SCRUM and Backlog Refinement

LPNU Business Analysis

November, 2018

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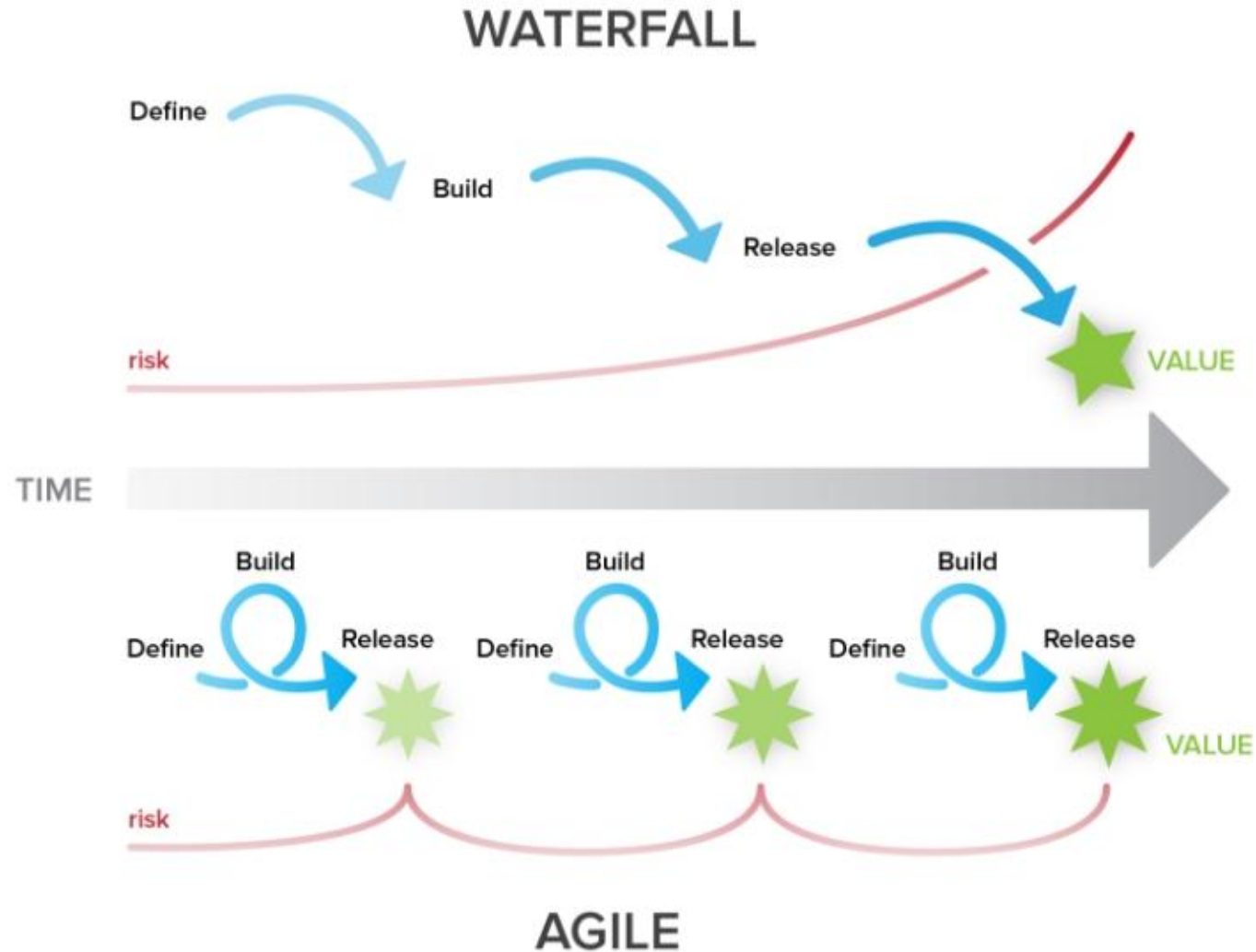
AGENDA

1. Software development methodologies

2. What is scrum?

3. Scrum Roles

4. Scrum Artifacts

5. Scrum Events

6. Backlog Refinement aka Grooming

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SOFTWARE DEVELOPMENT METHODOLOGIES

