# SCRUM IN A NUTSHELL

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# AGENDA

- Definition of SCRUM
- SCRUM Components
- SCRUM Process

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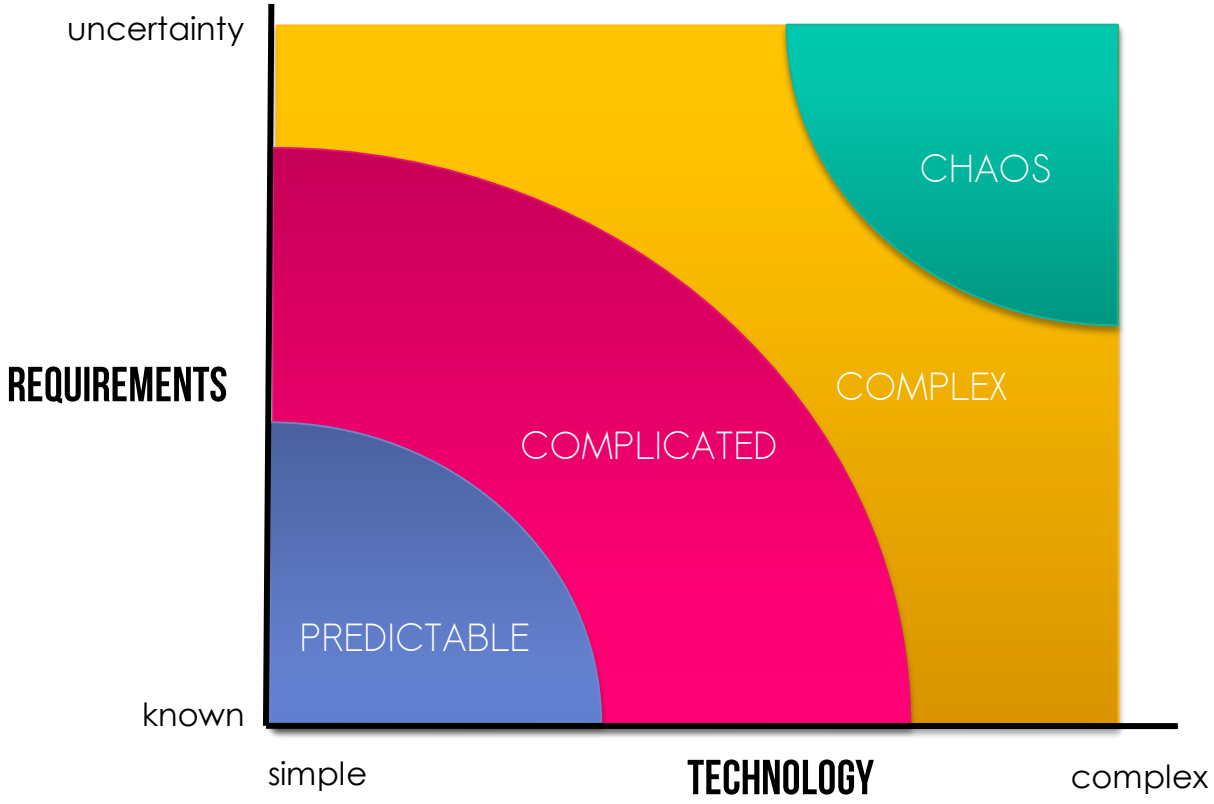
# DOMAIN PROBLEM OF AGILE PROJECT



