

# SCRUM FRAMEWORK

alignment of processes, concepts, and artifacts

Project vision, Initial Backlog, Team Formation, Environment & Logistics, Training

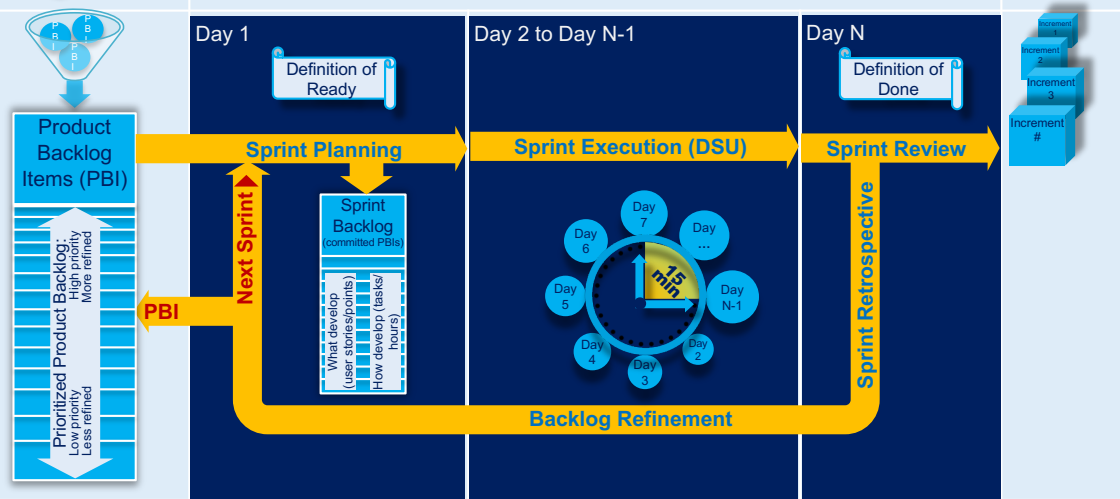
## SPRINT

Potentially Releasable Product every Sprint

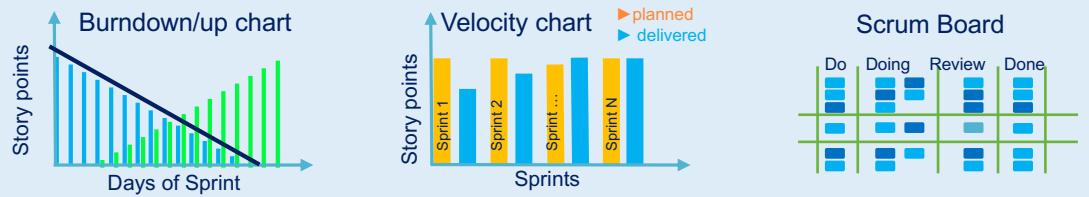
PEOPLE, ROLES



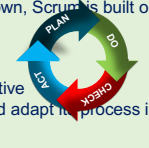
PROCESSES, ARTIFACTS



METRICS, TOOLS



- **WHAT IS SCRUM?**
- Scrum is a framework that provides structure and process for continual transformation of a **VISION** into highest **VALUE** in shortest time, creative way, adaptive manner, and valuable collaboration.
- This transformation happens iteratively and incrementally in series of short periods of 1 to 4 weeks (1 month) duration, called **Sprint**. Thus, Sprint is the core of Scrum framework.
- Prior to first Sprint, project vision, initial backlog, team, etc. are identified.
- **SCRUM VALUES**
- **Focus** – focusing on a small subset of items with highest value ensures better team work and higher quality deliverable.
- **Courage** – collaborative work of cross-functional members instils courage to tackle greater challenges than an individual could take.
- **Openness** – co-location, meetings, and information radiators ensure team's results, works, and challenges sharing and openness.
- **Commitment** – sprint ownership and self-organization create strong commitments to the goal.
- **Respect** – team work and sharing sprint success and under-delivering necessitate respect and help each other become worthy of respect.
- **SCRUM THEORY**
- Founded on empiricism, which assumes that knowledge comes from experience and making decisions based on what is experientially known, Scrum is built on 3 pillars of:
  - **Transparency**, e.g., DoD, DoR, Daily Standup
  - **Inspection**, e.g., Sprint review, product demo
  - **Adaptation**, e.g., Prioritization, sprint planning, retrospective
- Retrospective allows Scrum team to inspect, improve, and adapt the process in the subsequent Sprint.
- **SCRUM TEAM**
- Scrum has three roles:
  - **Product Owner PO:** Voice of customers, manages PBIs, ensures maximum ROI, has expertise of the product
  - **Scrum Master SM:** A servant-leader who enforces Scrum practice and rules, facilitates scrum ceremonies, helps PO, sets effective collaboration, possesses coaching skills, facilitation techniques, and leadership qualities, removes obstacles, empowers and enables the team.
  - **Development Team:** Self-organizing, Cross-functional, Creates the Increment. Team's size is recommended 6±3 members, excluding PO and SM.
- Other people involved are Stakeholders, Users, Sponsors, Customers. Stakeholders: Review increment, Provide feedback, Suggest new PBIs
- **SCRUM CEREMONIES**
- Sprint Planning | Daily Standup | Sprint Review | Sprint Retrospective
- Backlog Refinement, usually consuming no more than 10% of the Development
- **TIMEBOX**
- While Daily Standup (DSU) always remains 15 minutes, the following time boxes indicate maximum allotted time based on one month Sprint, reduced proportionally for shorter Sprints:
  - Sprint Planning 8h | Daily Standup 15 min | Sprint Review 4h | Sprint Retrospect 3h
- **SCRUM ARTIFACTS**
- Product backlog | Sprint backlog | Increment
- Functionalities delivered by the Sprint are collectively referred to as an Increment
- Other artifacts are: Sprint goal, DoD, DoR...
- Scrum team creates, agrees on, and continually reviews Definition of Done (DoD) and Definition of Ready (DoR) throughout the project



# S C R U M F R A M E W O R K D E S C R I P T I O N

Striking a right balance between essential information and simplicity was a daunting task when this poster was developed. It was aimed to develop a comprehensive training or reference poster to walk audience through Scrum Framework and illustrate its essential concepts.

**Note:** When presenting the poster, explain the concept left to right starting with the very definition of Scrum:

- Scrum is framework, whose activities transform **Idea** or Vision into a **Value** for customers in the form a of a product. This is shown by a straight block arrow. The activities are illustrated in details below the block arrow using additional symbols and icons;
- Boundaries of Sprint, i.e., before the first Sprint starts, there might be some work around initial backlog, team formation, setting environment and logistics, and maybe scrum training too. This is also referred Sprint zero;
- Items that make their way to the product backlog are filtered by the PO based on relevance and value, and they are and prioritized;
- Product backlog items at the top are more refined and more valuable than the ones towards the bottom as illustarted;
- While the product backlog is the **What** perspective containing user stories, epics, and ideas, the Sprint backlog is both **What** and **How** perspective when User Stories are broken into tasks to show how to implement a user story;
- Ceremonies shown in a temporal manner, i.e., what is first, second, third, and so on, and when each artifact is created;
- Days of Sprint: Day 1 is Sprint Planning, Days 2 to N-1 are Sprint Execution, day N is Sprint Review and product Demo;
- When DoR and DoD are utilized? DoR is used during Sprint Planning when the team pulls Ready user stories to Spirit Backlog, and DoD during the Sprint Review when user stories are reviewed and moved to Done;
- Each current increment is bigger than the previous, i.e., each increment is accumulation of all previous deliverables like a snowball;
- User stories that are not accepted go back to the PBI, which is illustrated by an arrow;
- Not strictly, but it is attempted to use color consistency, e.g., orange is used for processes/activities, light blue for artifacts, etc.;
- Although rich in illustrations, yet, on the right section, it contains important definitions and information about Scrum;
- The poster Illustrates **People & Roles, Processes & Artifacts, Metrics &Tools**;
- Burndown chart shows remaining to-do items while burn-up chart shows accepted items