SCRUM

agile way to manage a project

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SCRUM

Daily Standup

Scrum Team

Potentially Shippable Product

1 - 4 weeks
Sprint

Product Backlog

Sprint Planning

Sprint Backlog

Sprint Review
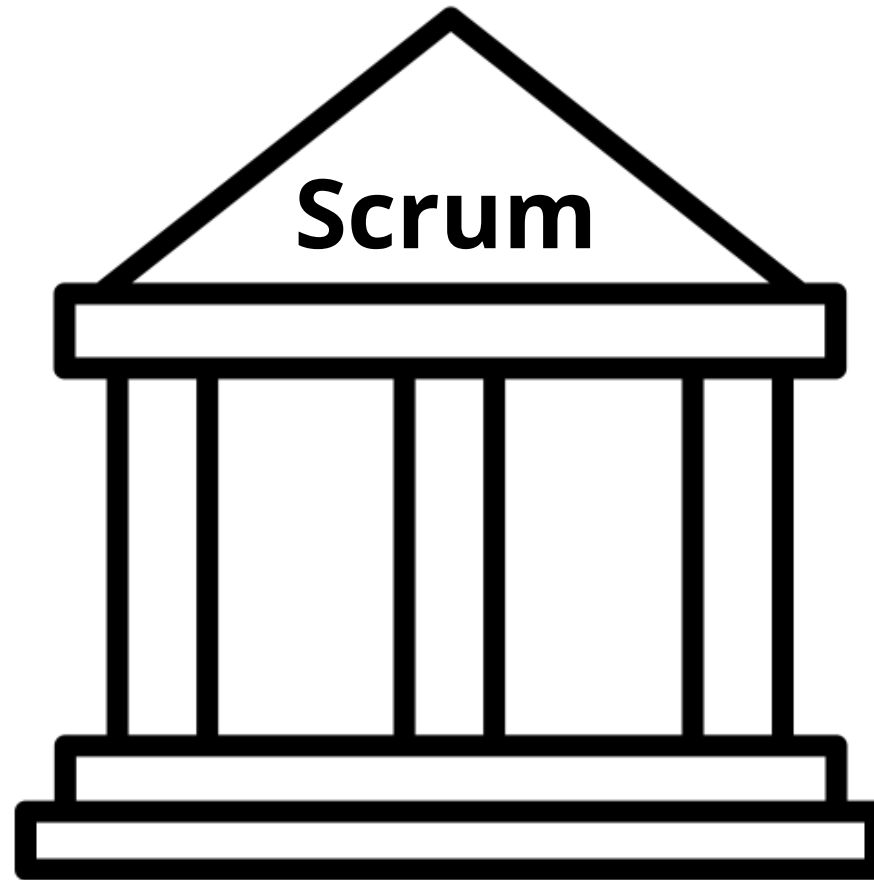
Sprint Retrospective
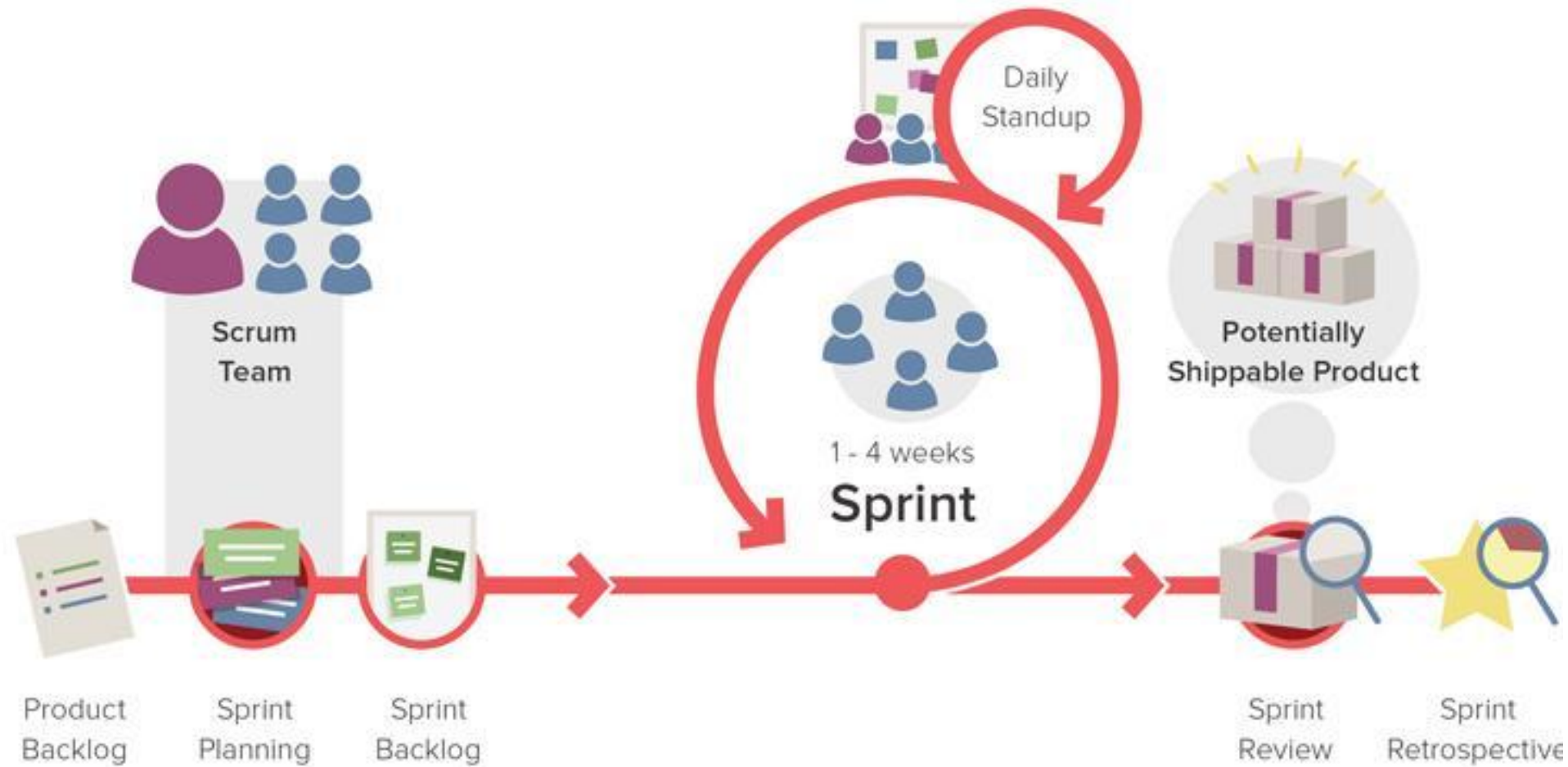
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THREE PILLARS OF SCRUM

