

Scrum/Kanban Overview

Introduction to Scrum

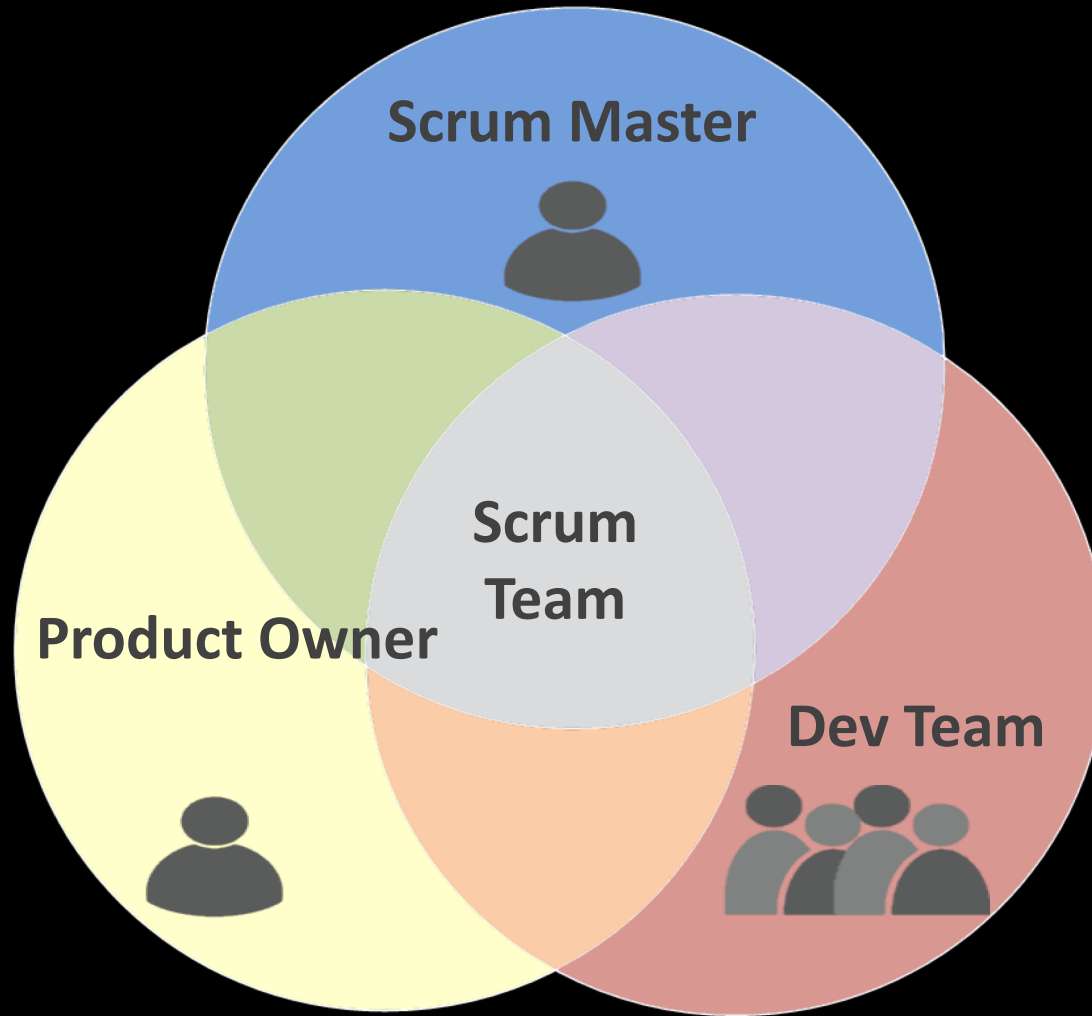
Scrum Discovery

Make a poster of what your team currently does regarding

- Roles
- Ceremonies
- Other recurring mtgs
- Artifacts

Scrum Roles

Scrum Roles



Scrum Master: Accountable for facilitating, mentoring and enacting effective Scrum

Situational servant-leader.

Product Owner: Accountable for maximizing the value of the work.

