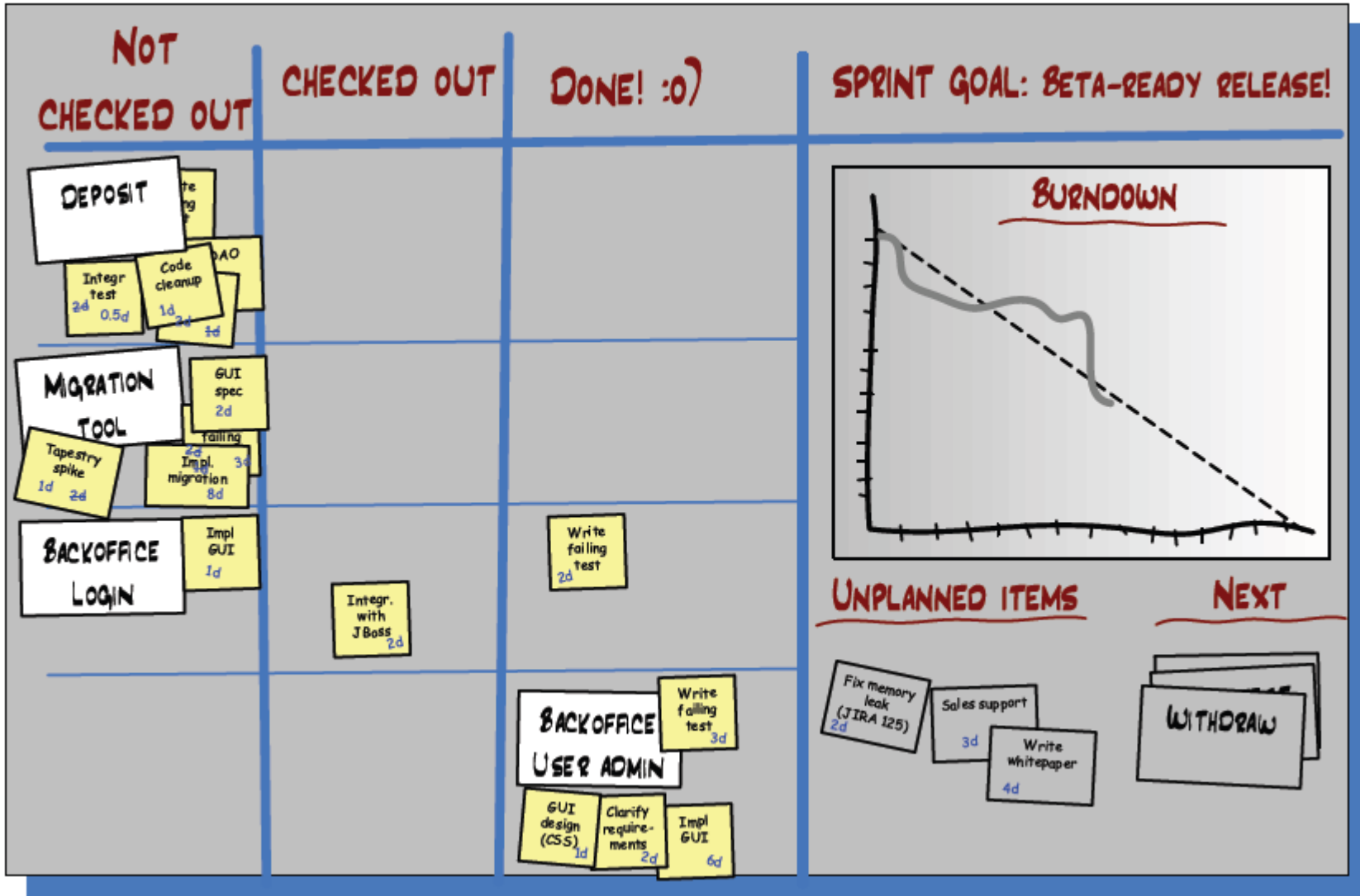
Sprint backlog – day 1

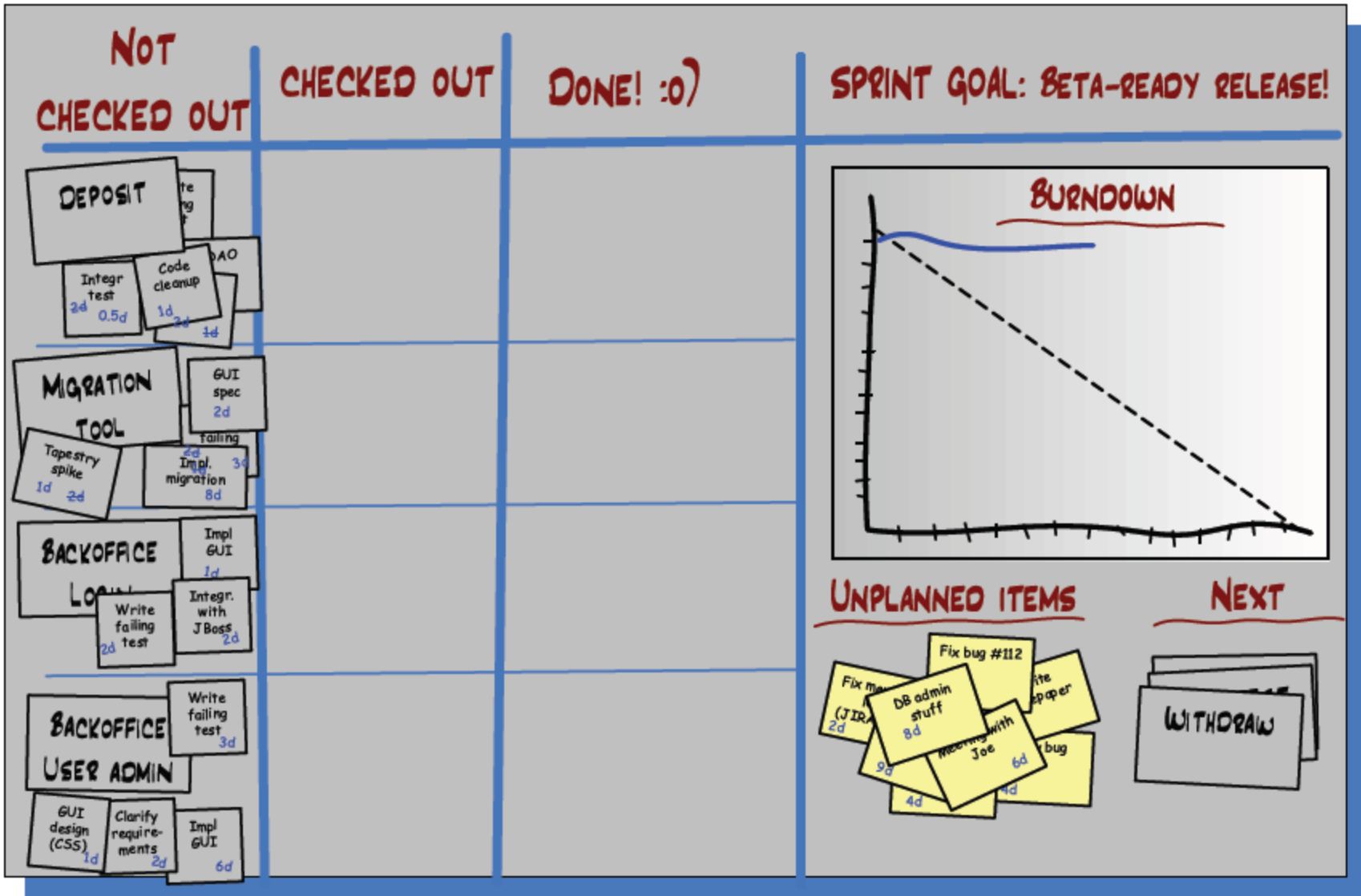


Burndown
 Trend based on Team Capacity
 Trend using Moving Average (3-day)

Taskboard + Burndown chart demo







NOT CHECKED OUT

CHECKED OUT

DONE! :o)

SPRINT GOAL: BETA-READY RELEASE!

