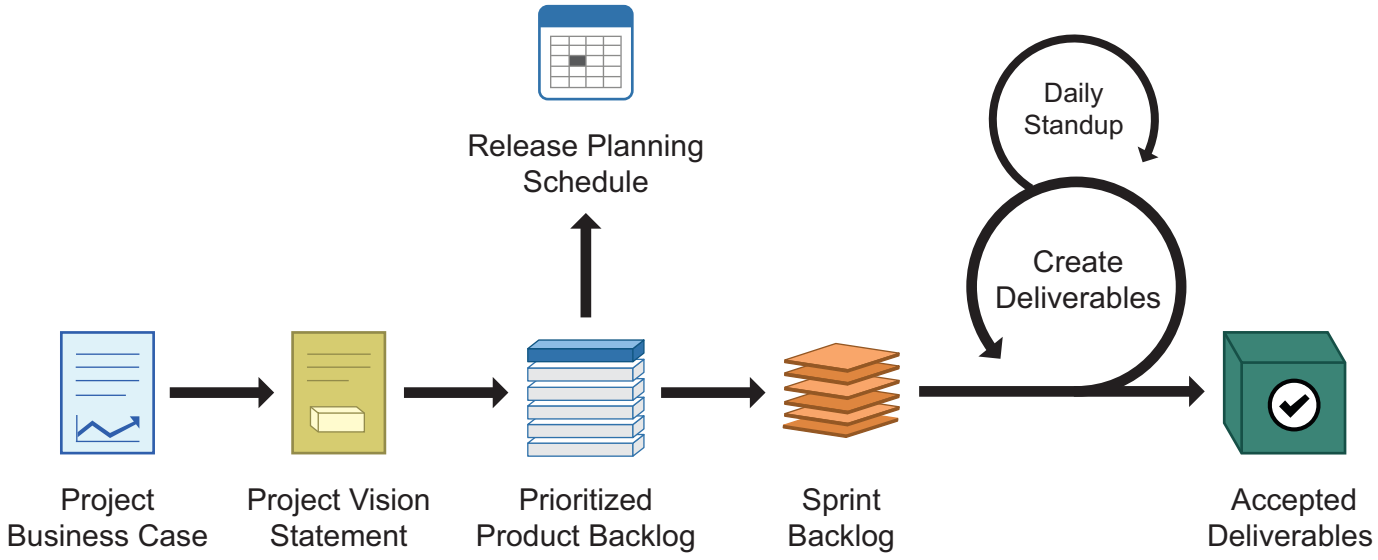
Scrum Flow



Scrum Phases and Processes

Initiate	Plan & Estimate	Implement	Review & Retrospect	Release
Create Project Vision	Create User Stories	Create Deliverables	Convense Scrum of Scrums	Ship Deliverables
Identify Scrum Master & Stakeholder(s)	Approve, Estimate and Commit User Stories	Conduct Daily Standup	Demonstrate and Validate Sprint	Retrospect Project
Form Scrum Team	Create Tasks	Groom Prioritized product Backlog	Retrospect Sprinrt	
Develop Epics(s)	Estimate Tasks			
Create Prioritized Product Backlog	Create Sprint Backlog			
Conduct Release Planning				

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SCRUMstudy
Targeting success

SCRUMstudy Process Chart

SCRUM ON A PAGE

SCRUM PRINCIPLES

Empirical Process Control

Scrum prescribes making decisions based on observation and experimentation rather than detailed upfront planning.

Self-Organization

Scrum believes that today's workers have much more knowledge to offer than just their technical expertise and that they deliver greater value when self-organized.

Collaboration

In Scrum product development is a shared value-creation process that needs all the stakeholders working and interacting together to deliver the 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 stakeholders work and contribute.

Iterative Development

The customer may not be always able to define very concrete requirements. The iterative model is more flexible in ensuring that any change requested by the customer can be included as part of the project.

ROLES

CORE:

Product Owner

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

Scrum Master

- Ensures that Scrum processes are correctly followed by all Scrum Core Team members, including the Product Owner
- Ensures that ideal project environment exists for the Scrum Team in the succeeding Sprints
- Oversees Release Planning Sessions and convenes other meetings
- 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
- Responsibility of the work lies with the whole team

NON-CORE ROLE:

Stakeholders

- Customers
- Users
- Sponsors

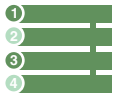
Vendors

Scrum Guidance Body

ARTIFACTS

Product Vision

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

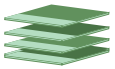


Prioritized Product Backlog

A prioritized list of requirements that, when turned into potentially shippable product functionality, will deliver the Project Vision. Owned by the Product Owner.

Sprint Goal

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



Sprint Backlog

A list of the Scrum Team commits to execute in the upcoming Sprint. Any risks associated with the tasks, any risk mitigating activities is also included as tasks in the Sprint Backlog.

Impediment Log

Impediments or obstacles encountered by the team should be formally recorded by the Scrum Master in an Impediment Log. It can be discussed during Daily Standup Meetings and Sprint Review Meetings as appropriate.

Product Increment

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

MEETINGS

Product Vision Meeting

Stakeholders such as Program Product Owner, Program Scrum Master, Chief Product Owner, and sponsors meet in a Project Vision Meeting to identify the Product Owner.

Release Planning

The Scrum Core Team works on creating a Release Planning Schedule for releasing product increments to the Stakeholders. The Release Planning Schedule states which deliverables are to be released to the customers, along with planned intervals, and dates for release.

Sprint Planning

The Scrum Team estimates tasks in this meeting which is time-boxed to eight hours for a one month Sprint. The Sprint Planning Meeting accomplishes Task Estimation and Task Planning.

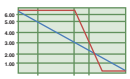
Daily Standup

The Daily Standup 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 Product Owner with the end-deliverable of the Sprint. This is done to demonstrate and validate that the deliverable is done according to the defined Acceptance Criteria and the Done Criteria.



Retrospect Sprint

The team members discuss what went well during the past Sprint and what did not. Team members raise any issues they faced during the past Sprint and discuss how they can address those issues. The team also discusses opportunities for improvement.

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