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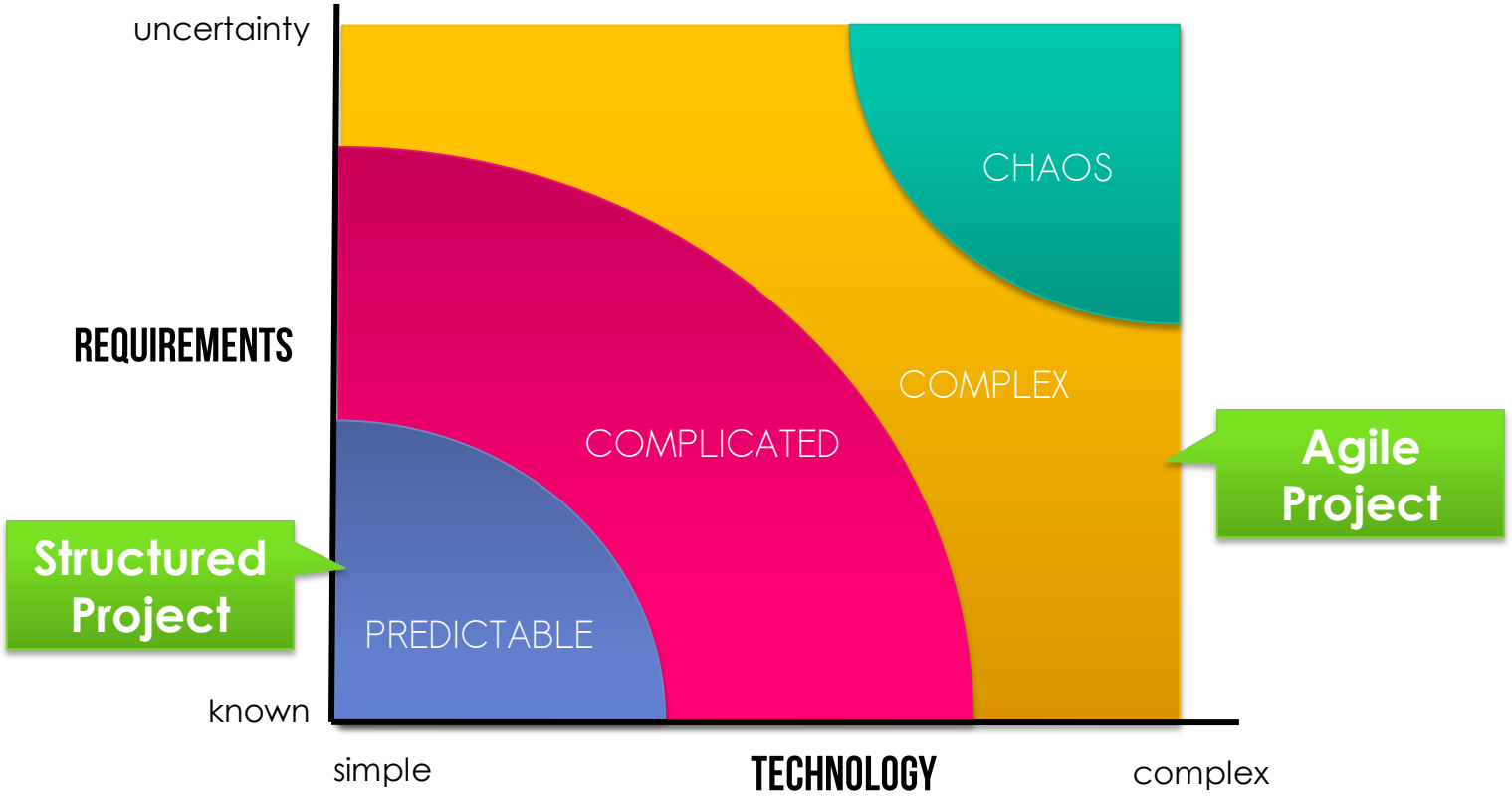


# SCRUM APPROACH

**The best way to optimize the predictability and control the risk is by employs an iterative and incremental approach.**

