

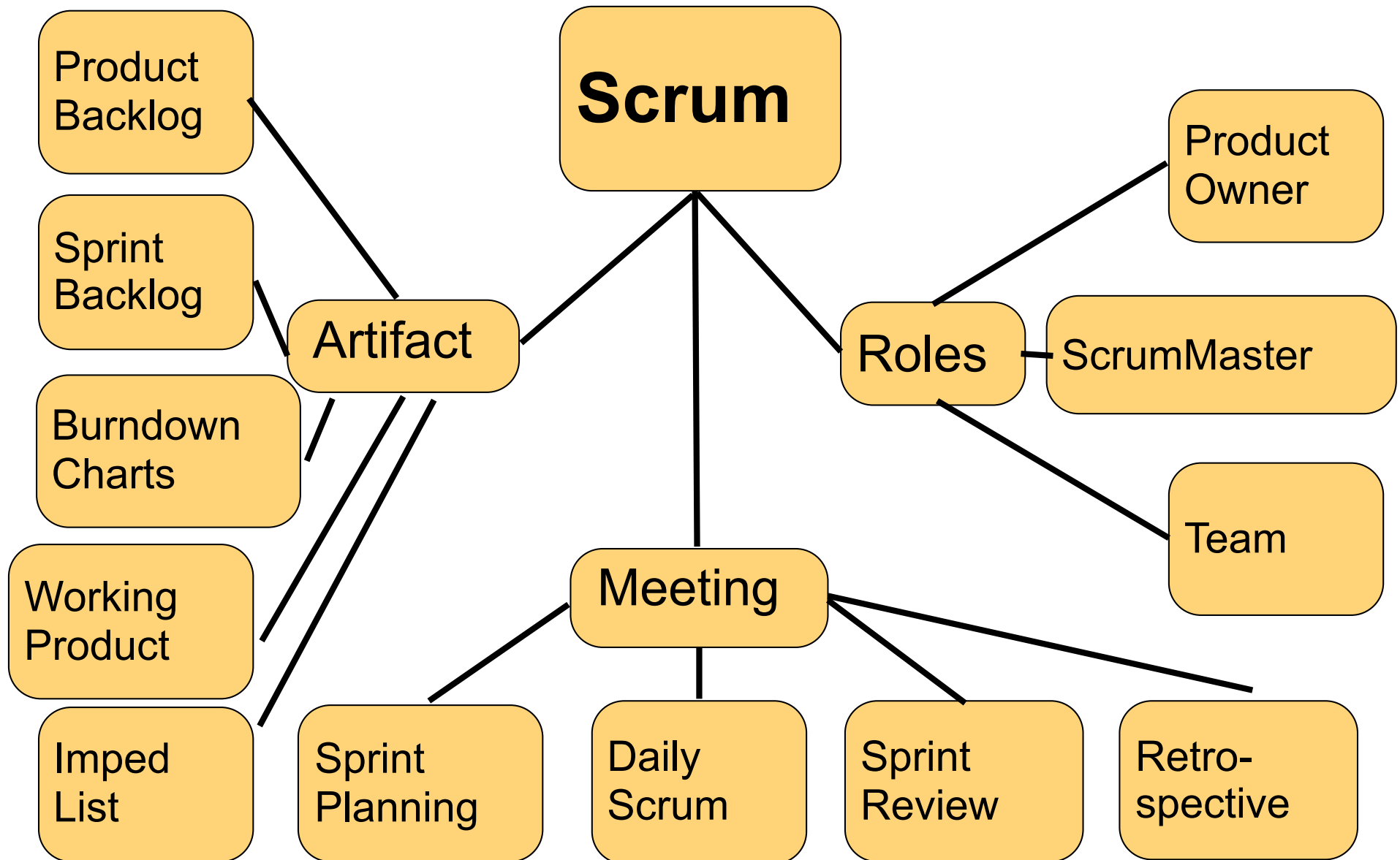
Scrum 101

Agile Halifax User Group
April 26, 2016

Agenda

1. Scrum basics: roles, meetings, artifacts
2. Scrum basics: principles
3. Simple, very worthwhile, but hard
4. Getting management buy-in
5. Scrum-Butt
6. Making change happen
7. Agile pitfalls
8. Closing

Scrum is a Simple Framework



Bare framework

- It is essential to understand that Scrum is only a bare framework.
- It is NOT trying to be a full methodology.