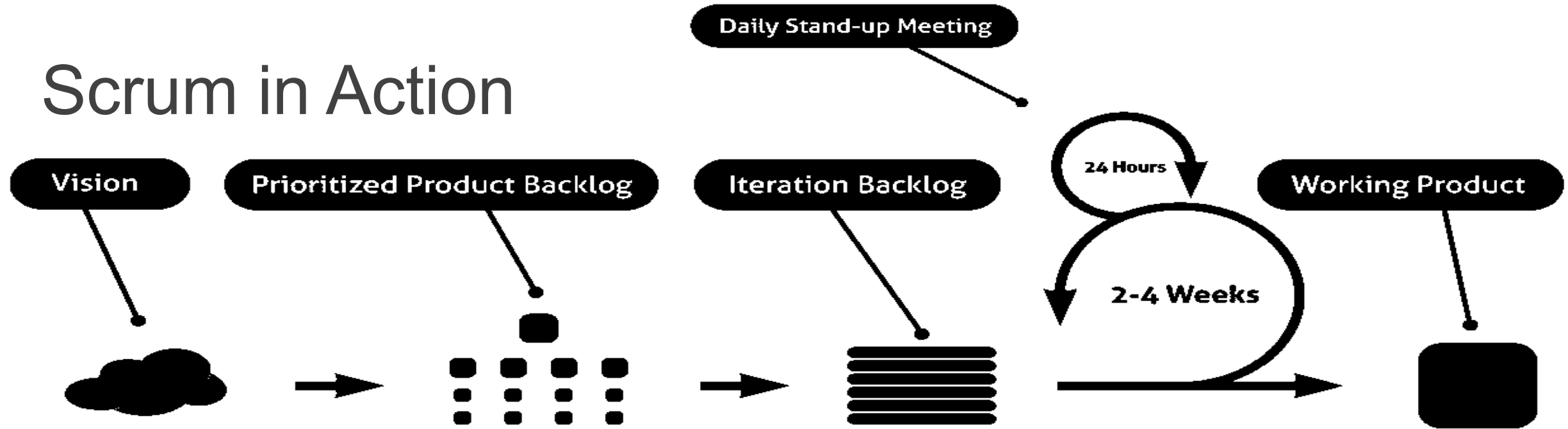
Knowledgeable and available.

Development Team: Accountable for the delivery of value.

Cross-functional and self-organizing.

Scrum in Action

Scrum in Action



Product Vision

Understanding why we are doing what we are doing, who it is for, and the overall market opportunity

Product Backlog

The master list of things that we want to build into the product

Refinement

Teams typically devote up to 10% of their time to this

Feedback Loops

Review and Retro

“Done” Working Product

Is the primary measure of progress at the end of each Sprint

Sprint Planning

Sprint Planning

- What to build... how to build it
- Understanding our user stories
- Breaking down into tasks
- Deciding how much the team can do
- Crafting a Sprint Goal

Discussion

- Do you typically do sprint objectives? Why or Why not?
- What is your team's velocity? How do you know?
- Is it clear what stories are prioritized and why?
- Does your team typically use tasks? Why or Why not?

Daily Scrum

Daily Scrum (Stand-up) Meeting

Why a daily cadence?

Use these three questions as a guide:

- What did I do yesterday that helped the Development Team meet the Sprint Goal?
- What will I do today to help the Development Team meet the Sprint Goal?
- Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?