**--SCRUM Guide**

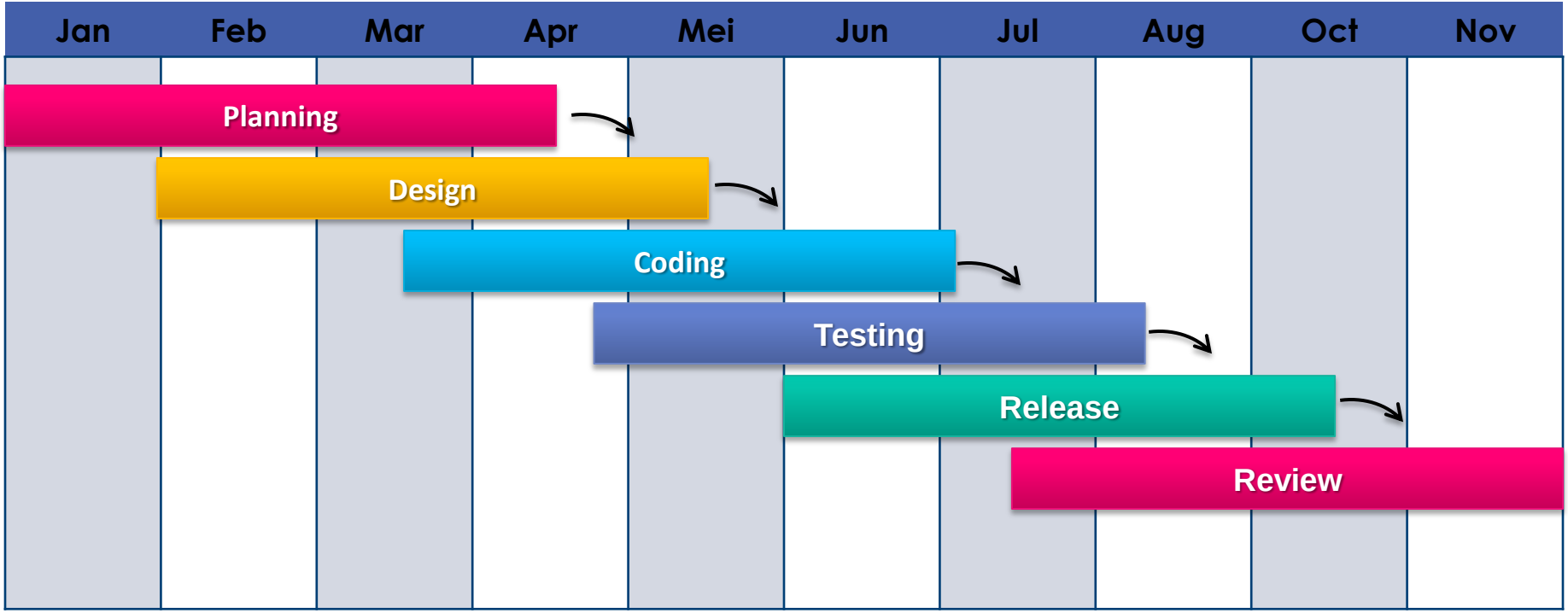
# DEFINITION OF SCRUM

A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.

