

SCRUM and Backlog Refinement



LPNU Business Analysis

November, 2018

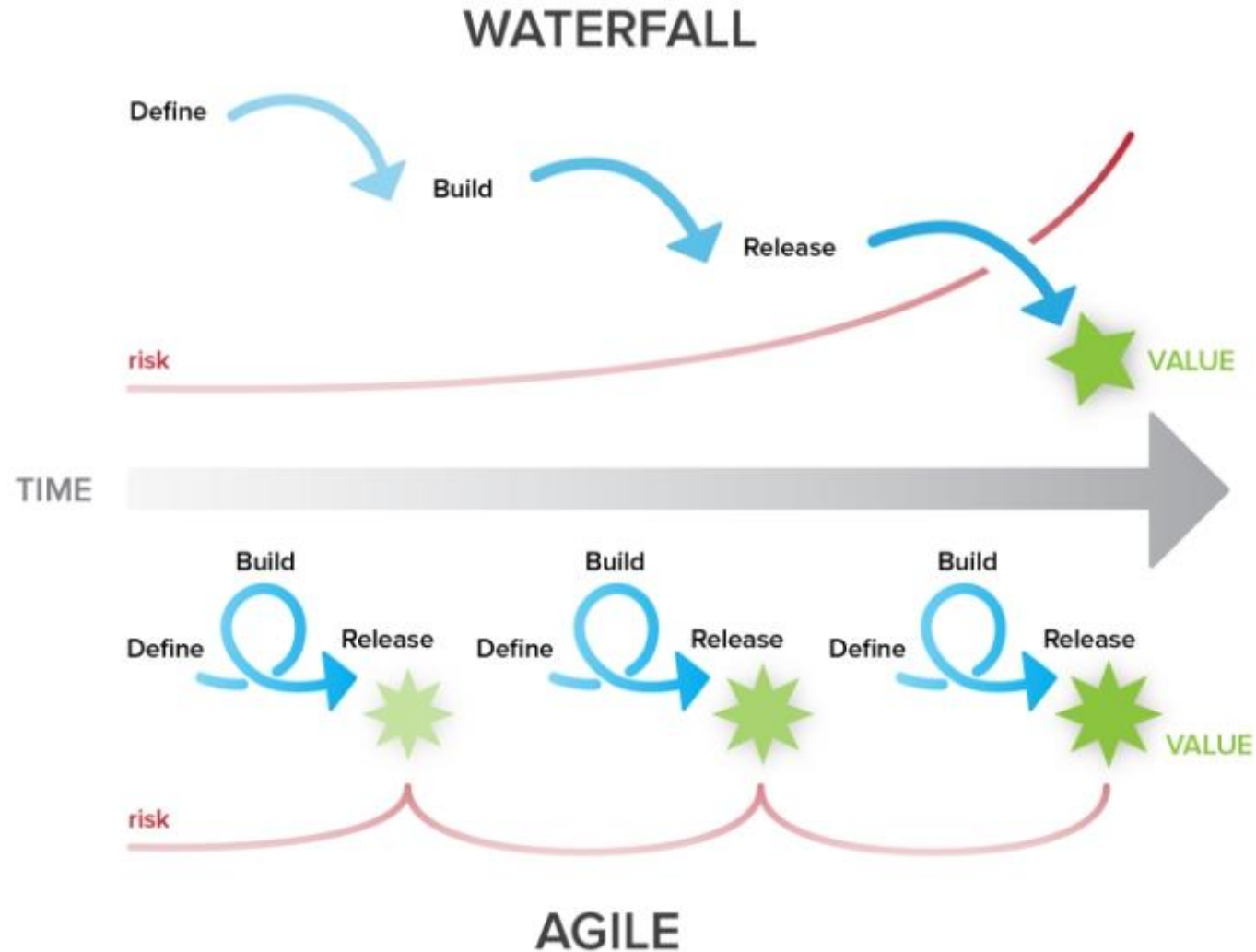
Olena Karpinska

BUSINESS ANALYSIS
COMMUNITY
softserve

AGENDA

1. Software development methodologies
2. What is scrum?
3. Scrum Roles
4. Scrum Artifacts
5. Scrum Events
6. Backlog Refinement aka Grooming