Scrum

transparency   **inspection**   **adaption**

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SCRUM TEAM

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

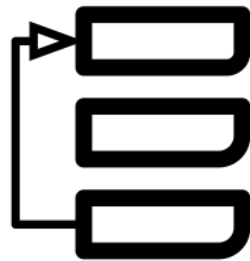**Product Owner**   **Development Team**   **Scrum Master**
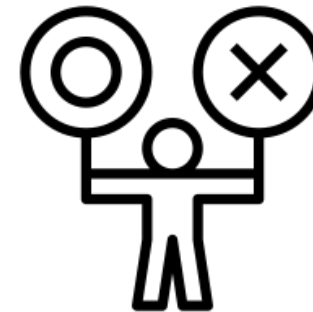
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PRODUCT OWNER

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**

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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

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DEVELOPMENT TEAM

deliver a potentially releasable increment of product
at the end of each Sprint
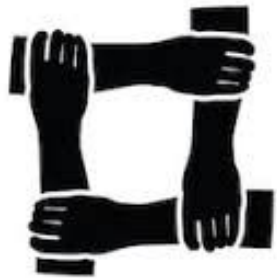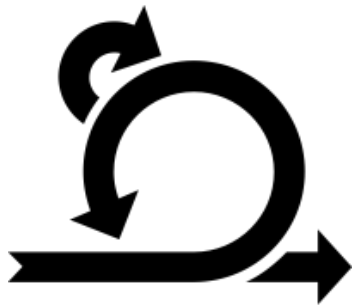
cross-functional   **self-organizing**   **3-9 people**