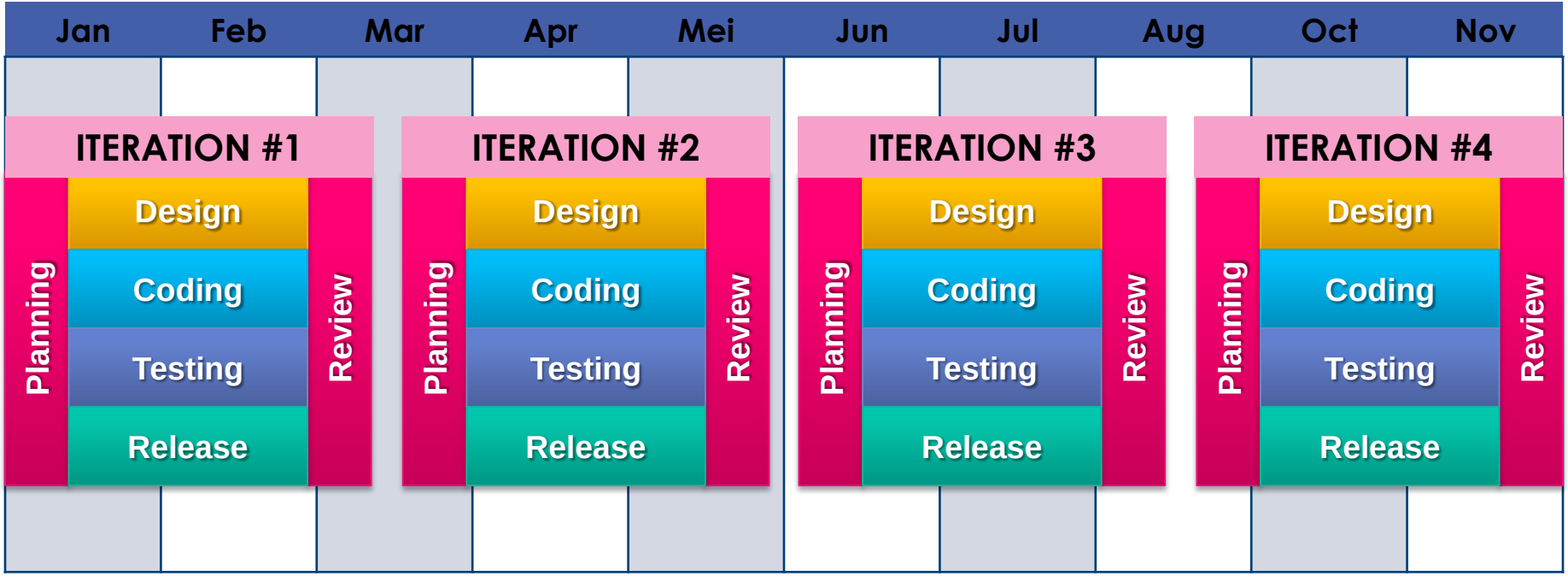
SCRUM GUIDE

Source: Ken Schwaber, SCRUM Guide

# WATERFALL APPROACH



# AGILE APPROACH



# AGENDA

- Definition of SCRUM
- **SCRUM Components**
- SCRUM Process

# SCRUM COMPONENTS

## ROLE

- Product Owner
- Scrum Master
- Development Team

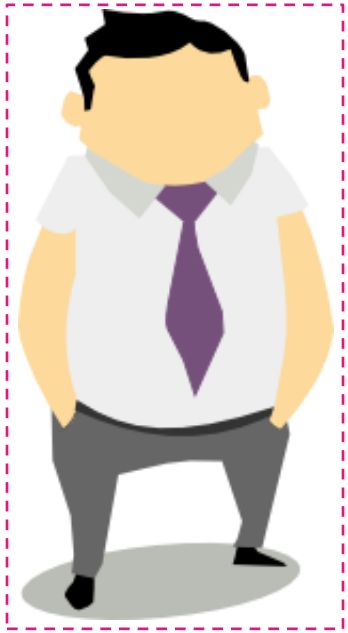
## ARTIFACTS

- Product Backlog
- Sprint Backlog
- Increment

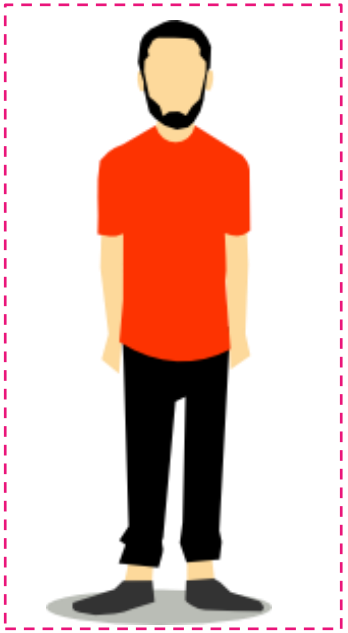
## EVENTS

- Sprint Planning
- Daily SCRUM
- Sprint Execution
- Sprint Review
- Sprint Retrospective

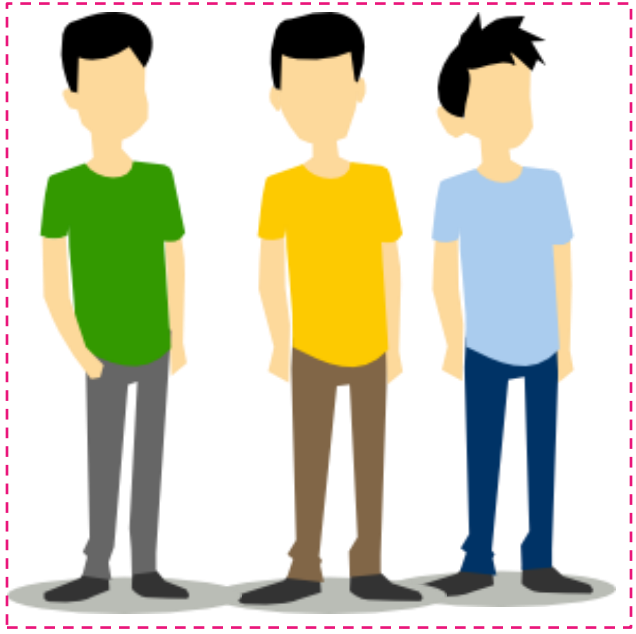
# ROLE IN SCRUM



Product Owner



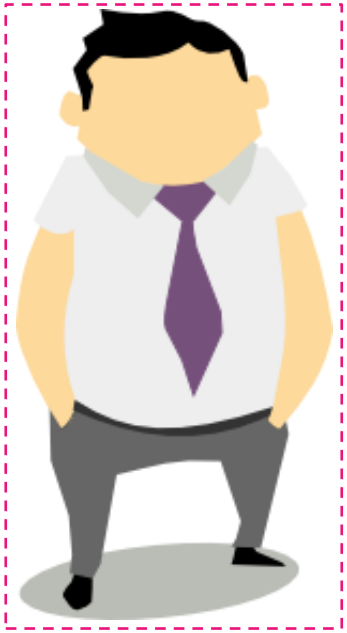
SCRUM Master



Development Team

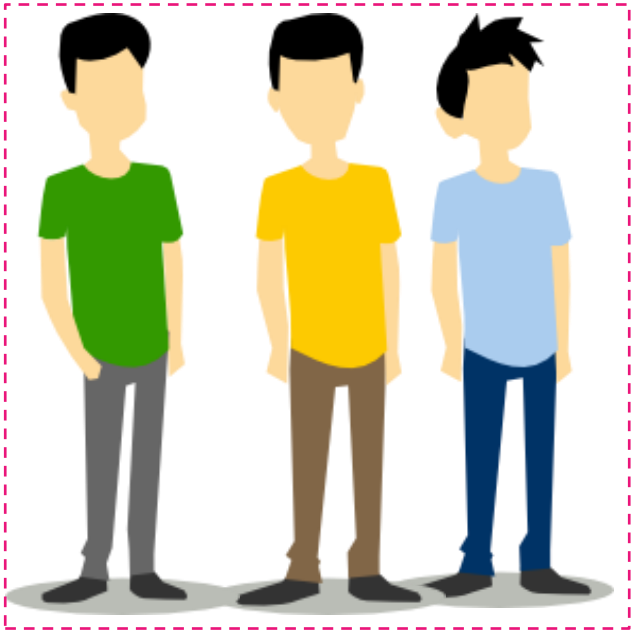
# ROLE DESCRIPTION

- Define features/Product Backlog
- Prioritize features/ Product Backlog
- Pick release dates
- Give feedback
- Manage stakeholders
- Accept or reject results