SOFTWARE DEVELOPMENT METHODOLOGIES



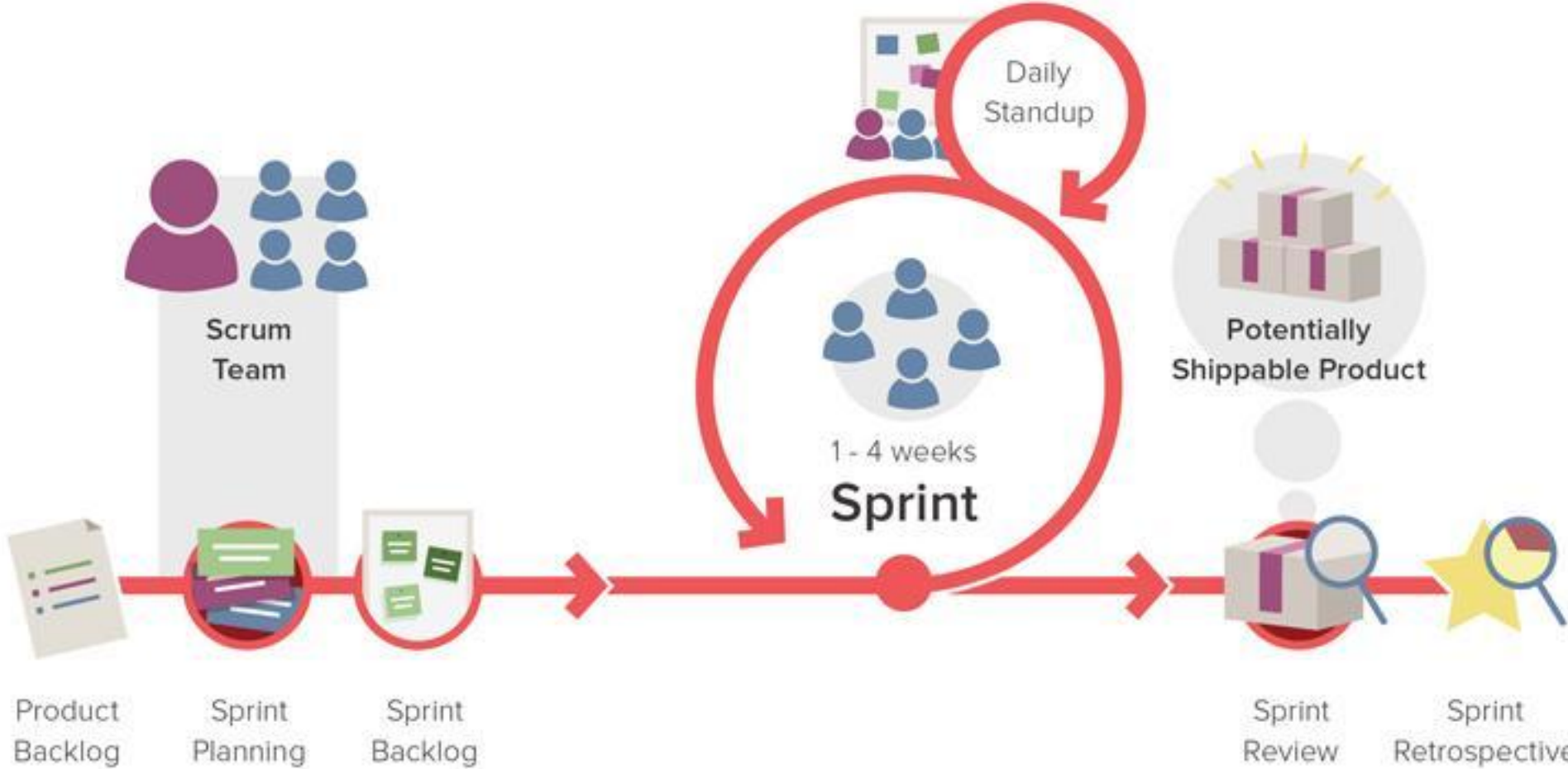
SCRUM

agile way to manage a project

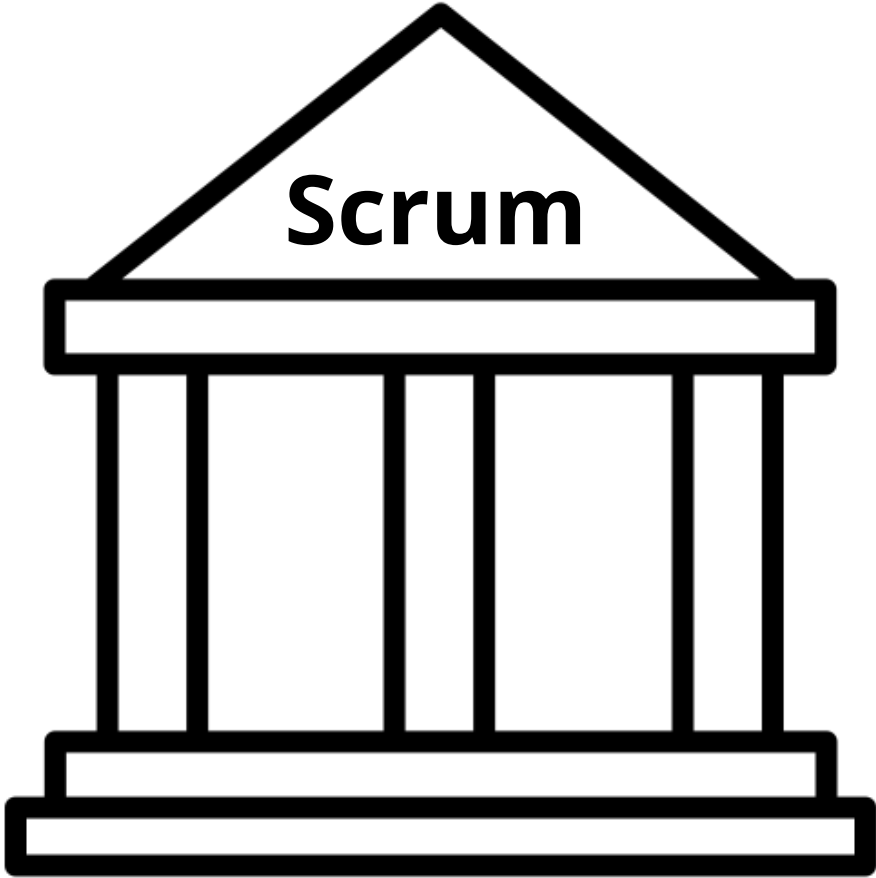


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SCRUM



THREE PILLARS OF SCRUM



transparency

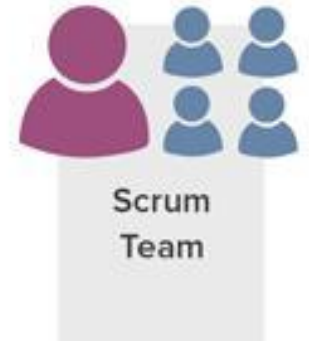
inspection

adaption

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SCRUM TEAM

- self-organizing
- cross-functional
- deliver products iteratively and incrementally



Product Owner



Development Team



Scrum Master

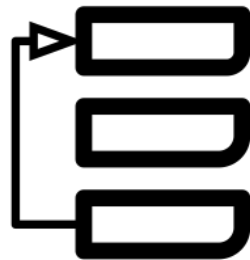
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PRODUCT OWNER

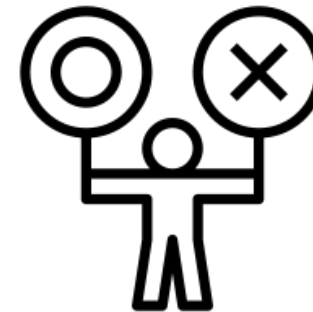
is responsible for maximizing the value of a product and work of the Development Team



defines product features



responsible for managing backlog



accepts or rejects work results

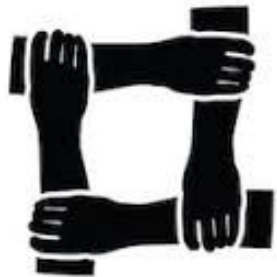
WHAT IS BACKLOG MANAGEMENT?