Assessing & tracking progress

Identifying impediments

Sprint Review

Sprint Review and Demo

- Evaluating done
- Customer acceptance
- Assessing progress

Sprint Review and Demo

- *Who should attend?*
- *How much Prep do you do?*
- *What is it's not done?*

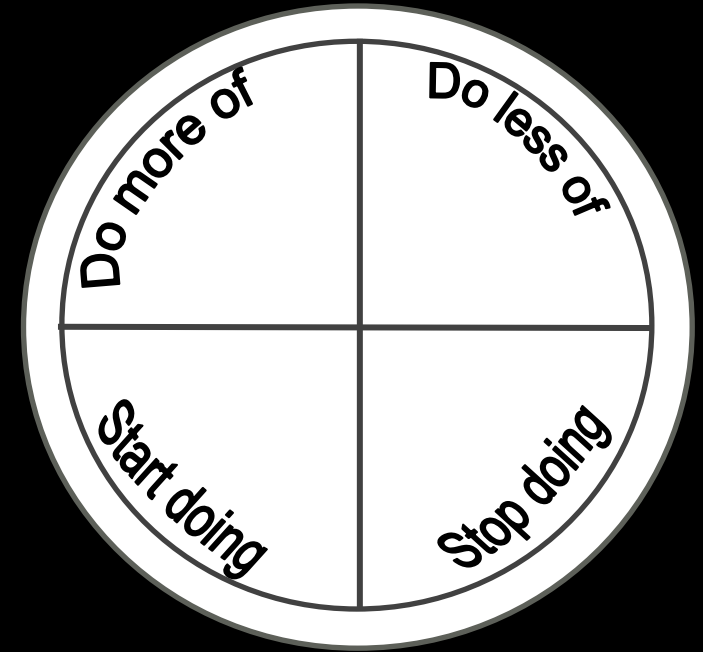
Retrospectives

Retrospectives

- Inspect and adapt
- What went well, could be better, things to try now
- This is KEY to improving everywhere

