Scrum – Lessons from the trenches
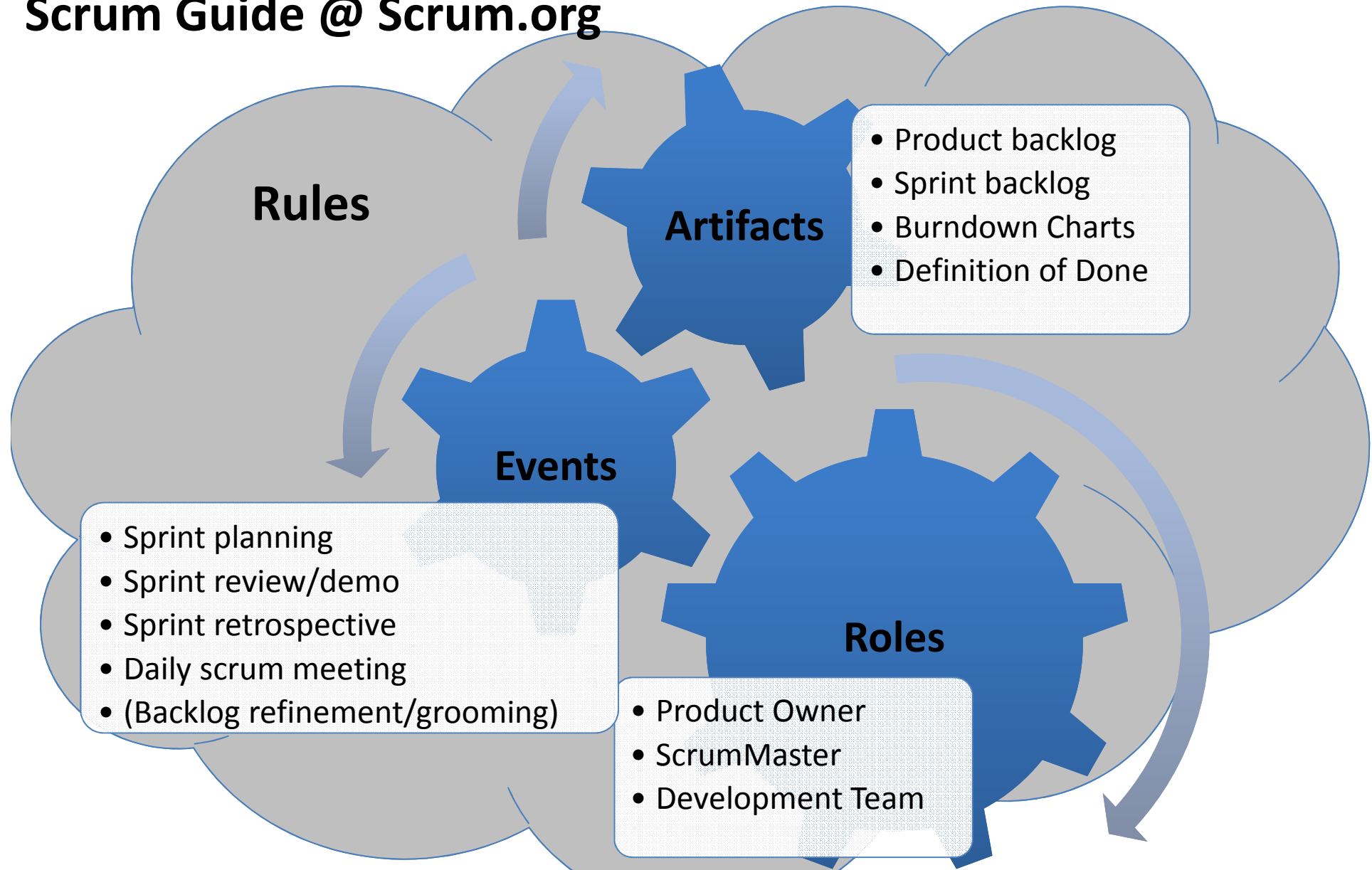
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