

INTRODUCTION TO SCRUM

**AN OVERVIEW OF SCRUM AND THE AGILE
SOFTWARE DEVELOPMENT PROCESS**



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AGENDA

Principals of Agile: **what agile is and what it is not**

Management Types: **where SCRUM fits in**

Working Software: **what done really means**

What is Scrum: **the definition of the process**

Process: **see how it works from start to finish**

Roles: **who does what**

Procedures: **the key parts of the process**

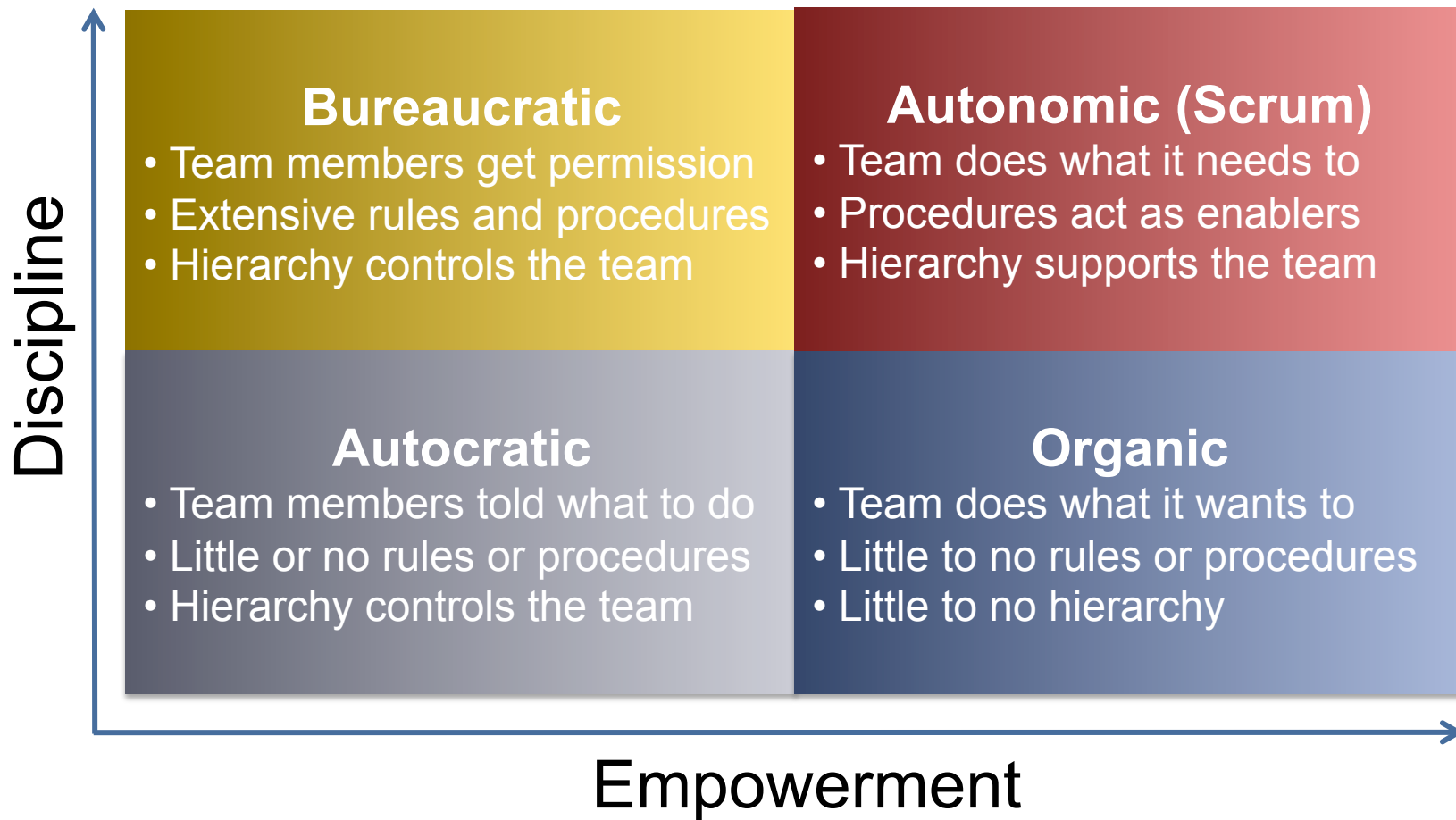
Managing Change: **how to break your plans**

Questions: **ready, aim, fire**

PRINCIPALS OF AGILE

- 1. Interaction among people build great software**
- 2. Progress is only measured by working software**
- 3. Working closely with the customer is essential**
- 4. Change is not only normal, but fundamental**
- 5. The highest value in a team is taking action**