**Product Owner**

# ROLE DESCRIPTION

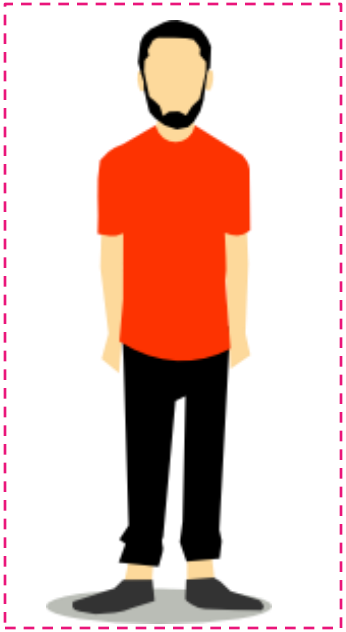


**Development Team**

- Define tasks
- Ensure quality
- Estimate effort
- Evolve processes
- Develop product Collaboratively

# ROLE DESCRIPTION

- Keep the team fully productive
- Ensuring SCRUM is undestood and enacted
- Facilitate the team
- Remove impediments
- Prevent interruptions
- Support the process



**SCRUM Master**

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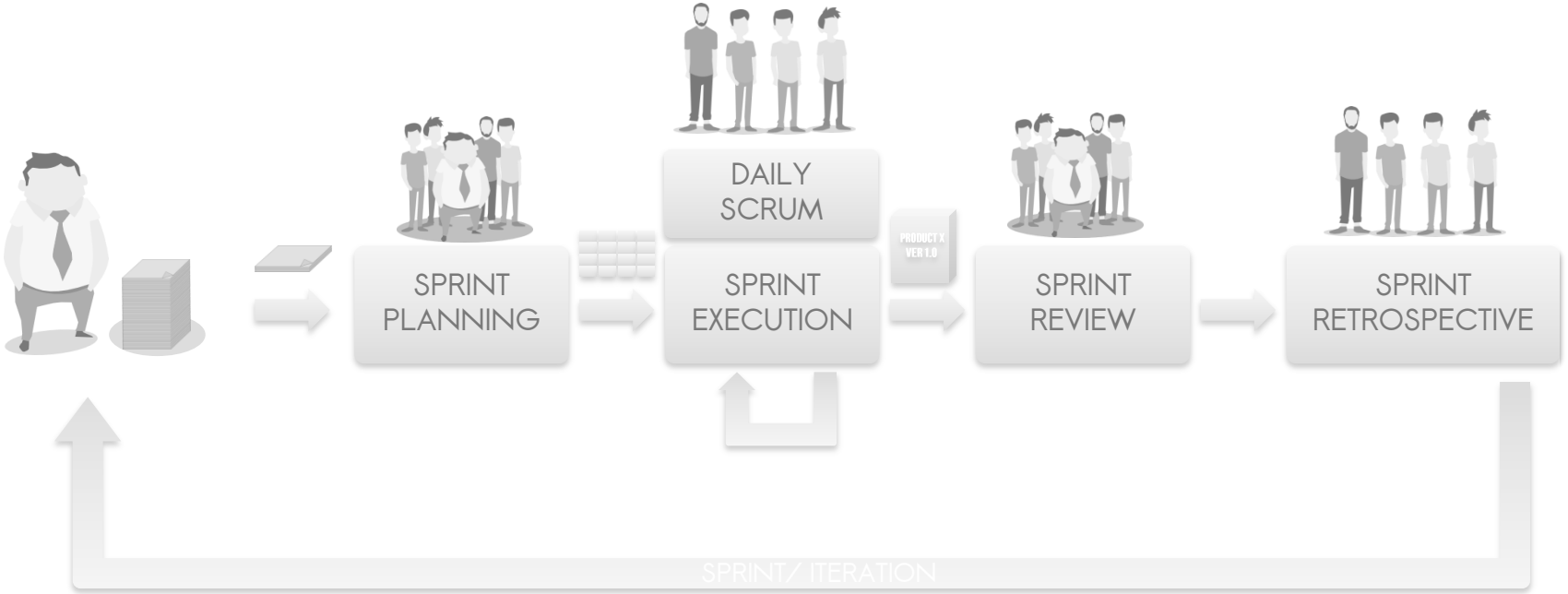
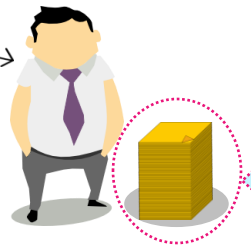
# SCRUM PROCESS