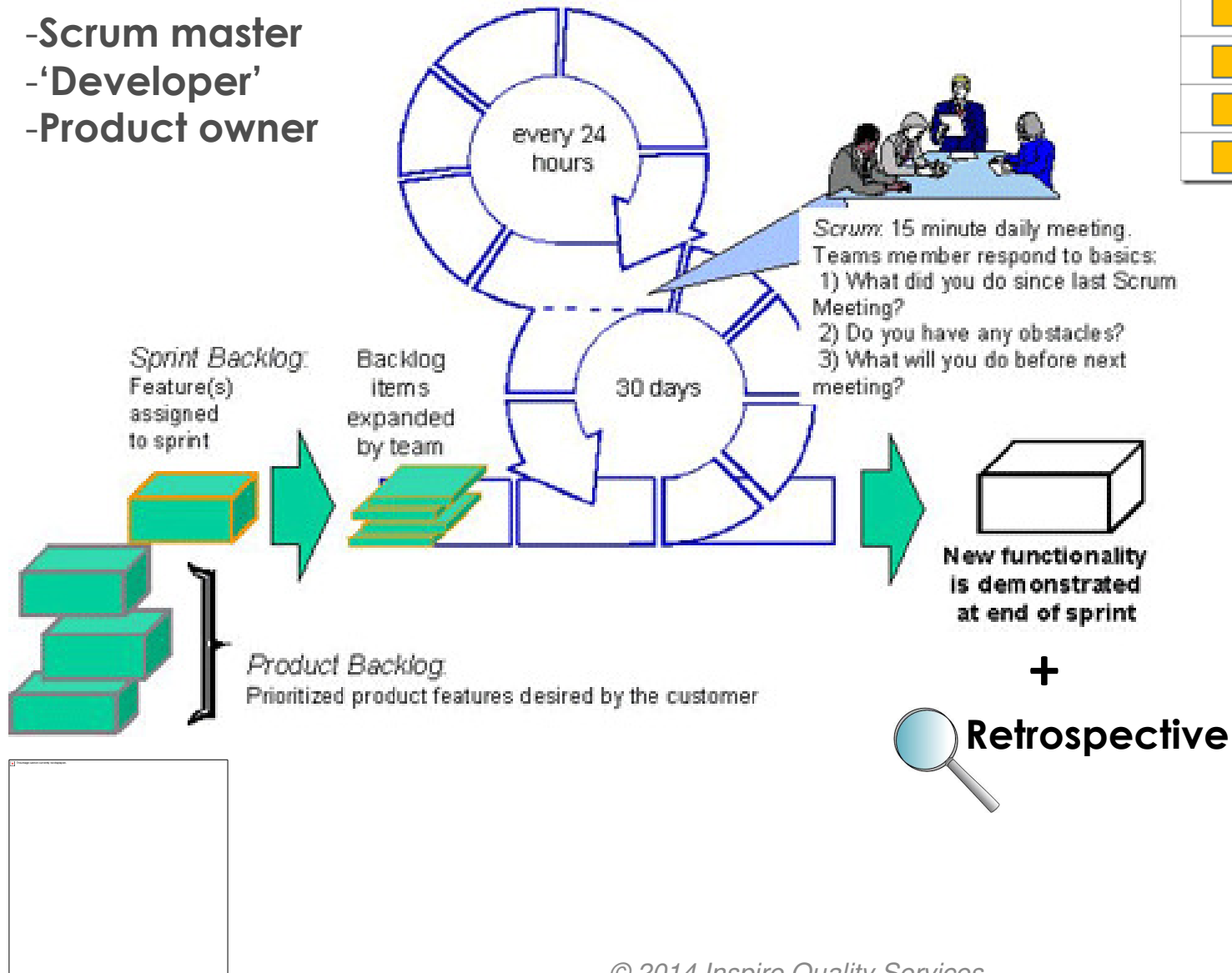
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Scrum Guide @ Scrum.org

