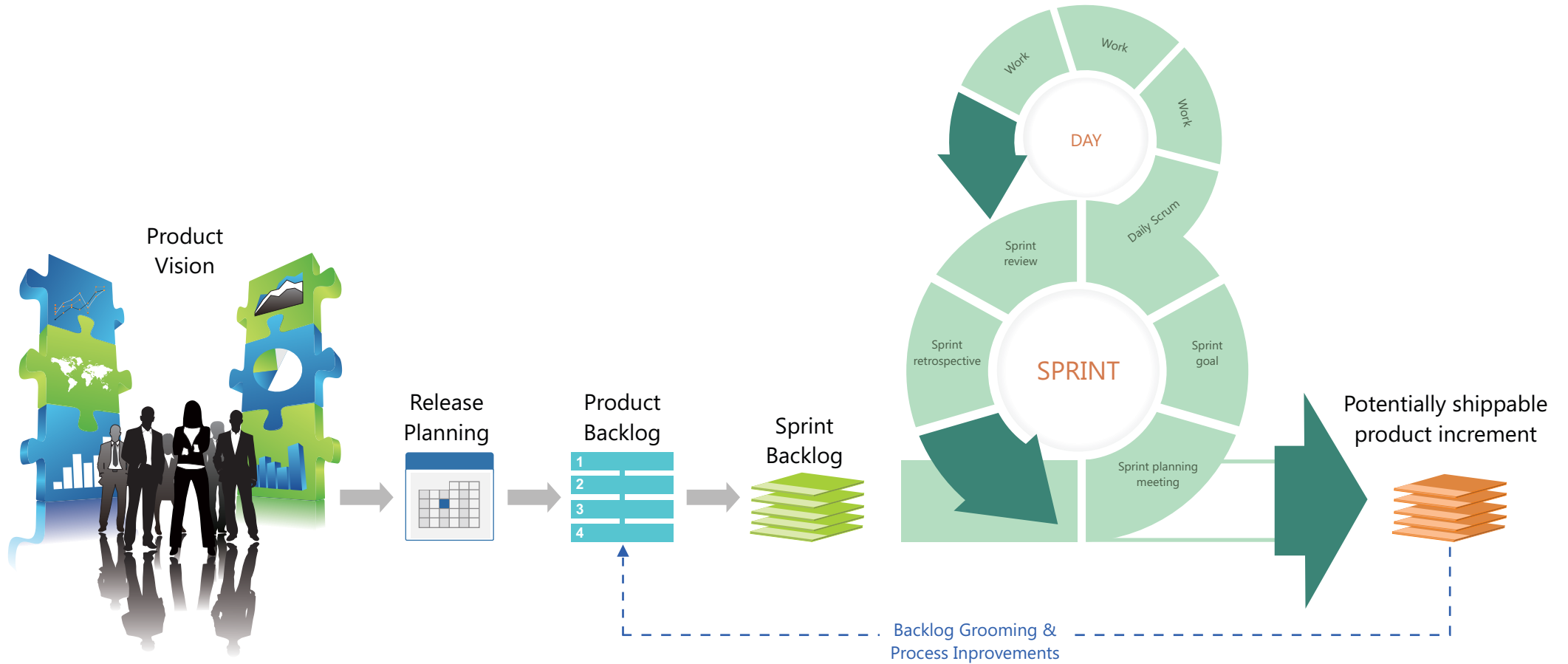



Scrum Flow




Scrum Summary Sheet

SCRUM ON A PAGE


SCRUM PRINCIPLES




Empirical Process Control
Scrum believes in making decisions based on observation and experimentation rather than detailed upfront planning.




Self-Organization
As opposed to the traditional command and control style of management, Scrum believes that the knowledge workers of today have lot more to offer than just their technical expertise and deliver greater value when self-organized.



Collaboration
Scrum believes that product development is a shared value creation process that needs all the stakeholders working and interacting together to deliver greatest value.



Prioritization
Delivering the greatest value in the shortest amount of time requires prioritization and selection of what will be done from what needs to be done.



Time-boxing
Time is treated as a limiting constraint and time-boxing is used as the rhythm to which all work and contribute to.

ROLES

CORE: 

Product Owner

- Responsible for assessing viability and ensuring delivery of the product
- Decides on the product vision, release dates and is the voice of the customer
- Prioritizes items in the Product backlog according to business value
- Ensures transparency and clarity on the Product Backlog items
- Provides acceptance criteria and Inspects deliverable to validate them

Scrum Master

- Acts as a guardian for the team and protects them from external interference
- Does not get work done but only facilitates the team and removes their obstacles
- Ensures the team follow and implement Scrum practices
- Acts as a motivator and a coach to the team
- Acts as a change agent, ensuring smooth and effective change process

Scrum Team

- Typically a small team of 6-10 members with no further sub-division of teams
- Cross-functional and self-organizing and enjoys complete autonomy during a sprint
- Members are generalists across domains and Specialists in at least one area
- Equality maintained among all members of the team
- Responsibility of the work lies with the whole team


ANCILLARY: 

Stakeholders

- Observe
- Support
- Advice


ARTIFACTS

Product Vision




Proposed by the Product Owner and accepted by the team, it is a one sentence aim for the product.

Product Backlog



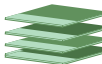
A list of requirements that, when turned into potentially shippable product functionality, will deliver the product vision. Owned and prioritized by the Product Owner but may be appended to by anyone.

Sprint Goal




Proposed by the Product Owner and accepted by the team, it is a one sentence aim for the current sprint.

Sprint Backlog




The Sprint Backlog is a subset of the Product Backlog that a team commits to in a particular sprint. It is a list of decomposed and estimated tasks that only the team can modify.

Blocks List



List of obstacles and pending decisions faced by the team and maintained by the Scrum Master.

Product Increment



The potentially shippable deliverable of the team at the end of each sprint that satisfies the acceptance criteria and is done.

MEETINGS

Kickoff Meeting



Scrum projects start with a Kick-off meeting where the product vision is decided upon by the Product Owner and the Stakeholders funding the project.

Release Planning



The Release Planning meeting is used to decide on the duration required for iterations and meetings of a sprint cycle as well as a release plan for multiple sprint cycles.

Sprint Planning



Each sprint begins with a planning meeting that is time-boxed to eight hours for a one-month sprint. The Sprint Planning meeting accomplishes Objective Definition & Tasks Estimation.

Daily Scrum



The Daily Scrum meeting is a short time-boxed meeting (generally 15 minutes) for the Team members. Each Team member answers the following questions:

- 1) What did I do yesterday?
- 2) What will I do today?
- 3) What's in my way?

Sprint Review



Sprint Review is for the Team to present the end-deliverable of the sprint to the Product Owner and Stakeholders. The done backlog items can either be accepted or rejected by the Product Owner.

Sprint Retrospective



The Sprint Retrospective is an opportunity for the Team to inspect the previous sprint and identify potential improvements that can be implemented in future sprints.