MANAGEMENT TYPES



WORKING SOFTWARE

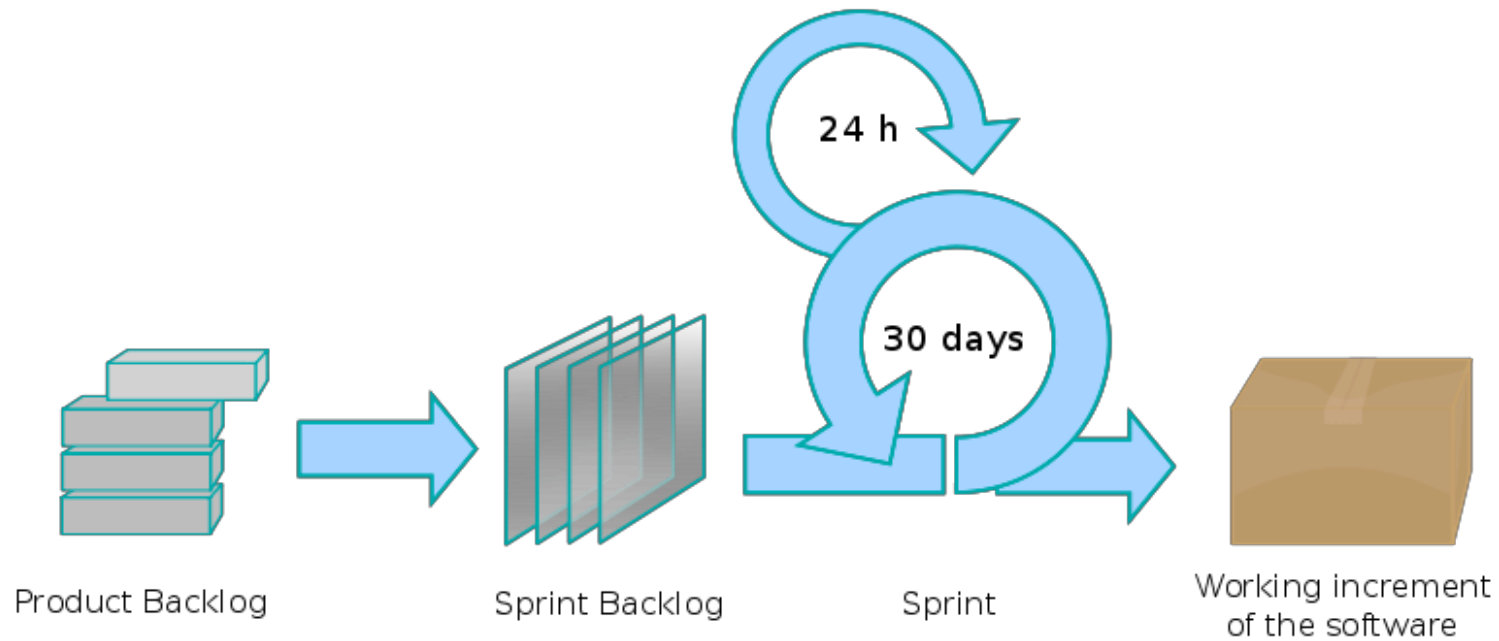
The feature is only down when it is:

- **Planned:** we know what it is
- **Designed:** we know how it does it
- **Coded:** we see that it works
- **Tested:** we know it works right
- **Benchmarked:** we know it works well
- **Accepted:** we know it is ready
- **Live:** our customers can use it

WHAT IS SCRUM

- 1. An iteration based agile development process**
- 2. A series of well thought-out roles**
- 3. A disciplined set of procedures**
- 4. A way to identify waste and road blocks**
- 5. A tested way to react to change**

THE SCRUM PROCESS



ROLES

Product Owner

- **Defines and prioritizes features**
- **Accepts or rejects work**
- **Ensures profitability**

Scrum Master

- **Ensures the Scrum process is followed**
- **Allows the product owner to drive development**
- **Uncovers waste and showcases value**

ROLES CONTINUED

Team Lead

- Navigates the corporate process
- Removes road blocks
- Handles team issues

Team Member

- Performs work to complete every sprint
- Ensures product quality
- Grows the team internally

PROCEDURES

Product Planning

The application is broken into a series of tasks

Sprint Planning

The team accepts the tasks that they believe can be completed by the end of the sprint

Daily Meeting (Scrum)

The entire group has short progress update

Retrospective

The group discusses the concluding sprint

MANAGING CHANGE

During Sprint Planning

- Estimate the time involved to make the change
- Add the new task into the product backlog
- If requested, add the task to the next sprint

During the Sprint (Spike)

- Product owner gives a time-box to the team
- A task of equal time is removed from the sprint
- The team delivers any results at the next scrum

YOU ARE NOT DOING SCRUM WHEN

- **Sprints last longer than 6 weeks**
- **There are no daily meetings (Scrums)**
- **There is no product backlog or sprint backlog**
- **Backlogs do not have estimates**
- **Sprints do not result in “Working Software”**
- **The team does not know the product owner**
- **The product owner has a team member role**
- **Development is stopped because the team is working solely on functional specifications**

SUMMARY

- **What Scrum is and how it works**
- **The value of a process like Scrum**
- **An environment that Scrum can thrive in**
- **The benefits of “Working Software”**
- **Rational for sprints and how they work**
- **Scrum roles and their responsibilities**
- **Procedures and why they are disciplined**
- **Pitfalls to be avoided when new to Scrum**
- **Confidence in Scrum as a methodology**

QUESTIONS

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