Rules

Artifacts
- Product backlog
- Sprint backlog
- Burndown Charts
- Definition of Done

Events
- Sprint planning
- Sprint review/demo
- Sprint retrospective
- Daily scrum meeting
- (Backlog refinement/grooming)

Roles
- Product Owner
- ScrumMaster
- Development Team

Each component within the framework serves a specific purpose and is essential to Scrum's success and usage.
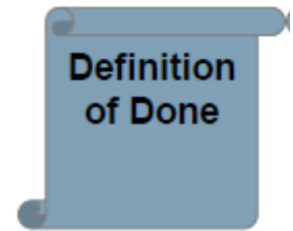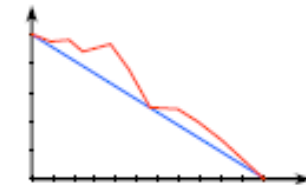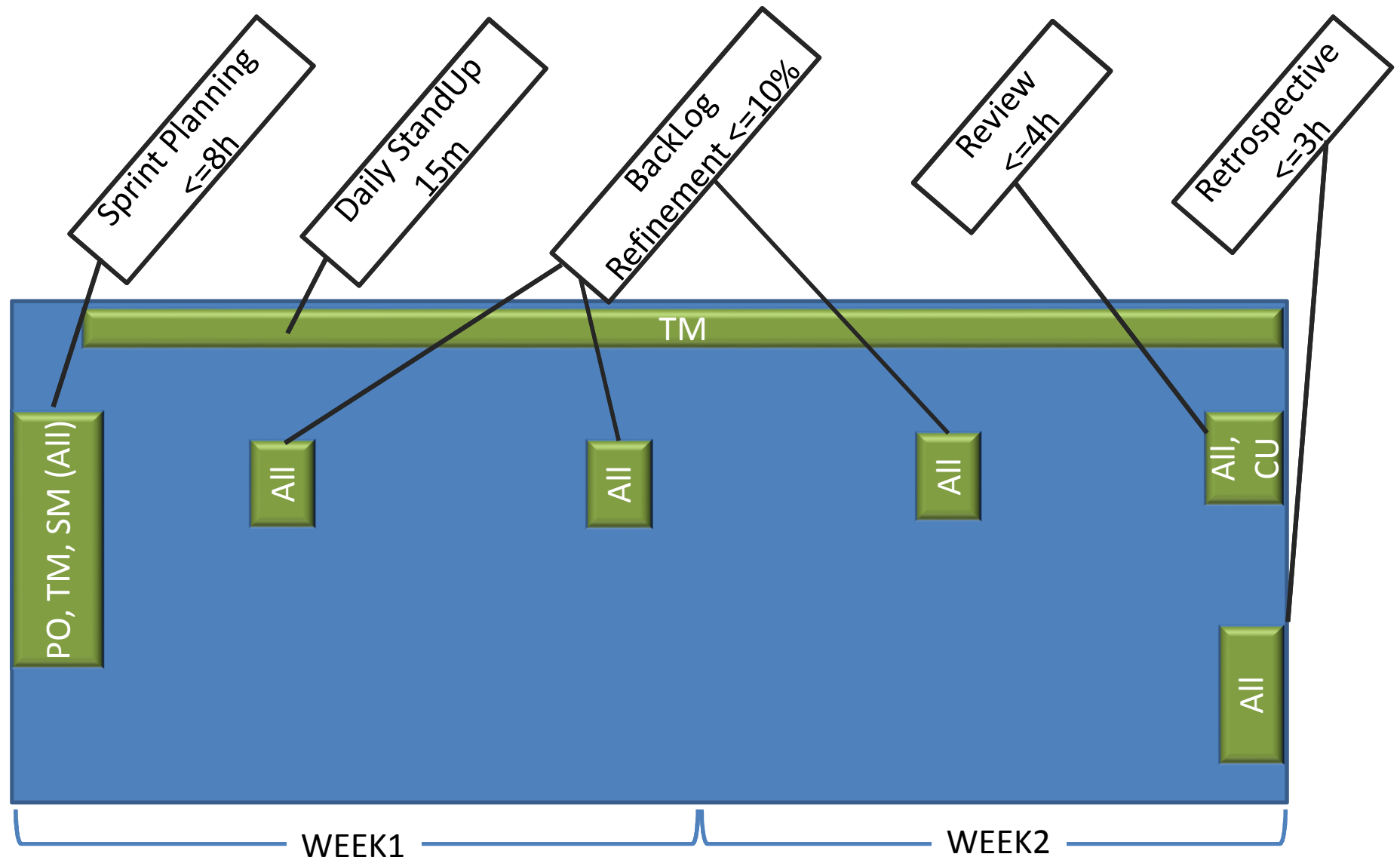
Scrum

Roles:
- **Scrum master**
- **'Developer'**
- **Product owner**

PBI	Todo	In Progress	Done
▮	▫	▫	▫ ▫
▮	▫ ▫ ▫ ▫		
▮	▫ ▫ ▫	▫	▫
▮	▫ ▫ ▫ ▫	▫	

Burndown Chart

every 24 hours

30 days

Scrum: 15 minute daily meeting. Teams member respond to basics:
1) What did you do since last Scrum Meeting?
2) Do you have any obstacles?
3) What will you do before next meeting?

Sprint Backlog: Feature(s) assigned to sprint

Backlog items expanded by team

Product Backlog: Prioritized product features desired by the customer

New functionality is demonstrated at end of sprint

+

🔍 **Retrospective**

Definition of Done

3

Sprint Planning <=8h

Daily StandUp 15m

BackLog Refinement <=10%

Review <=4h

Retrospective <=3h

TM

PO, TM, SM (All)

All

All

All

All, CU

All

WEEK1

WEEK2

PO: Product Owner – SM: ScrumMaster - TM: Development Team – CU: Customer

Each Event is Timeboxed. Times provided are maximum times from the Scrum Guide
at scrum.org based on a 1 month sprint. Each event is an opportunity to Inspect and Adapt

4

Quality/Test related Lessons Learnt / Challenges

Test Strategy & Risk

Definition of Done

Test Automation

Test Competency

Line Management

Requirements (e.g. Story size, Non-Fn)

Techniques (e.g. exploratory), Planning for Quality, Documentation, …..

EuroSTAR webinar poll: 84% had experienced 3 or more (58%... 4 or more)

Some common agile challenges

Cultural & Organisational issues

- Mindset
- Functional silos hard to break
- Resistance on role changes

Lack of customer engagement

Lack of knowledge of Scrum/agile – inappropriate hybrid agile implementation

Product Owner, ScrumMaster – failures

Technical debt

Poor integration of test into the team

Insufficient continuous integration, automated testing (e.g. with TDD) and other agile technical practices

Sprints become mini-waterfalls

Distributed teams

…

Workshop – Challenges & Solutions

- In teams of 4-6, review your key Scrum (/Agile) challenges/issues and pick your top 3 (10 mins)
- Identify improvements and specific actions to help address your issues i.e. complete the table below…. (10 mins)

Challenge/issue	Improvements	Actions

- Feedback from the teams - Facilitated group discussion based on a selection of points raised (30 mins)

Thank You!

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