- prioritizing items in the Product Backlog
- clearly expressing Product Backlog items
- ensuring that the Product Backlog is visible, transparent, and clear to all
- ensuring the Development Team understands items in the Product Backlog

DEVELOPMENT TEAM



deliver a potentially releasable increment of product at the end of each Sprint



cross-functional



self-organizing

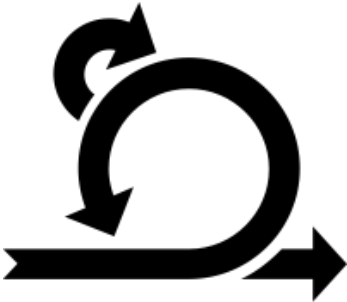


3-9 people

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SCRUM MASTER

is a servant-leader for the Scrum Team



enacts Scrum values



helps improve team productivity



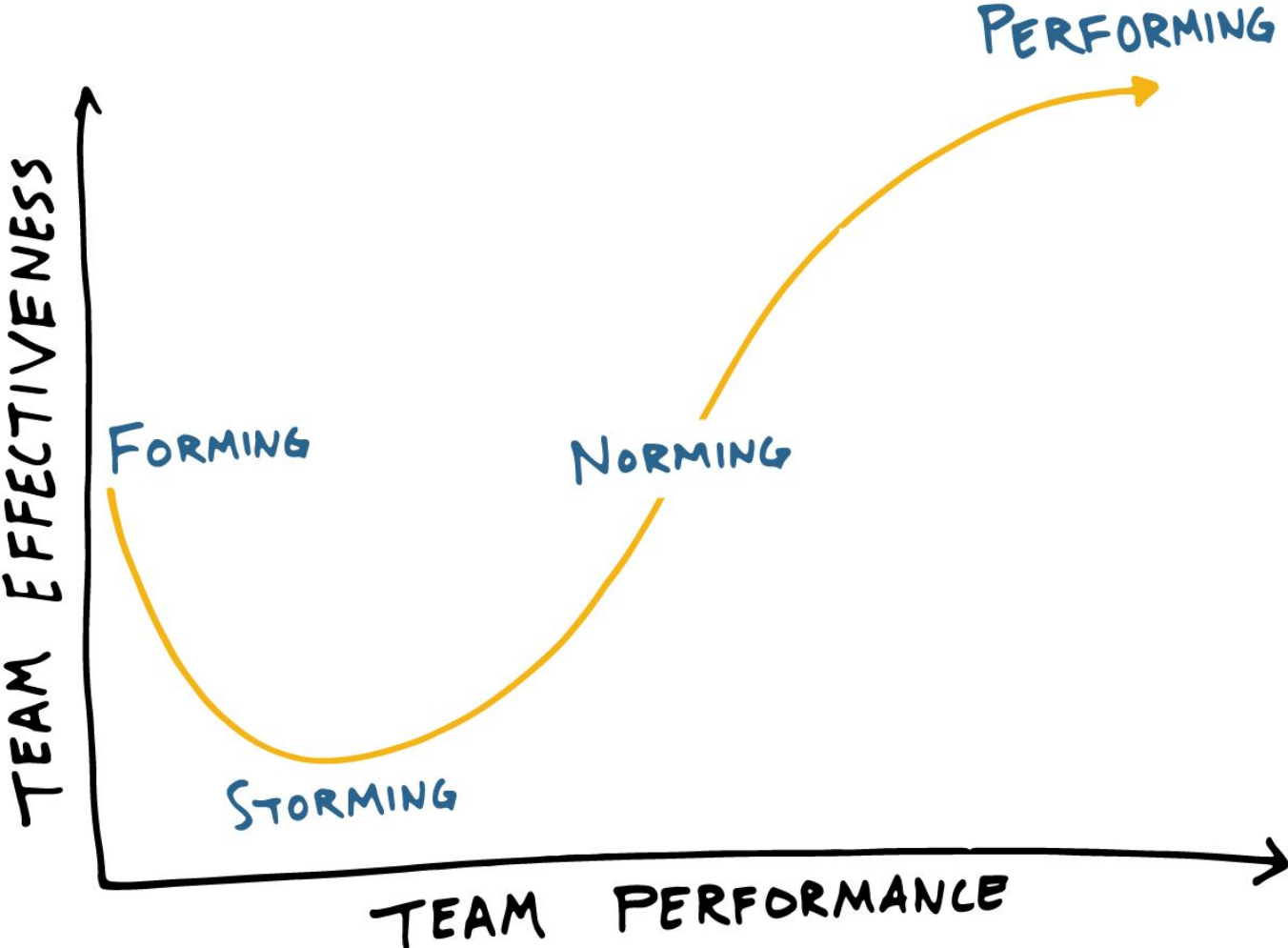
removes impediments



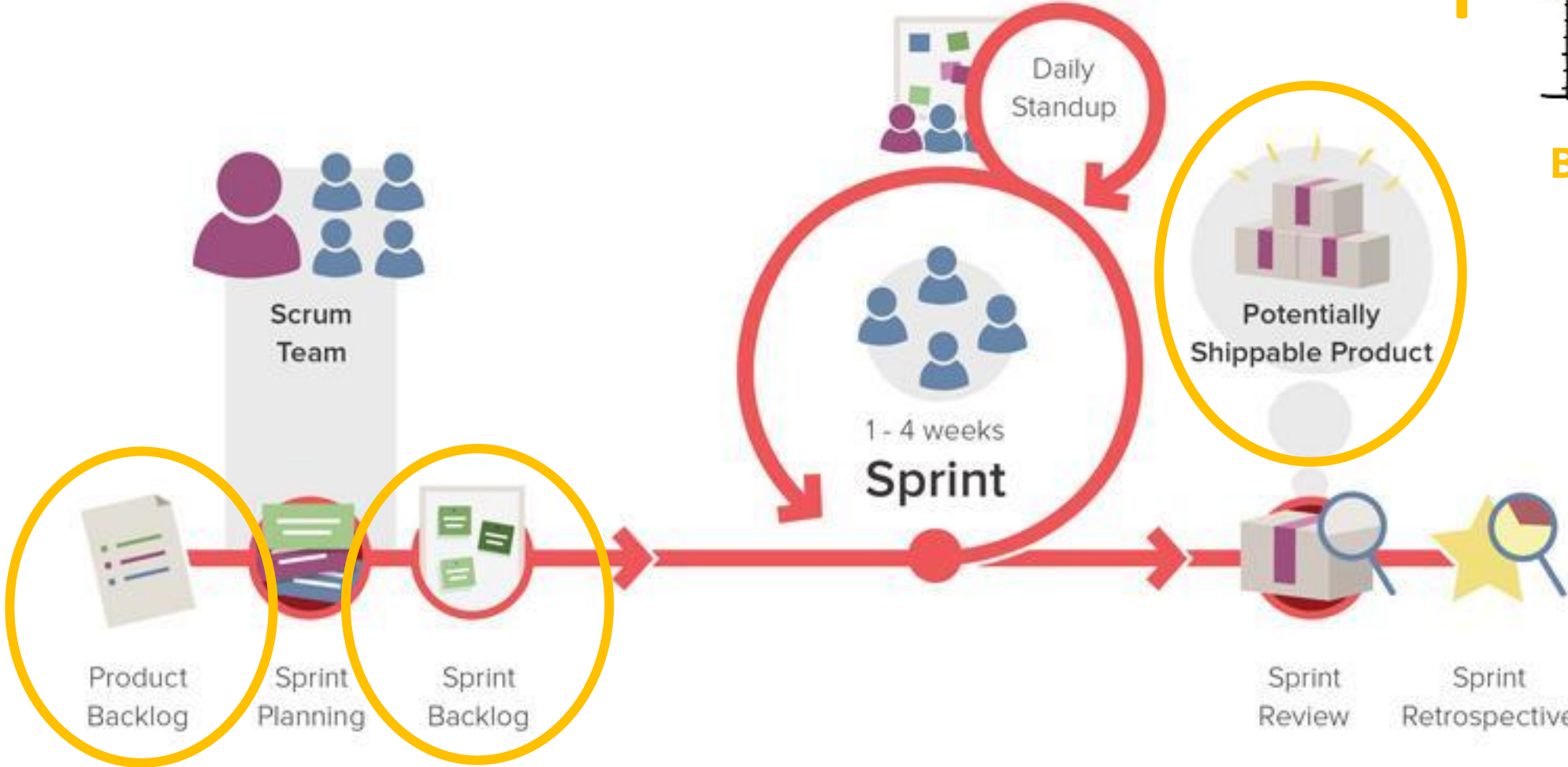
shields the team

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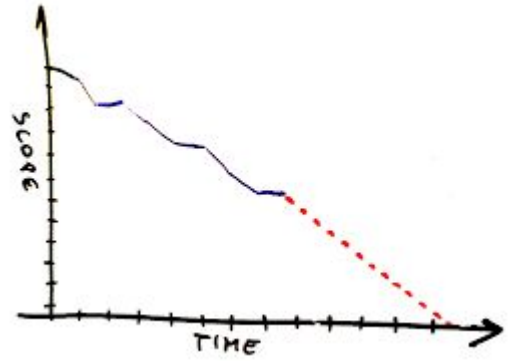
TEAM DEVELOPMENT