Key Ideas

- Agile Manifesto
- Agile Principles
- Others

Agile Manifesto

www.agilemanifesto.org

We are uncovering better ways of developing software by doing it and helping others do it.

Feb 11-13, 2001

Snowbird ski resort, Utah

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler
James Grenning
Jim Highsmith
Andrew Hunt

Ron Jeffries
Jon Kern
Brian Marick
Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas



Agile Manifesto

www.agilemanifesto.org

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over **processes and tools**
Working software over **comprehensive documentation**
Customer collaboration over **contract negotiation**
Responding to change over **following a plan**

That is, while there is value in the items on the right, we value the items on the left more.

The Principles behind the Agile Manifesto - 1

- 1.** Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- 2.** Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- 3.** Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- 4.** Business people and developers must work together daily throughout the project.
- 5.** Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- 6.** The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

The Principles behind the Agile Manifesto - 2

- 7.** Working software is the primary measure of progress.
- 8.** Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- 9.** Continuous attention to technical excellence and good design enhances agility.
- 10.** Simplicity--the art of maximizing the amount of work not done--is essential.
- 11.** The best architectures, requirements, and designs emerge from self-organizing teams.
- 12.** At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Other ideas - 1

- 1. Team**
- 2. Self-organization, self-management**
- 3. The bad news does not get better with age**
- 4. When you come to a fork in the road, take it**
- 5. Treat them like adults**
- 6. The sprint should start with ready, ready stories**
- 7. You must get to done, done**
- 8. The team members should be inspired and they should volunteer**
- 9. Deliver something faster to the customer**

Other ideas - 2

1. **If you don't change anything, nothing's gonna change**
2. **The relentless pursuit of perfection**
3. **Knowledge workers can lose focus**
4. **Little things are big**
5. **The difficult we'll do right now, the impossible will take a little while**
6. **Do the simplest thing that could possibly work, and then test**
7. **Stop starting, and start finishing**
8. **We few, we happy happy few, we band of brothers**
9. **Fail fast**

One hard part

- **A culture shift**
- **A mind-set shift**
- **A paradigm shift**




- **Two examples:**
We accept change as a fact of life.
We respect people.

- **Simple, but hard.**

How much better?

- 🌐 **More of the normal good things**
- 🌐 **Hyper-productivity**
- 🌐 **More fun. More satisfying. A better way of life.**
- 🌐 **“I’m never going back.”**

Getting management buy-in

-  **Immediately**
-  **Incrementally**
-  **Later**

Problems per Mike Cottmeyer

- 🌐 **The Team sucks**
- 🌐 **The Product Backlog sucks**
- 🌐 **We're not getting to 'done, done'**

The ScrumButt Test

1. Are you iterative?

- Sprints are 4 weeks or less
- Features are tested and working by the end of the Sprint
- Sprints start with an Enabling Specification

2. Are you doing Scrum?

- You know who the Product Owner is
- There is a Product Backlog prioritized by Business Value
- The Product Backlog has estimates created by the Team
- The Team generates burndown charts and knows their velocity
- There are no project managers (or anyone else) disrupting the Team

Making Change Happen

Here are my top 3 (there are many):

 **Fearless Change**

 **John Kotter**

 **Management Scrum Team + Open Space Agility**

Agile Pitfalls

- 1. It's ok to 'settle' at first — up to a point.**
- 2. It is not ok to 'settle' for any ScrumButt...And it will take years to fix it 'all'**
- 3. Get a real team**
- 4. Let them self-org more**
- 5. Work their impediments**
- 6. Get a better PO**
- 7. Improved automated testing toward CI**

Closing

A few will not like it.

Most of you: If you see it done right, you'll never go back.

Thank you!

We're here to help.

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