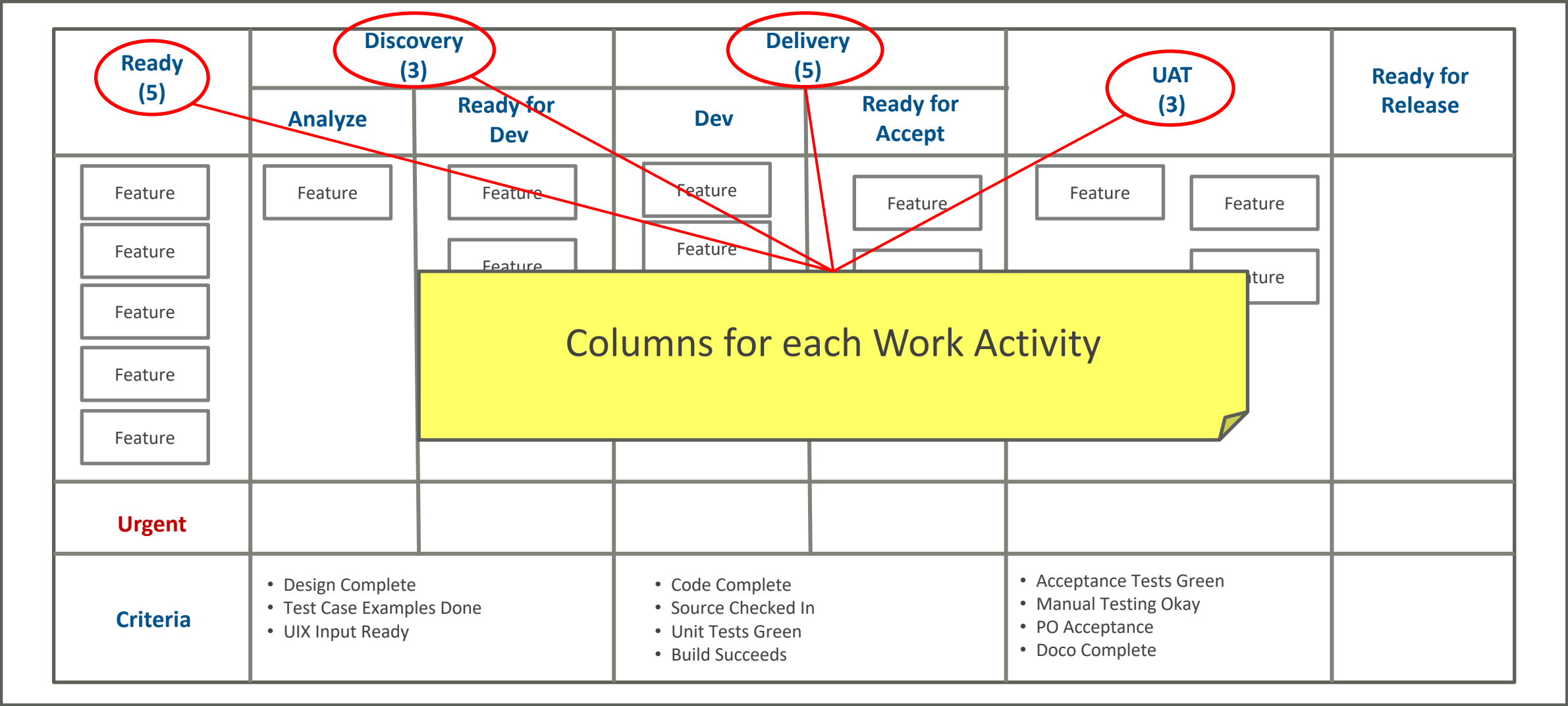
Exercise: Retrospective

- Draw the retrospective circle on a flip chart
- Each team member writes at least one item in each category on a Post-It note and puts it in the circle
- Dot vote – 3 votes each person
- Create 1 – 2 action items for item with the most votes

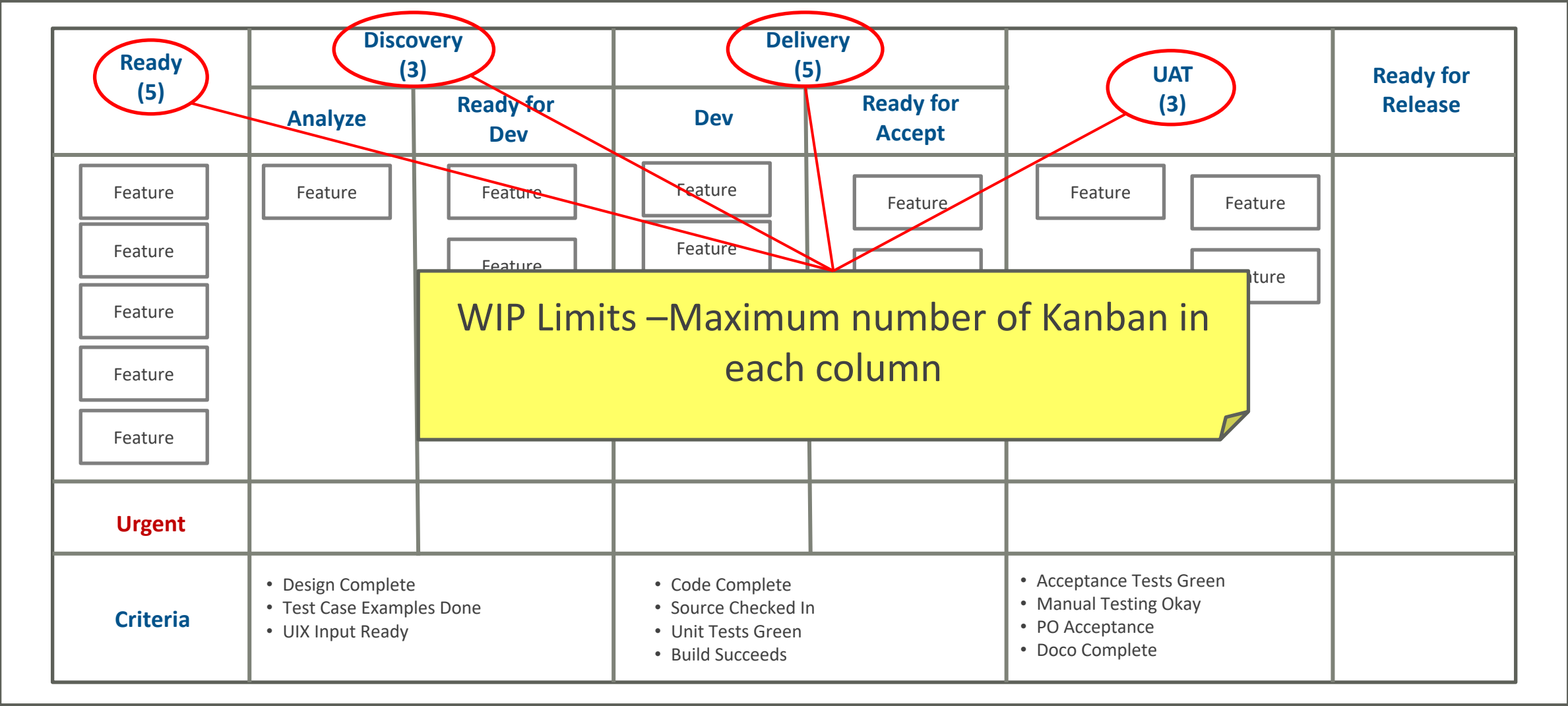


Kanban – “Simple but not easy!”