# SCRUM PROCESS

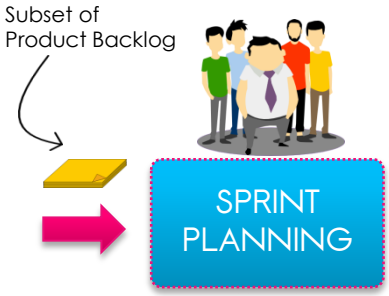
Product Owner



## PRODUCT BACKLOG

- An ordered list of requirement
- Potential features of the product
- The single source of truth for what is planned in the product
- Public and available

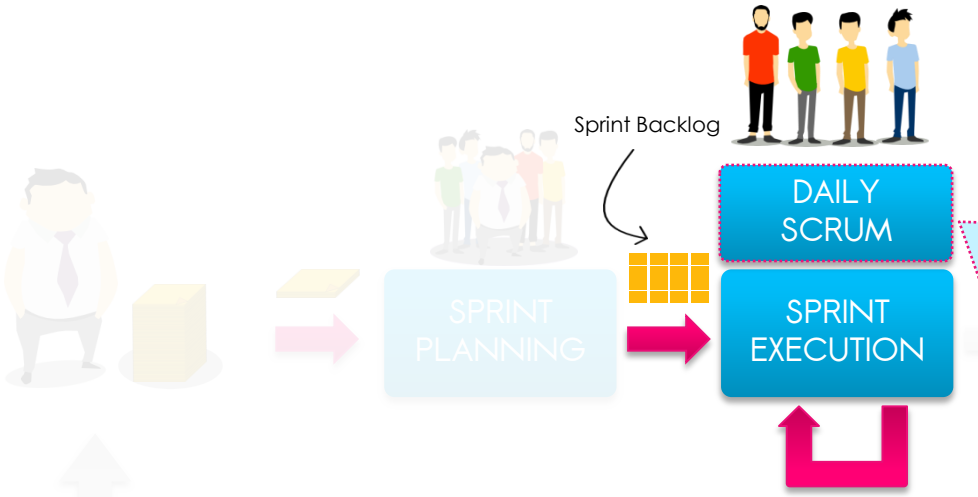
# SCRUM PROCESS




## SPRINT PLANNING MEETING

- Subset of product backlog
- 4 hours for 2 weeks sprint /
  8 hours for 4 weeks sprint
- Product Owner, SCRUM Master, and Dev. Team
- •Estimate the complexity of each product backlog item (PBI)
  •Negotiate the scope of PBI to PO
  •Decompose each product backlog items into tasks (called sprint backlog)
- Sprint backlog, Sprint Goal

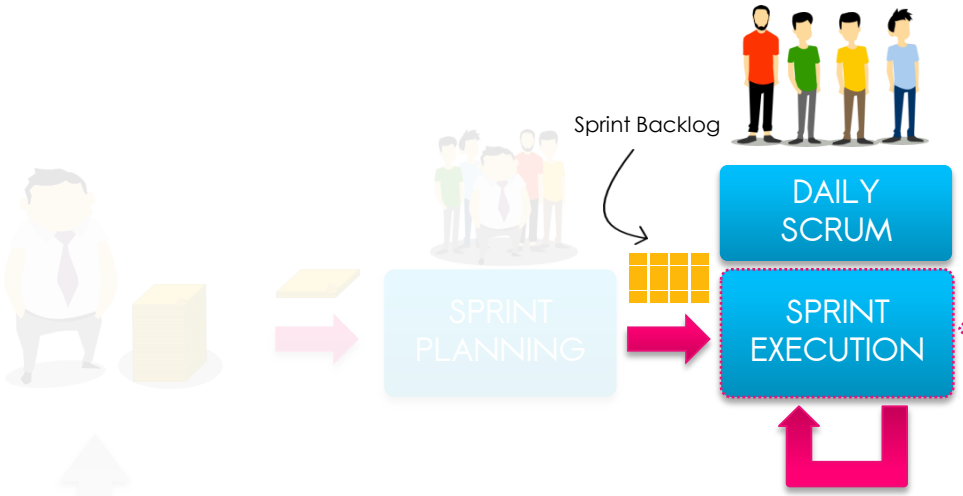
# SCRUM PROCESS




## DAILY SCRUM

- Progress in previous day
- 15 minute ( in the early day)
- SCRUM Master, and Dev. Team
- Create a plan for the next 24 hours
- Assess progress toward the Sprint Goal
- By the Development Team, for the Development Team)