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SCRUM MASTER

is a servant-leader for the Scrum Team
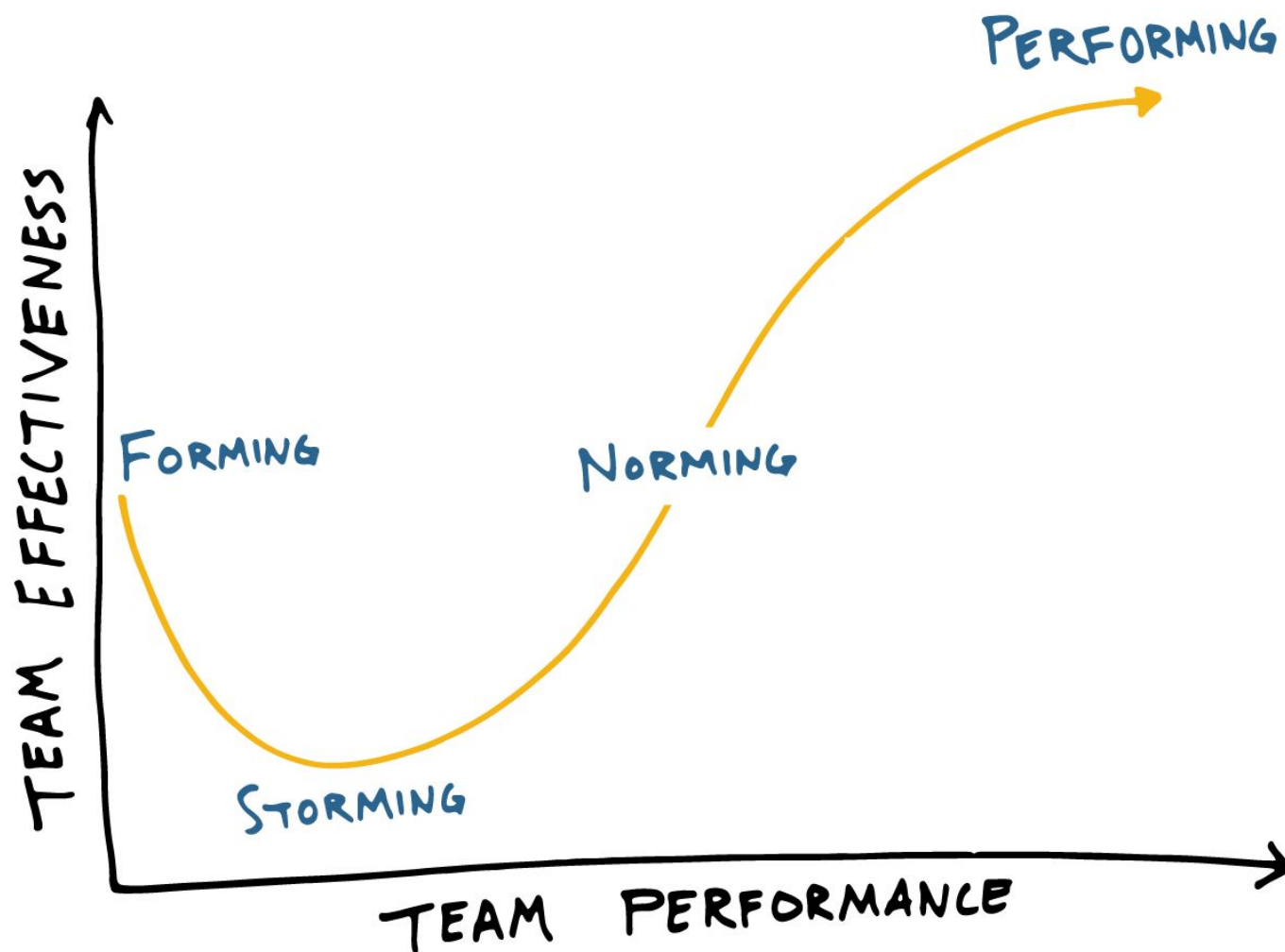
enacts Scrum values