DEPOSIT

DAO

Integr test 2d
Write failing test 0.5d
DB design 2d

Code cleanup 1d

MIGRATION TOOL

Write failing test 2d
test 3d

GUI spec 2d
Tapestry spike 1d

Impl migration 8d

BACKOFFICE LOGIN

Write failing test 2d
Impl GUI 1d

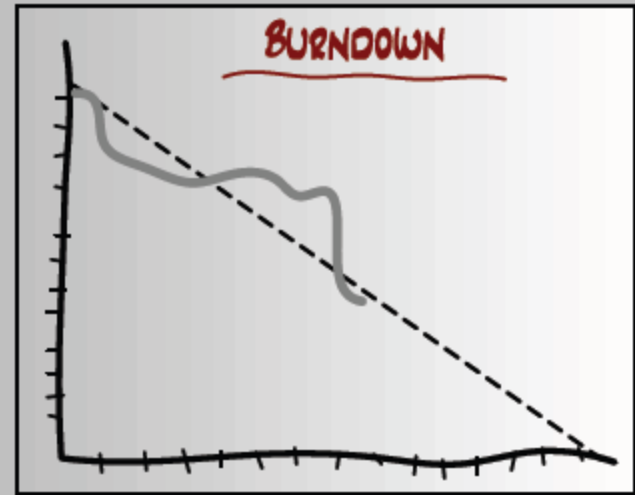
Integr. with JBoss 2d

BACKOFFICE USER ADMIN

Impl GUI 6d

Write failing test 3d

GUI design (CSS) 1d
Clarify requirements 2d



UNPLANNED ITEMS

NEXT

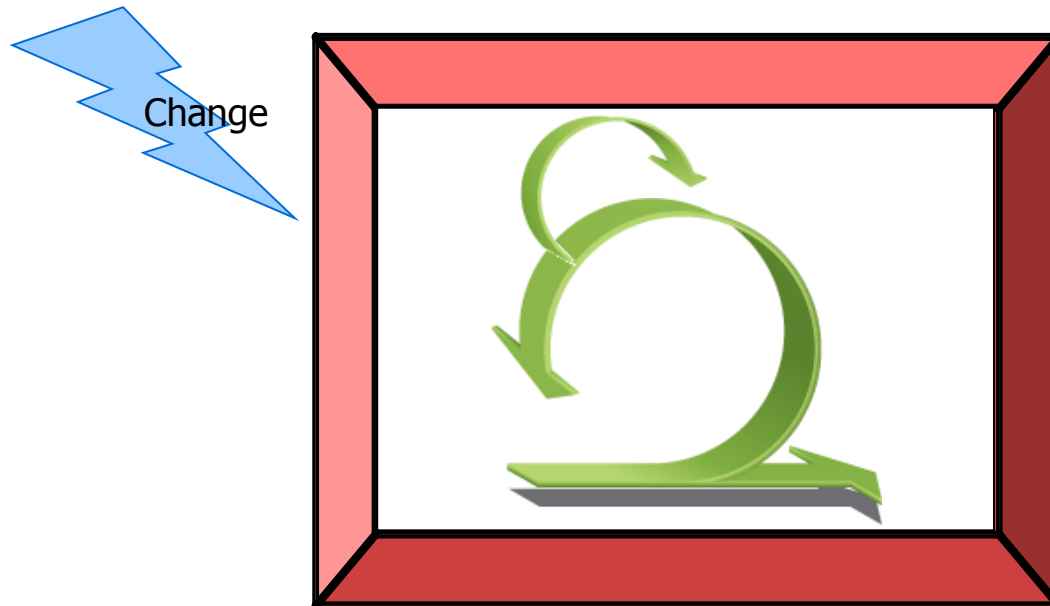
Fix memory leak (JIRA 125) 2d

Sales support 3d

Write whitepaper 4d

WITHDRAW

No changes during a sprint



***Sprint is protected – commitment, learning...
Plan sprint durations around how long you can
commit to keeping change out of the sprint***

Sprint Abnormal Termination



If a Sprint is abnormally terminated, the next step is to conduct a new Sprint planning meeting, where the reason for the termination is reviewed.