Kanban Board – Making WIP visible



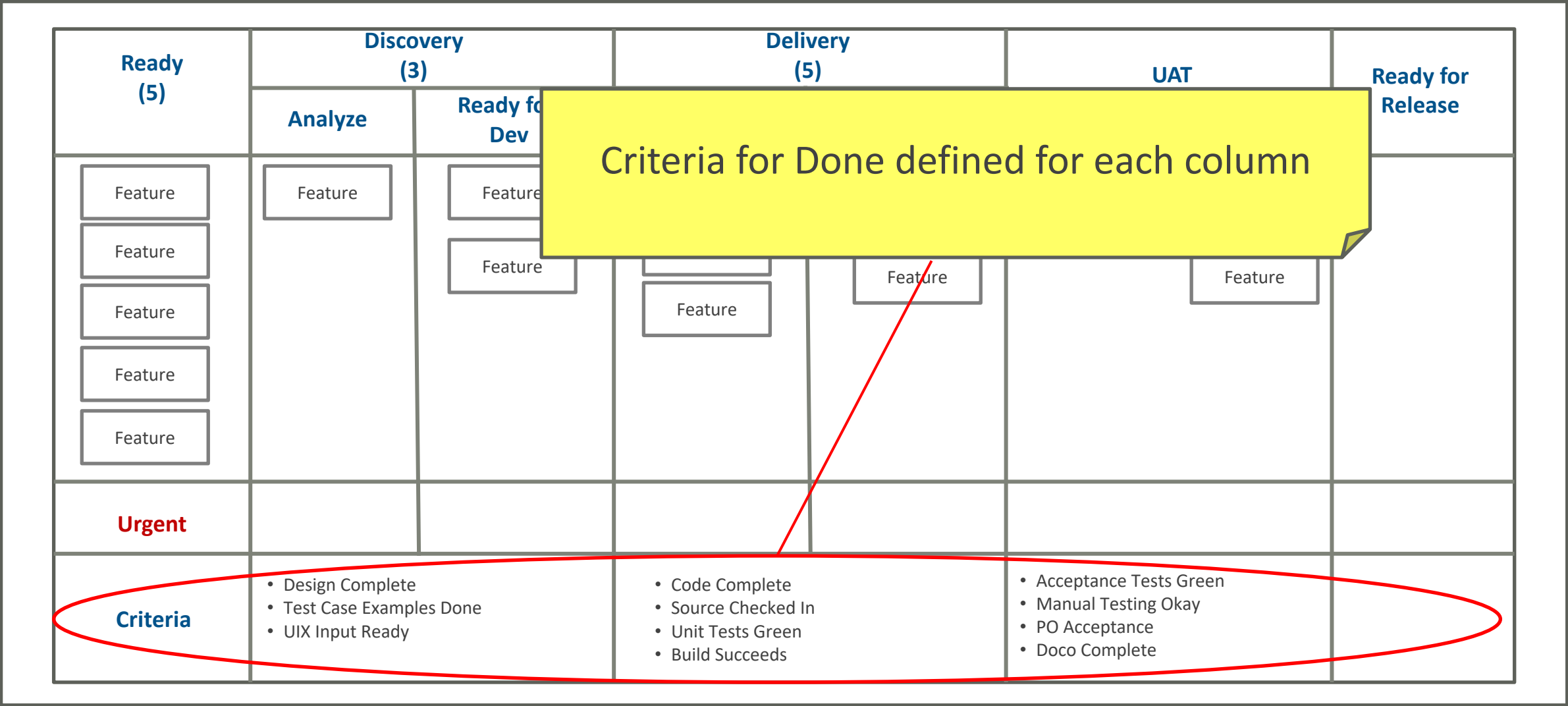
Kanban Board



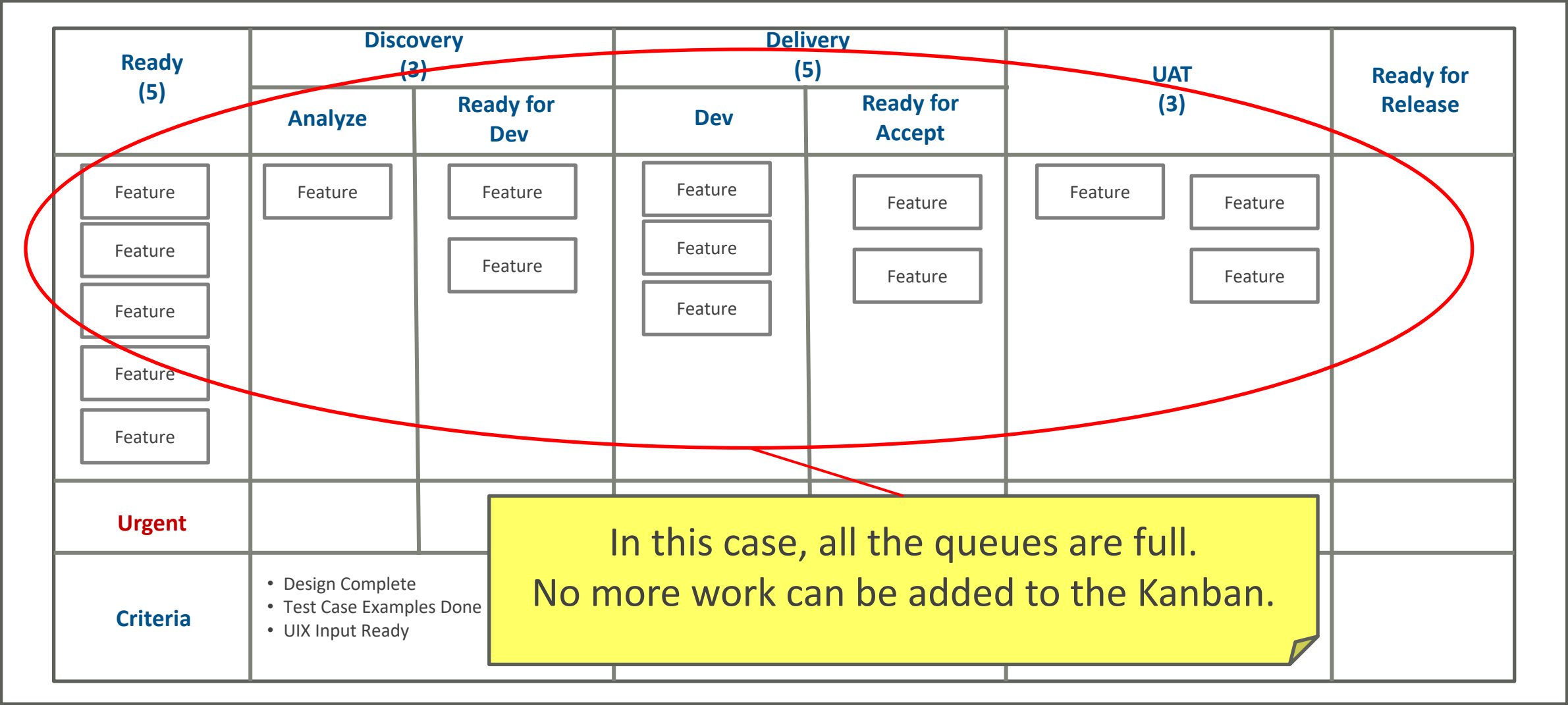
Kanban Board

Ready (5)	Discovery (3)		Delivery (5)		UAT (3)	Ready for Release
	Analyze	Ready for Dev	Dev	Ready for Accept		
<div>Feature</div> <div>Feature</div> <div></div>	<div>Feature</div>	<div>Feature</div> <div>Feature</div>	<div>Feature</div> <div>Feature</div> <div></div>	<div>Feature</div> <div>Feature</div>	<div>Feature</div> <div>Feature</div> <div>Feature</div>	
Shows Activity Status – doing and done						
Urgent						
Criteria	<ul style="list-style-type: none">Design CompleteTest Case Examples DoneUIX Input Ready		<ul style="list-style-type: none">Code CompleteSource Checked InUnit Tests GreenBuild Succeeds		<ul style="list-style-type: none">Acceptance Tests GreenManual Testing OkayPO AcceptanceDoco Complete	