SCRUM ARTIFACTS

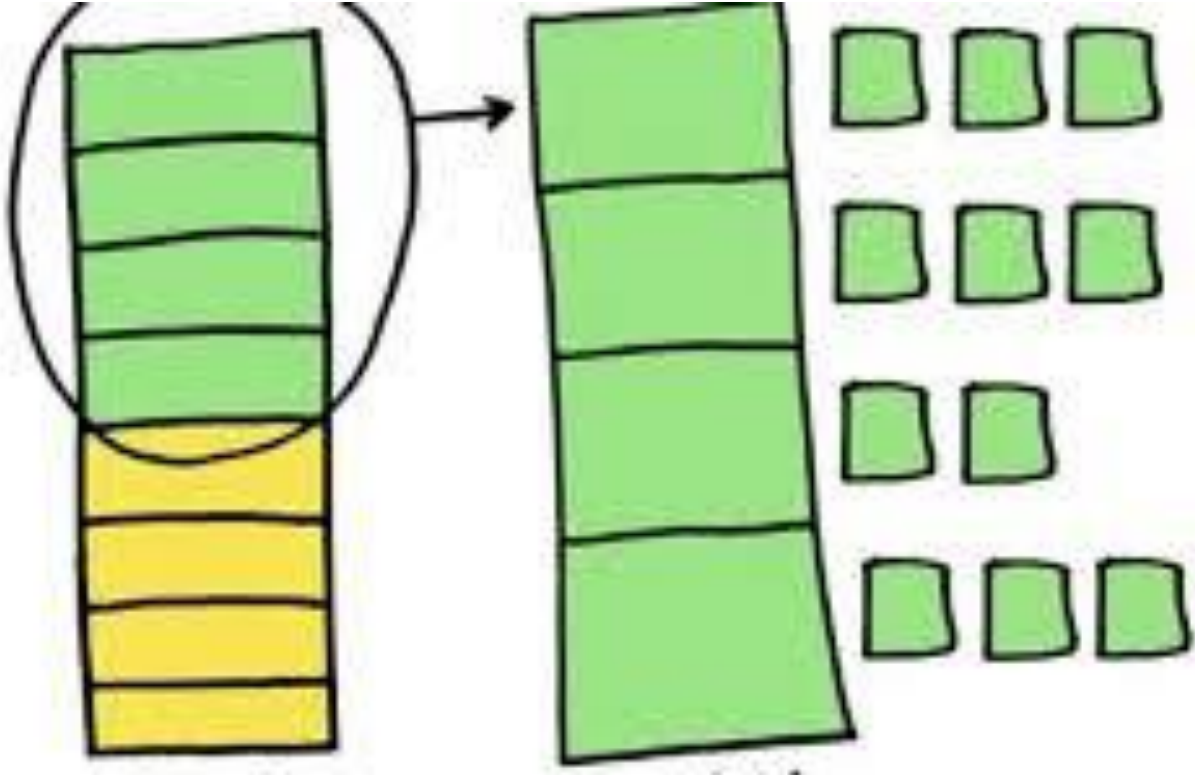


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Burndown chart

PRODUCT AND SPRINT BACKLOG



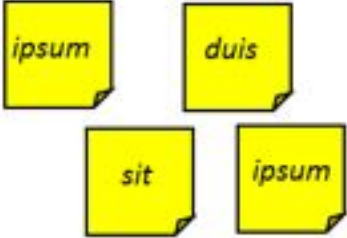
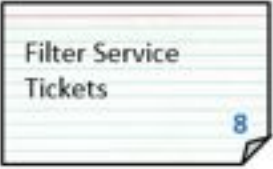
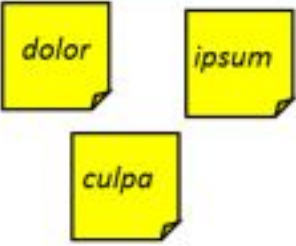
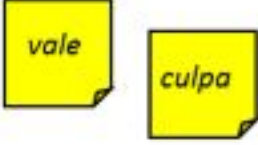

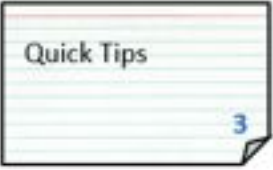
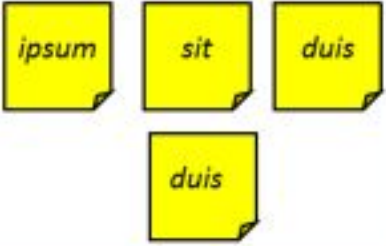


product backlog

sprint backlog

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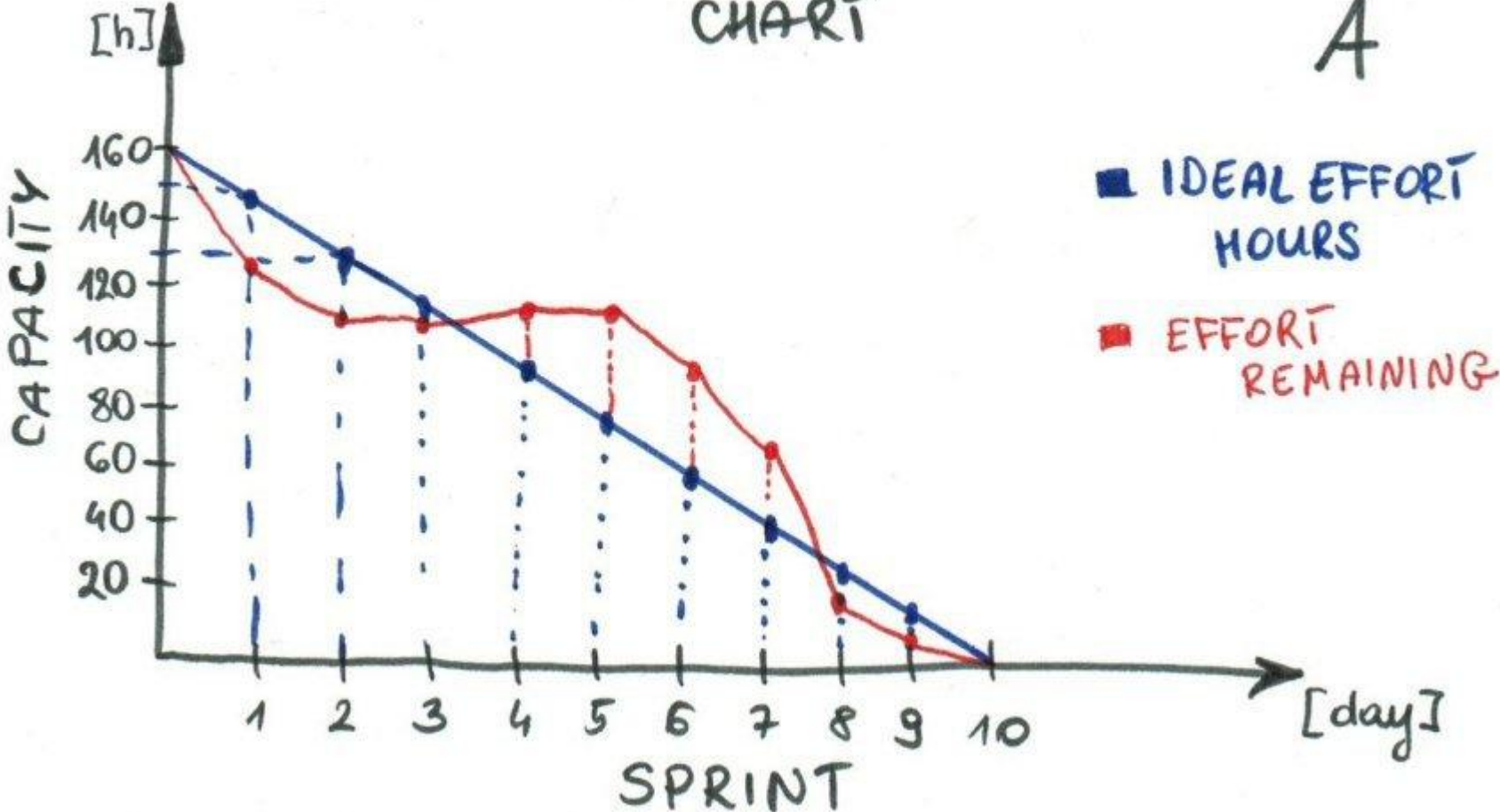
SPRINT BACKLOG

Sprint Backlog			
Forecast	To-Do	In-Progress	Done
			
			
			