Sprints can be cancelled before the allotted thirty days are over;

Team can cancel Sprint if they feel they are unable to meet Sprint goal;

Management can cancel Sprint if external circumstances negate the value of the Sprint goal; and

What does it mean to be done?

Is there something like an analysis sprint where we decide what should be done?

We are 90% done with a task, do we get credit?

What about testing sprints?



Done in Scrum -- RTF

Running Tested Features

Each sprint produced a potentially shippable RTF, running tested feature

Product Owner must inspect

“Undone” work must be identified.

The daily scrum

Parameters

Daily

15-minutes

Stand-up

Not for problem solving

Whole world is invited

Only team members, ScrumMaster, product owner, can talk

Issues go to a parking lot/impediments chart and get solved after the meeting

Helps avoid other unnecessary meetings

NO Computers or Spreadsheets!



The daily scrum

Everyone answers 3 questions

What did I do yesterday

What will I do today

Is anything in my ways?

Did I learn anything?

Did I find anything that may be useful for the others?

These are *not* status for the ScrumMaster

They are commitments in front of peers

Don't be a Scrum Zombie



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Today I will zoodle
No problems

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Source: Henrik Kniberg, <http://blog.crisp.se/henrikkniberg/>

Scrum meeting smells

Mechanics rather than information sharing

The daily scrum is for the Scrummaster

Scrummaster assigns work

We are Updating spreadsheets

Scrum Master asking “the” questions

Chrono-metered 15 minutes

No White Board...

90 percent done reporting

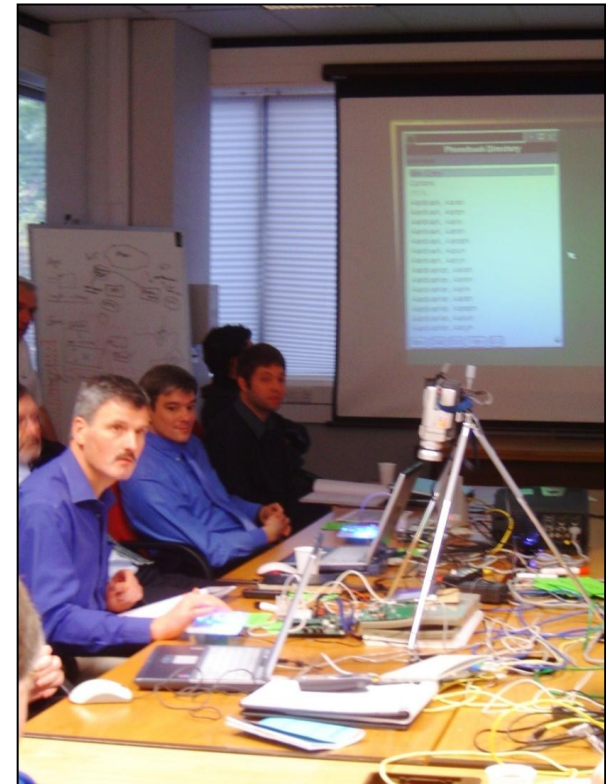
Sprint Review

The sprint review allows the Product Owner and the team to inspect the software increment and adapt it in the next sprint

Team and Product Owner meet. Team demonstrates work results to the Product Owner. Product Owner inspects each result and accepts or rejects it

Results should be accepted only if they fulfil the agreed conditions of satisfaction and if specific work agreements between the Product Owner and the team are met

Partially done work and defective work should never be taken into account. Otherwise, a false sense of progress is created



Sources & references

1. **Henrik Kniberg, *Scrum and XP from the Trenches*, <http://www.infoq.com/minibooks/scrum-xp-from-the-trenches>**
2. **Scrum Alliance, <http://www.scrumalliance.org/articles>**
3. **Scrum.org, <http://www.scrum.org/scrumguides/>**

Vielen Dank für Ihre Aufmerksamkeit!