removes impediments

helps improve team productivity

shields the team

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TEAM DEVELOPMENT

SCRUM ARTIFACTS

Burndown chart

Daily Standup

Scrum Team

1 - 4 weeks
Sprint

Potentially Shippable Product

Product Backlog

Sprint Planning

Sprint Backlog

Sprint Review

Sprint Retrospective
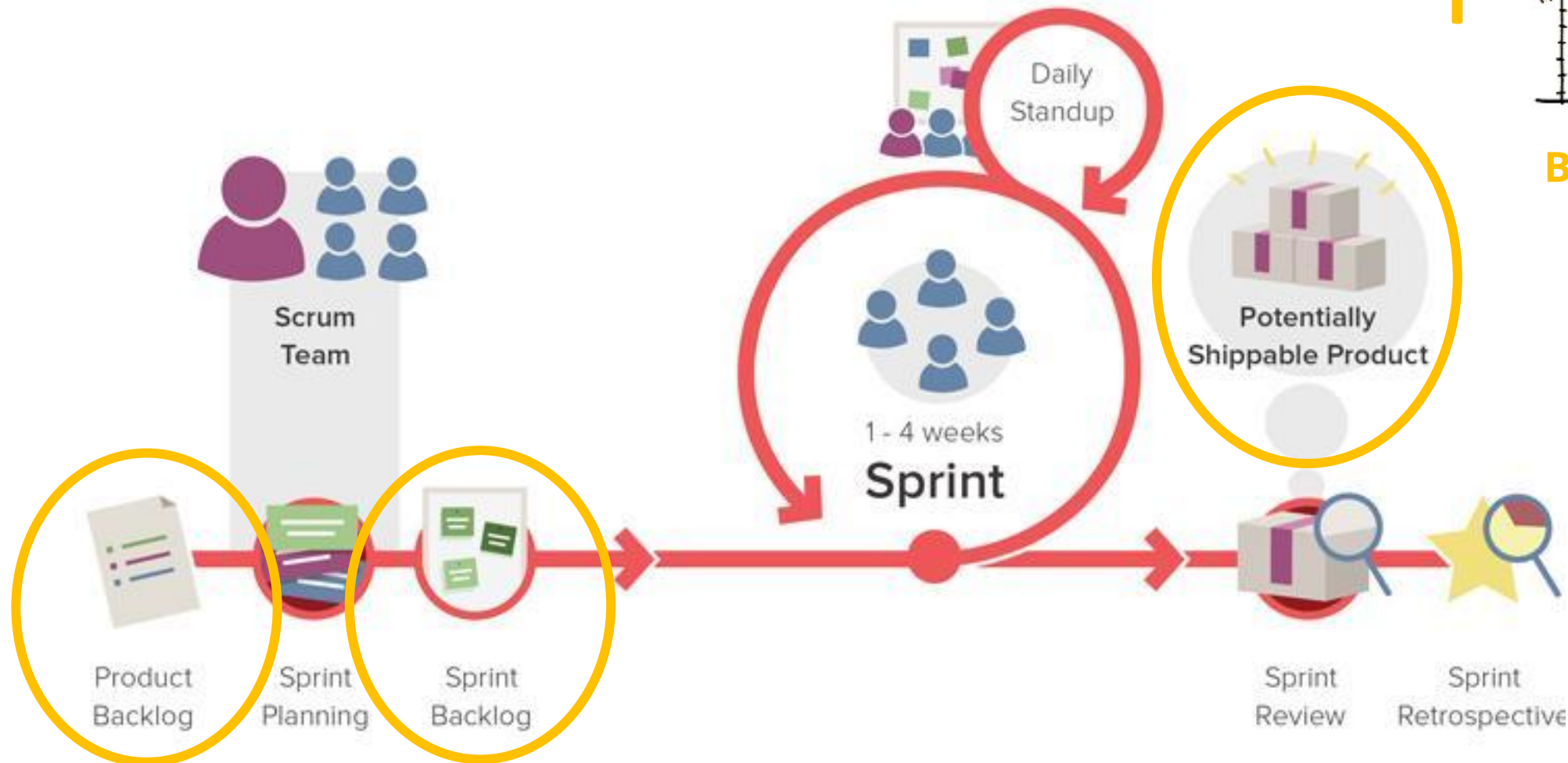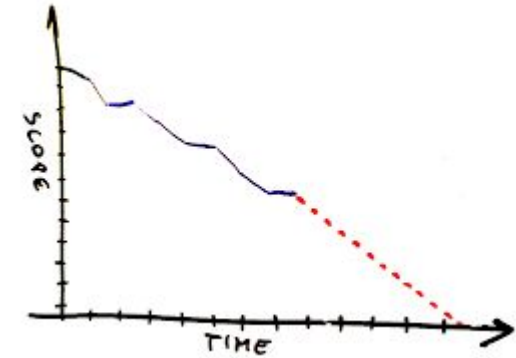
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PRODUCT AND SPRINT BACKLOG
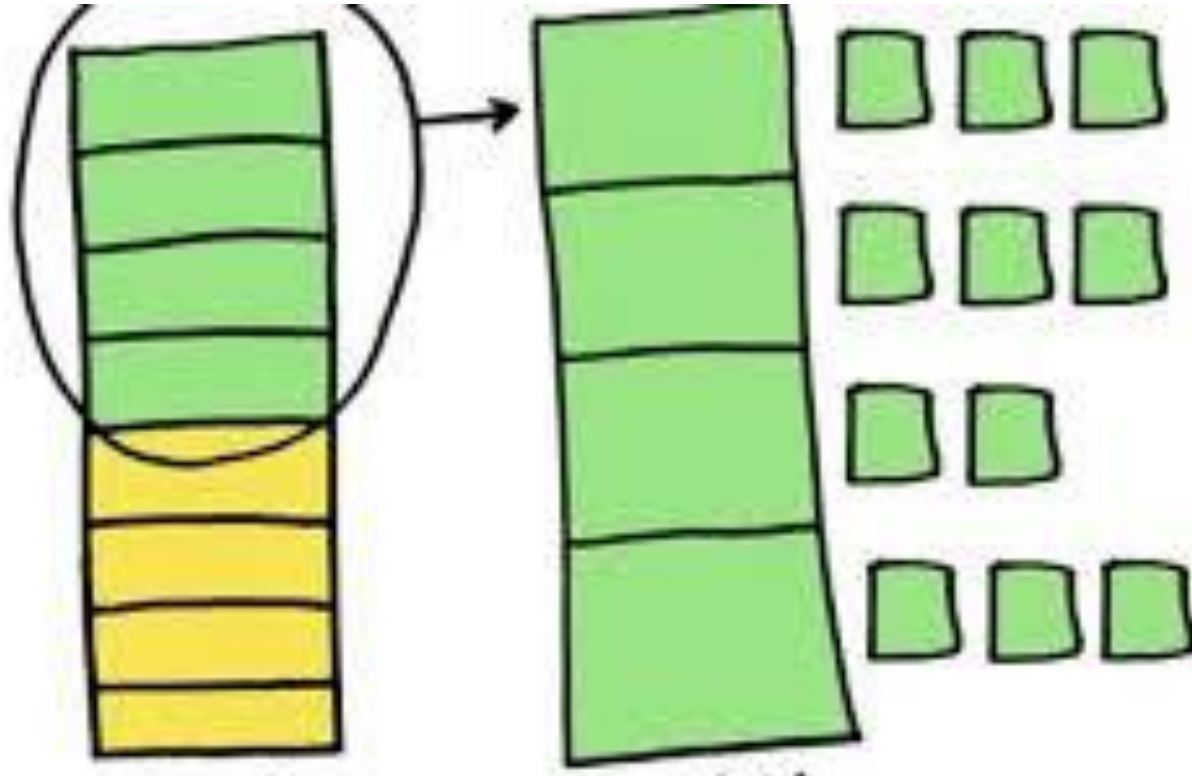
product backlog   **sprint backlog**