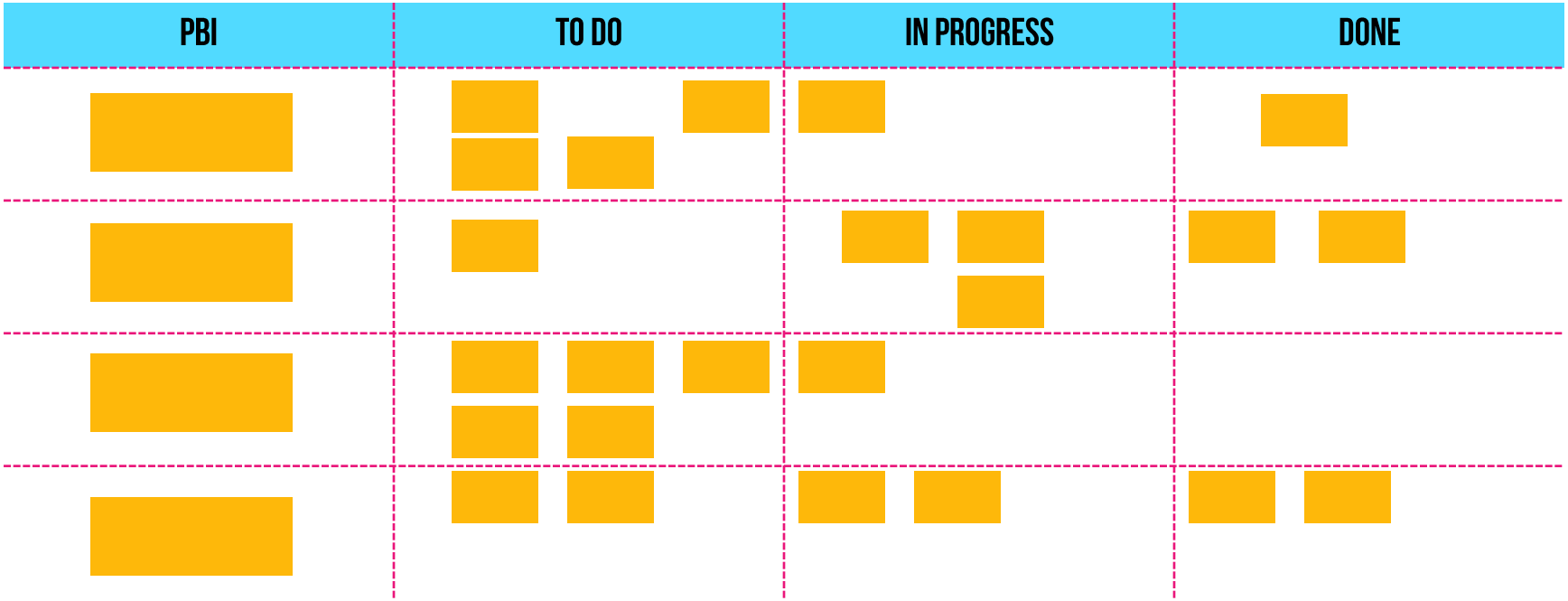
# SCRUM PROCESS




## SPRINT EXECUTION

- Sprint Backlog
- 2-4 weeks
- SCRUM Master, and Dev. Team
- Implement the sprint backlog
- Increment

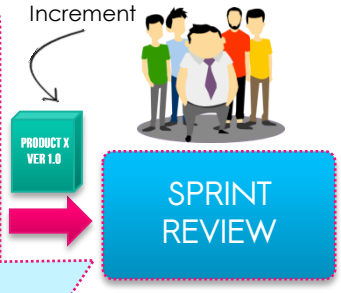
# A SIMPLE SCRUM BOARD



# SCRUM PROCESS

## SPRINT REVIEW

- Increment Of Software
- 2 hours for 2 weeks sprint/
  4 hours for 4 weeks sprint
- PO, SCRUM Master, and Dev. Team
- • No Slides
  • Show the increment
  • Get Feedback form Product Owner
- Feedback from Product Owner