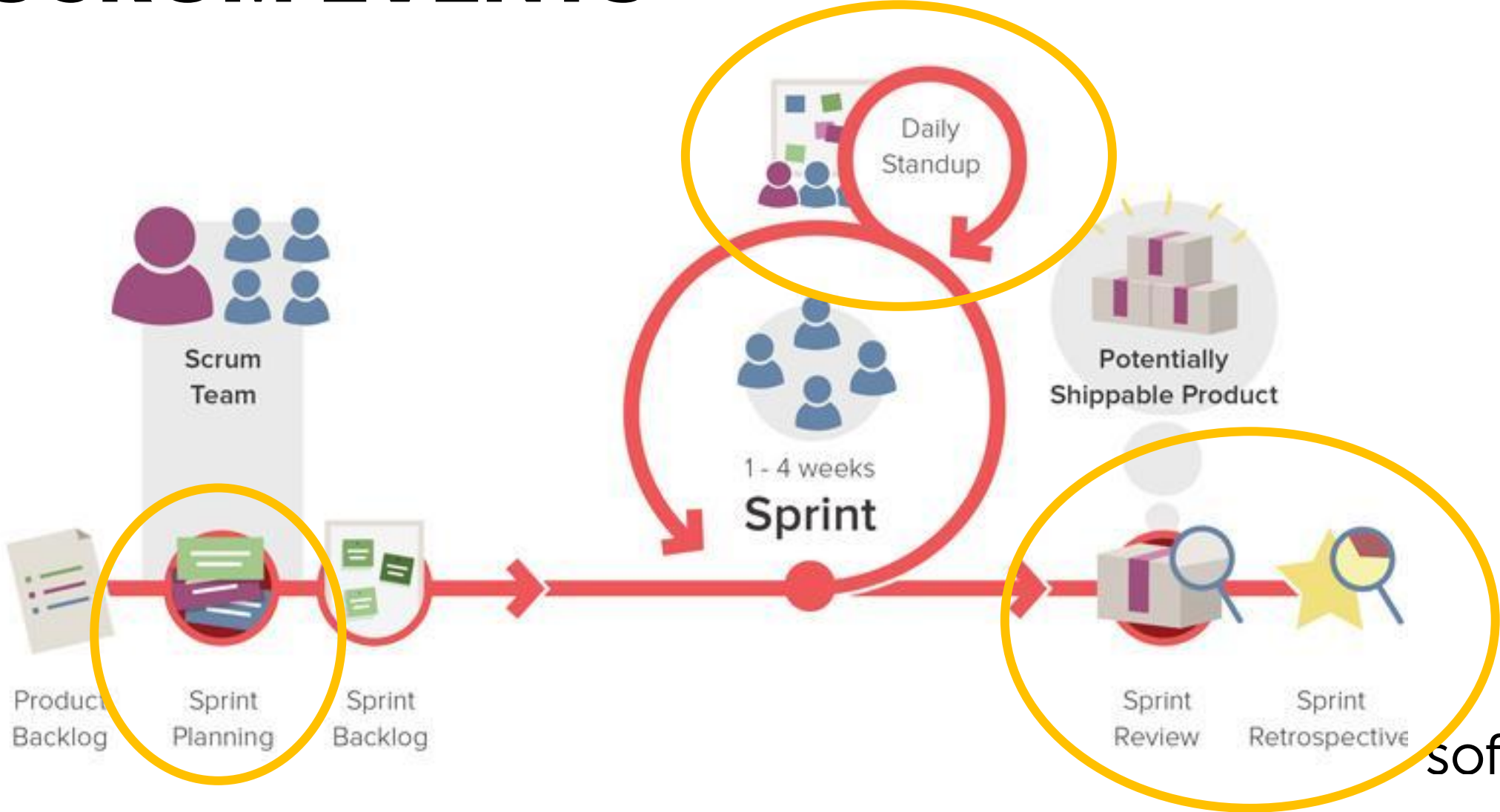
BURNDOWN CHART

SPRINT BURN-DOWN CHART

A



SCRUM EVENTS



SPRINT PLANNING

Team selects items from the product backlog they can commit to completing

- Sprint backlog is created
- Tasks are identified and each is estimated (1-16 hours)
- Collaboratively, not done alone by the Scrum Master
- High-level design is considered

DAILY STANDUP

- Daily, 15-minutes, Stand-up
- Not for problem solving
- Whole world is invited
- Only team members, scrum master, product owner, can talk
- Helps avoid other unnecessary meetings
- Everyone answers these questions:
 - What did you do yesterday?
 - What will you do today?
 - Are there any blockers?

SPRINT REVIEW

Team presents what it accomplished during the sprint

- Typically takes the form of a demo of new features or underlying architecture
- Informal
- 2-hour prep time rule
- No slides
- Whole team participates
- Invite the world

SPRINT RETROSPECTIVE

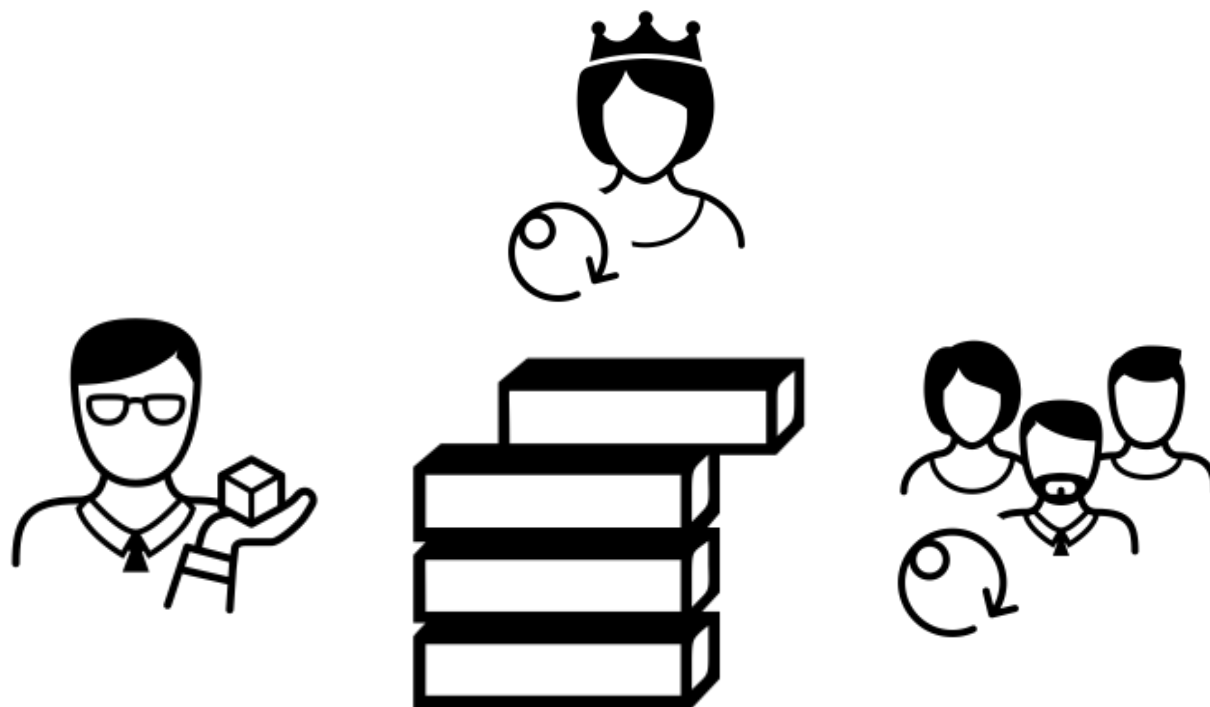
Periodically take a look at what is and is not working