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SPRINT BACKLOG

BURNDOWN CHART

SCRUM EVENTS
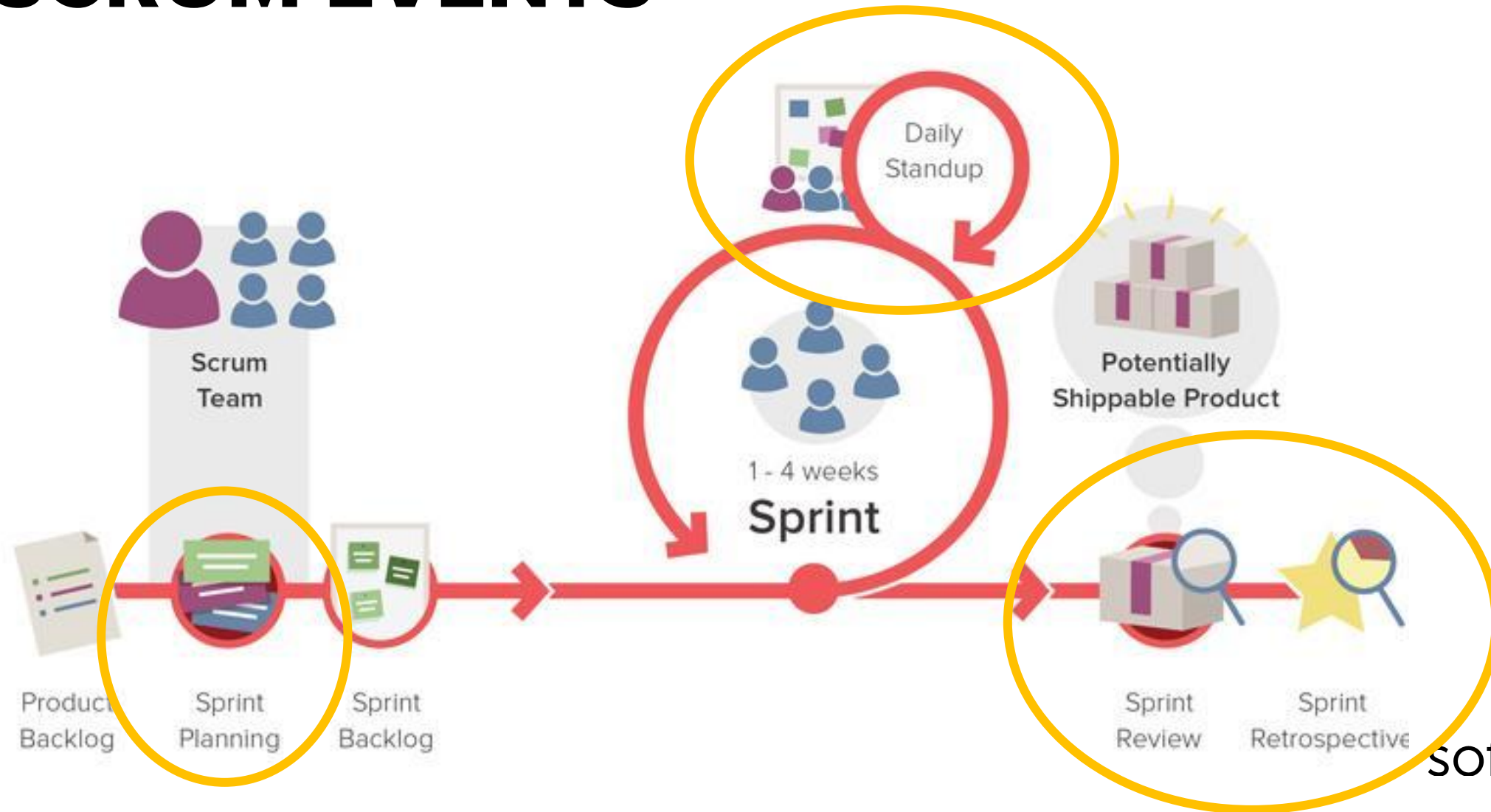
SPRINT PLANNING

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

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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?

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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

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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

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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
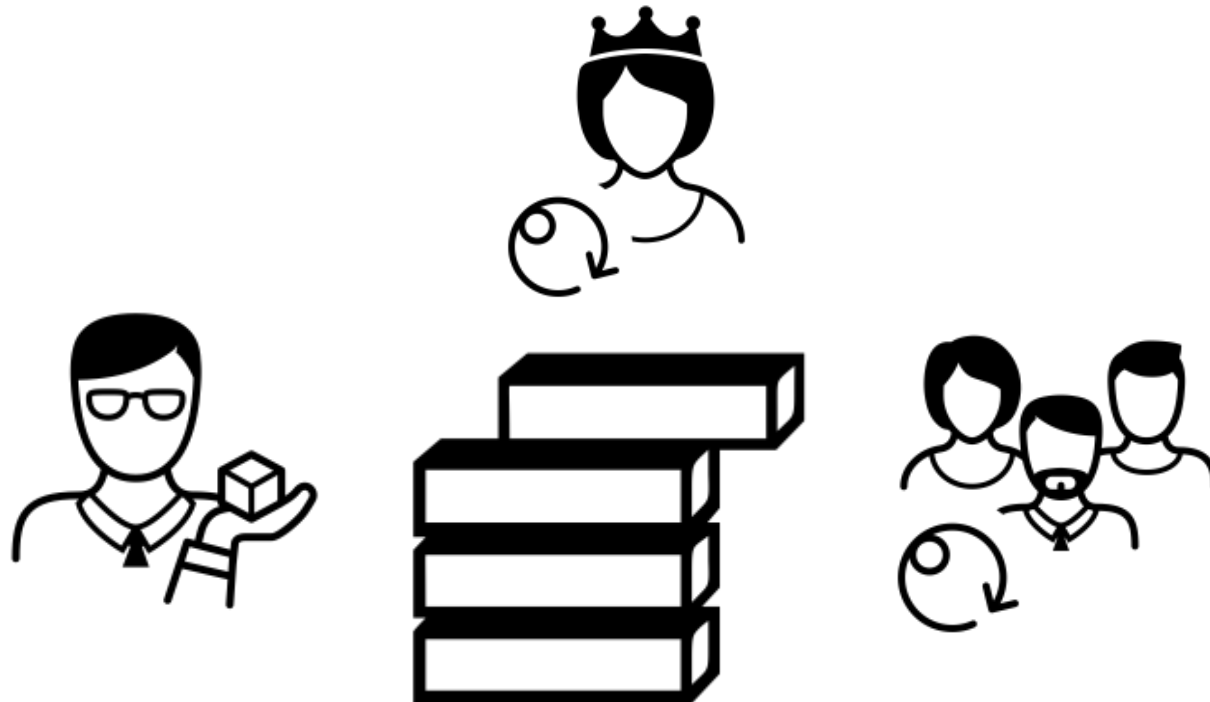
product backlog

