

What is Scrum?

The list below is not self-explanatory, but it covers the key ideas one has to know and execute on to do Scrum professionally. Of course, becoming proficient at doing them at the highest level (at the rugby World Cup level) is a lifetime's work. Rugby is a simple game with simple rules, but to reach the highest level of play is very difficult.

A list summarizing what is Scrum:

Roles:

Product Owner

ScrumMaster

Implementor (officially called the 'Team' role)

Events in the Sprint:

Sprint - 4 weeks or less.

Sprint Planning Meeting [parts 1 & 2]

Daily Scrum

Sprint Review

Sprint Retrospective

[Release Planning]

[Release Plan Refactoring]

Scrum Artifacts:

Product Backlog

Product Backlog Items [User Stories]

Sprint Backlog

Sprint Goal

Working Product [Potentially Shippable Product Increment]

Increment (of working product)

[Sprint Burndown chart]

[Release Burndown chart]

Definition of Done (DOD)

[Public Impediment List]

Key Ideas:

Scrum is a team discipline

[Stable team]

Self-organizing

3-9 implementers [7 plus/minus 2]

Scrum is a process framework

Deliver business value faster

The Product Owner is maximizing the value delivered by the Team

Inspect & Adapt

Transparency

Build iteratively and incrementally

Working product at the end of each Sprint

Need for feedback

Always learning, improving [kaizen]

Always adapting to good and bad change

Usefulness of high quality [from the beginning]

DOD expands over time

[The bad news does not get better with age]

[Scrum hates technical debt]

You have to slow down to go fast (if done right)

Knowing work remaining in a Sprint (daily)

Knowing work remaining in a Release (every Sprint)

“Plans are wrong; planning is useful” (up to a point)

[The Team must know its Velocity]

[Story Points should be a solid indicator of Team productivity in a 2-week sprint]

Protecting the implementers from disruptions

Protecting the implementers from the Death March

[The (full) Team orders the Impediment List]

Anything that slows the team down is an ‘impediment’

The ScrumMaster drives the removal of impediments

In Retrospective, create plan for implementing improvements

[Use the Retrospective to drive action on the top chunky impediment]

Must add other practices (e.g., engineering practices) to Scrum to do work

Scrum is consistent with the Agile Manifesto and Agile Principles

[The Team should be having more fun (and be more creative)]

The PO gets input on Bus Value (and other factors) from the best people possible;

when they are indecisive, the PO must decide

The Product Owner does the final ordering of the work in the PB; the implementers

decide how much they can do in a Sprint. (A balance of power)

Sprint forecast ["commitment"]

The 3 Daily Scrum questions

Purpose of Daily Scrum: self-management

Demo working product & get feedback

Servant leadership

[Chickens can help]

Just-enough, just-in-time, documentation (Enabling Specifications)

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