- Typically around 30 minutes
- Done after every sprint
- Whole team participates

Scrum Master, Product Owner, Team, possibly customers and others

PRODUCT BACKLOG GROOMING

is a meeting held to ensure that the backlog is ready for the next sprint, the team and product owner discuss the top items on the product backlog and teams estimates them



product backlog

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PRODUCT BACKLOG GROOMING

Team asks the questions that would normally arise during sprint planning

Are all users allowed to access this part of the system?

What should we do if the user enters invalid data here?

What if ... ?



MANAGING UNCERTAINTY

Purpose uncertainty:

- why do we want to build this?

End uncertainty:

- what do we need to build?

Means uncertainty:

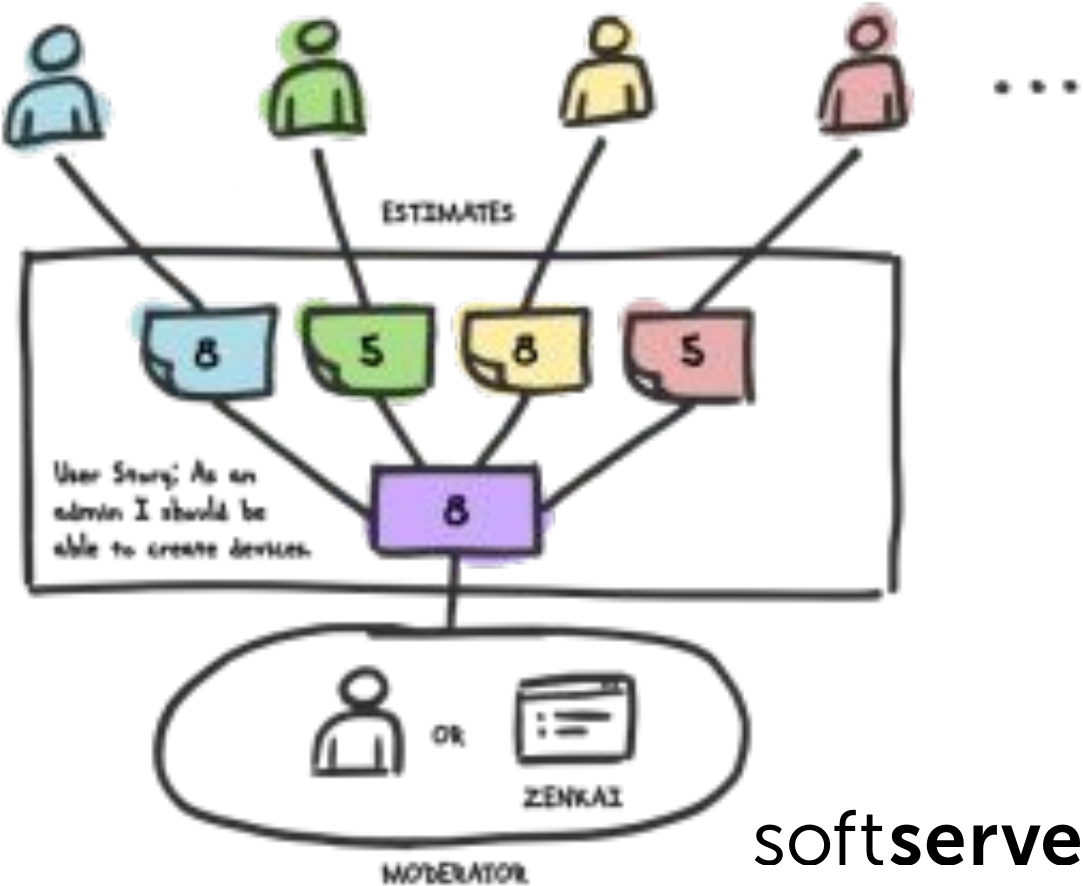
- how can we build it?