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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 ... ?

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MANAGING UNCERTAINTY

Purpose uncertainty:

- why do we want to build this?

End uncertainty:

- what do we need to build?
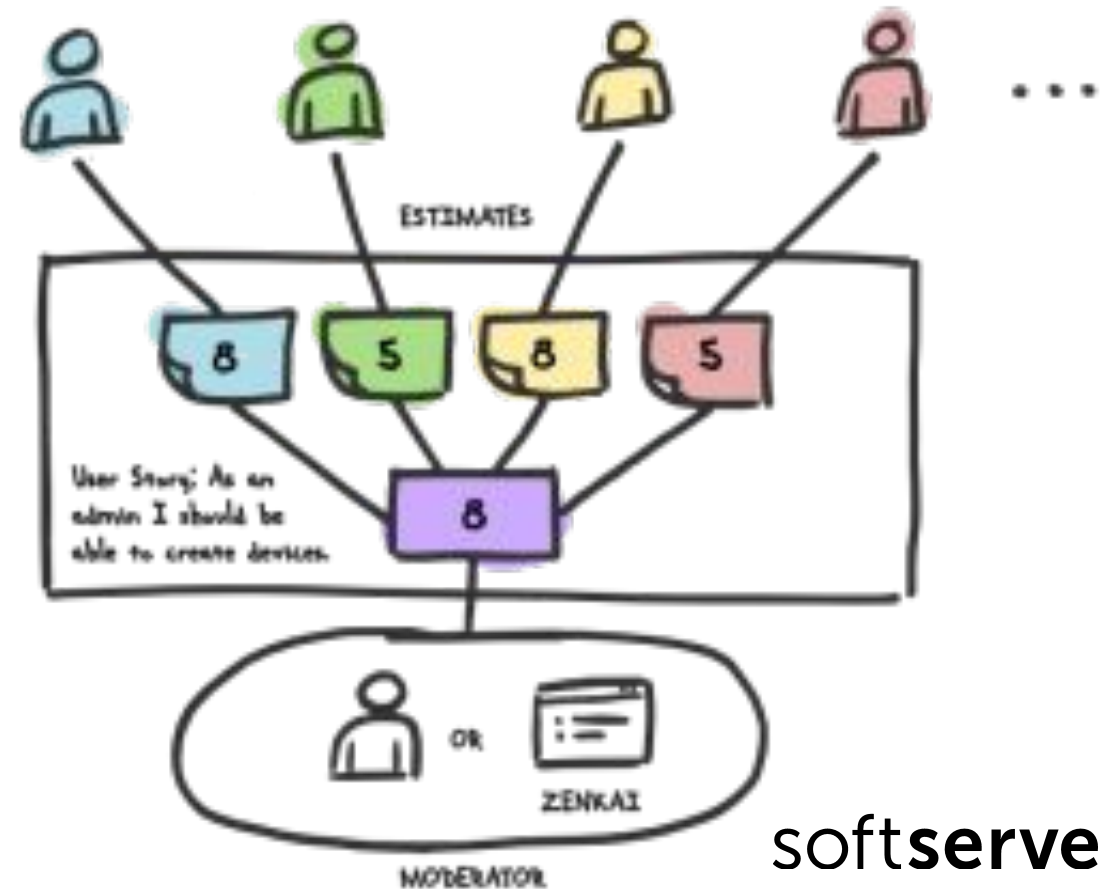
Means uncertainty:

- 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

5	8	13	21
3	5	8	13
2	3	5	8
1	2	3	5

complexity

size

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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

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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

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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?

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Q&A

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