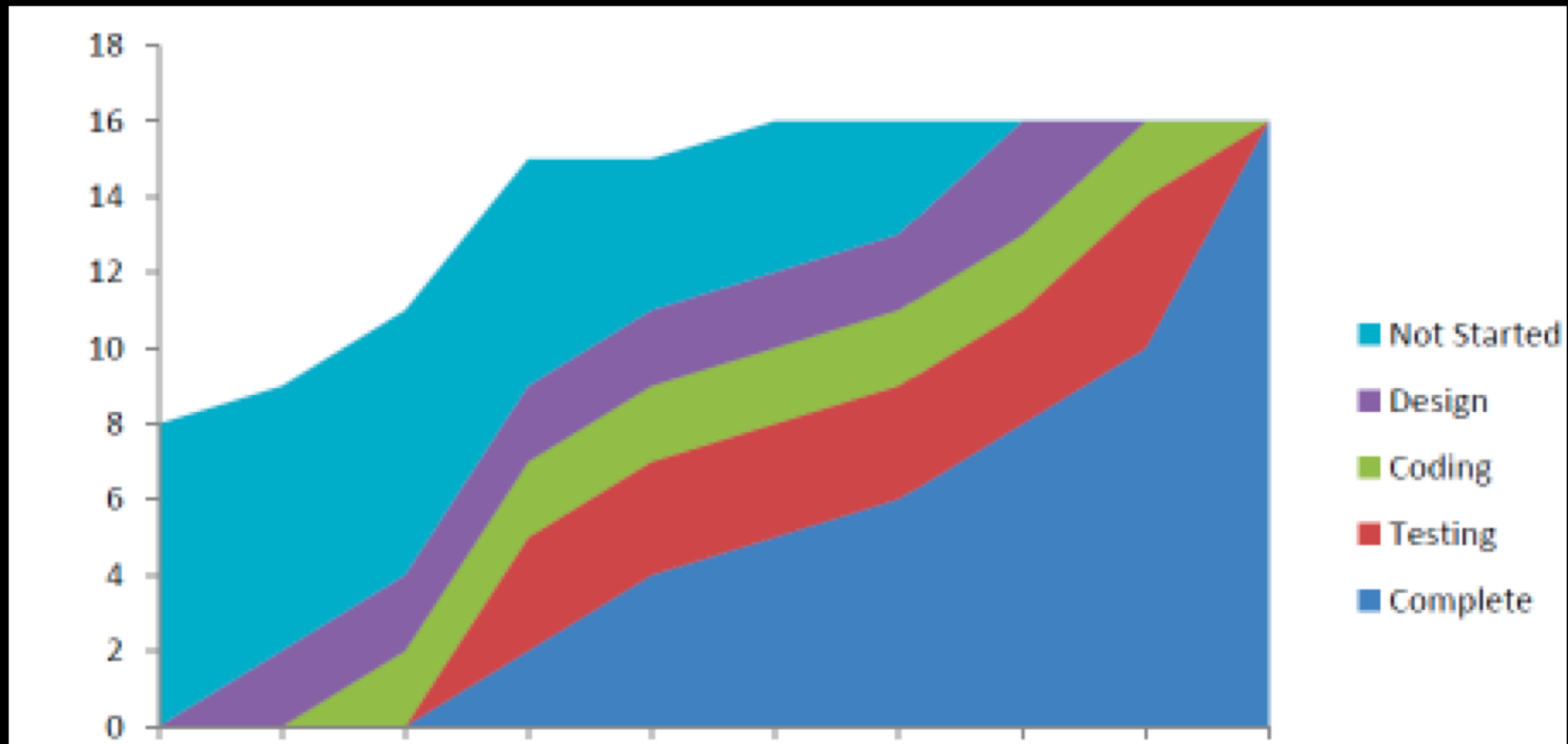
Kanban Board



Kanban Board



Cumulative Flow Diagram



Scrum helps fix Kanban challenges