Goal: build the **right product** and **build it right**

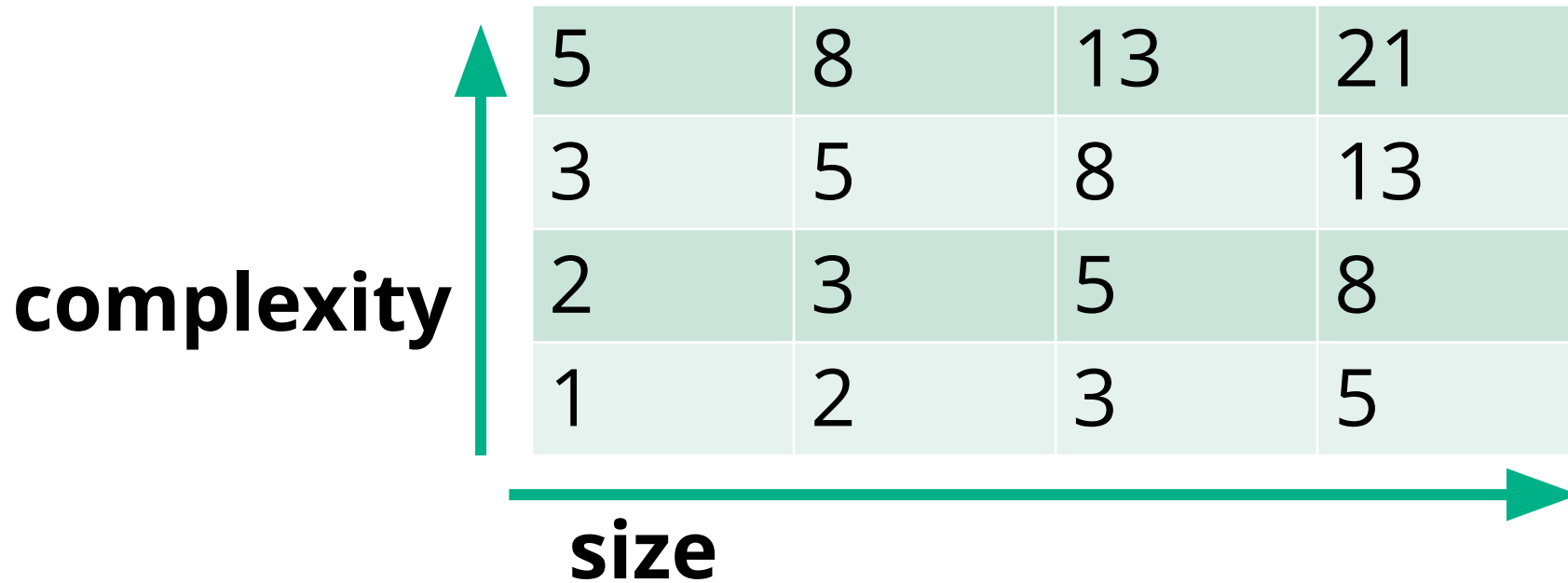


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ESTIMATION - PLANNING POKER GAME



COMPLEXITY-SIZE MATRIX



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PLANNING POKER GAME – LET’S PLAY!



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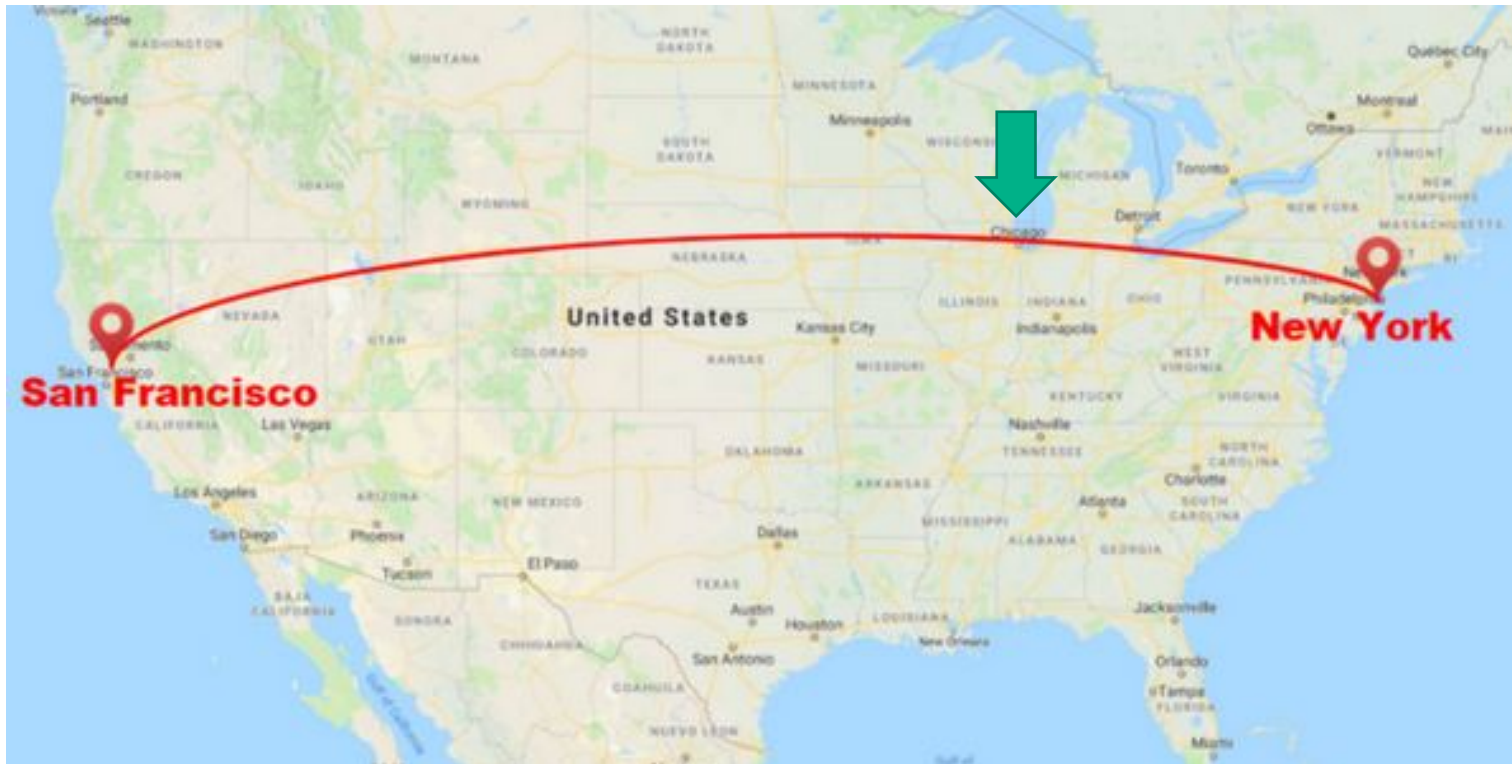
PLANNING POKER GAME – LET’S PLAY!

1	1 000
2	2 000
3	3 000
5	5 000
8	8 000
13	13 000
21	21 000
34	34 000
55	55 000
89	89 000



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PLANNING POKER GAME – LET’S PLAY!



New York –
Chicago
1 270 km

TIPS FOR BACKLOG GROOMING

1. Have a regularly scheduled grooming meeting
2. Examine your stories frequently
3. Remember that estimates are not the most important thing
4. Talk less, spike more
5. Develop and apply readiness criteria



RECAP

What are three roles that Scrum Team consist of?

What is bigger: product backlog or sprint backlog?

Why do we need burndown chart?

What scrum event is the shortest one?

Which meeting should take place first: grooming or planning?

How is 'investigation' story called?

What is the most common unit for story estimation?

Q&A