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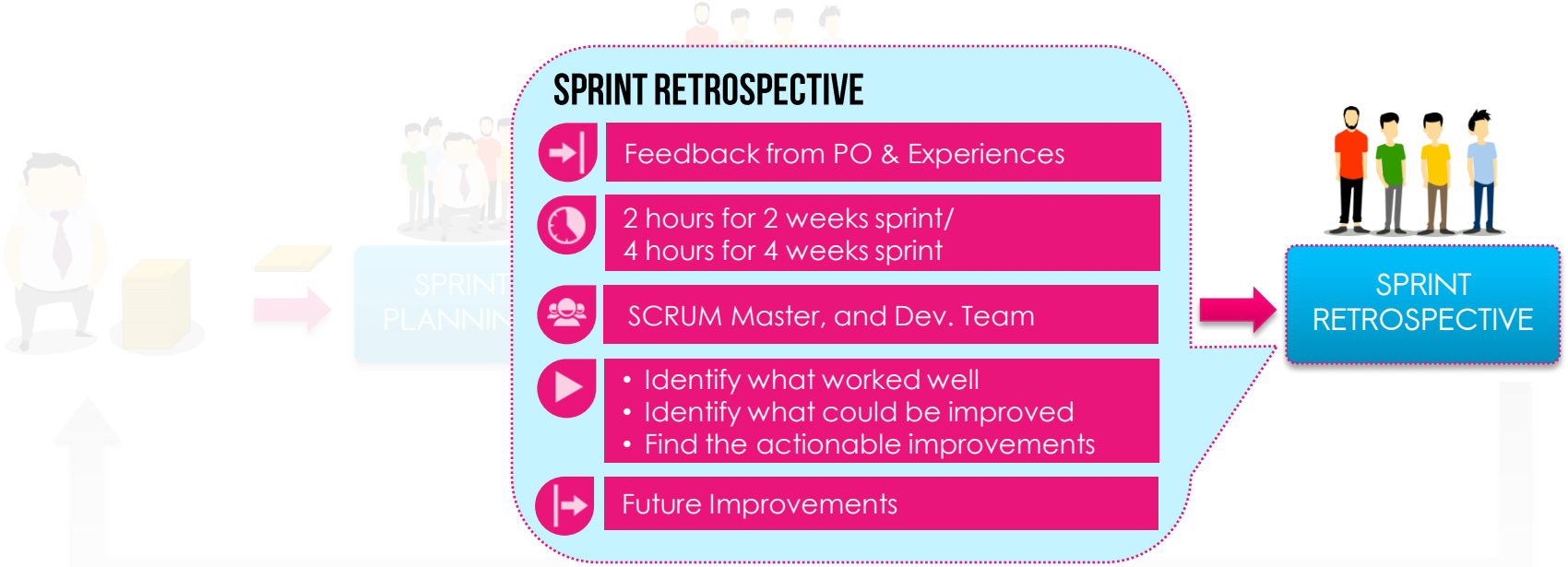

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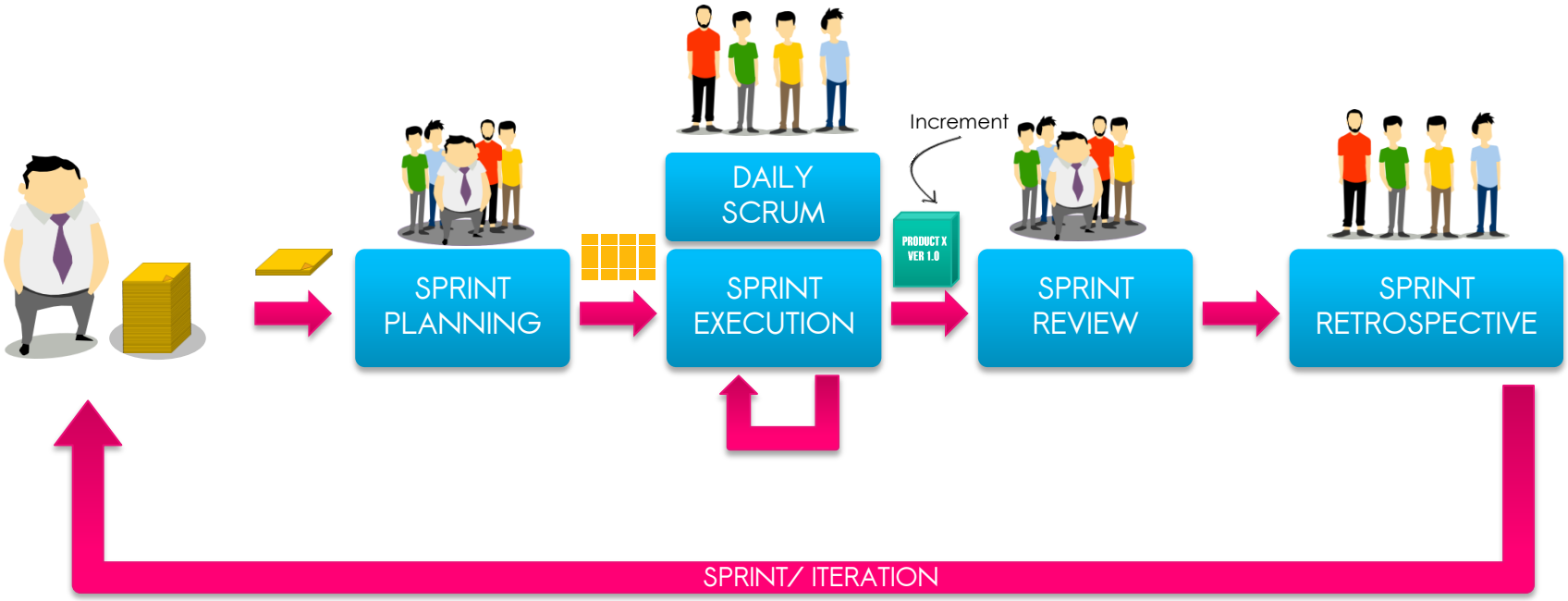

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# RESOURCES


- Schwaber, Ken & Jeff Sutherland (2011), The Scrum Guide,  scrum.org
- Joshua Partogi (2012), The Scrum Fundamental Course, scrumway.co