

## AGILE SOFTWARE DEVELOPMENT

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## Scrum Methodology: Artifacts

# Scrum Artifacts

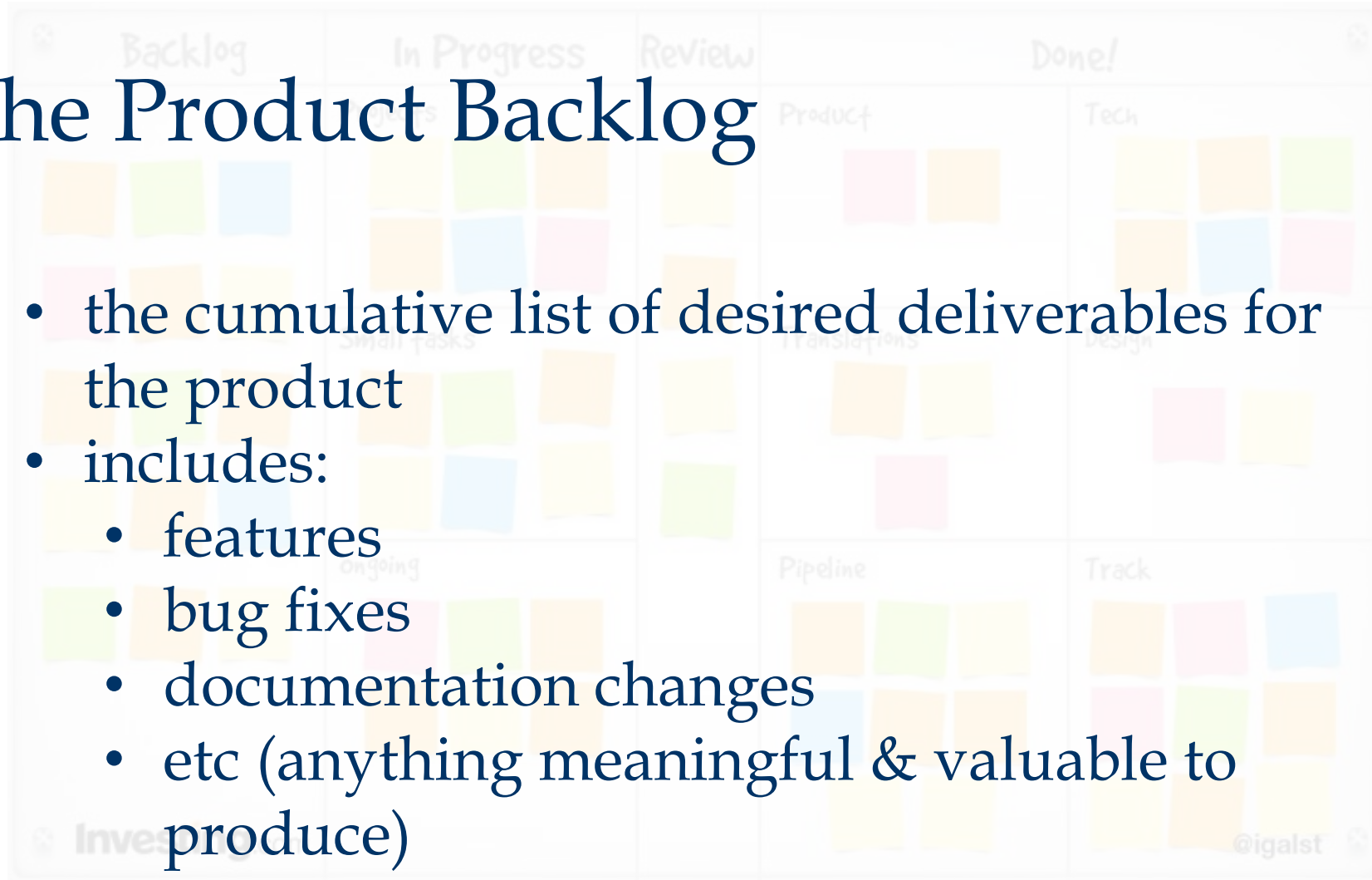
the tools Scrum practitioners use  
to make the process **visible**



# Scrum Artifacts

## The Product Backlog

- the cumulative list of desired deliverables for the product
- includes:
  - features
  - bug fixes
  - documentation changes
  - etc (anything meaningful & valuable to produce)



# Scrum Artifacts

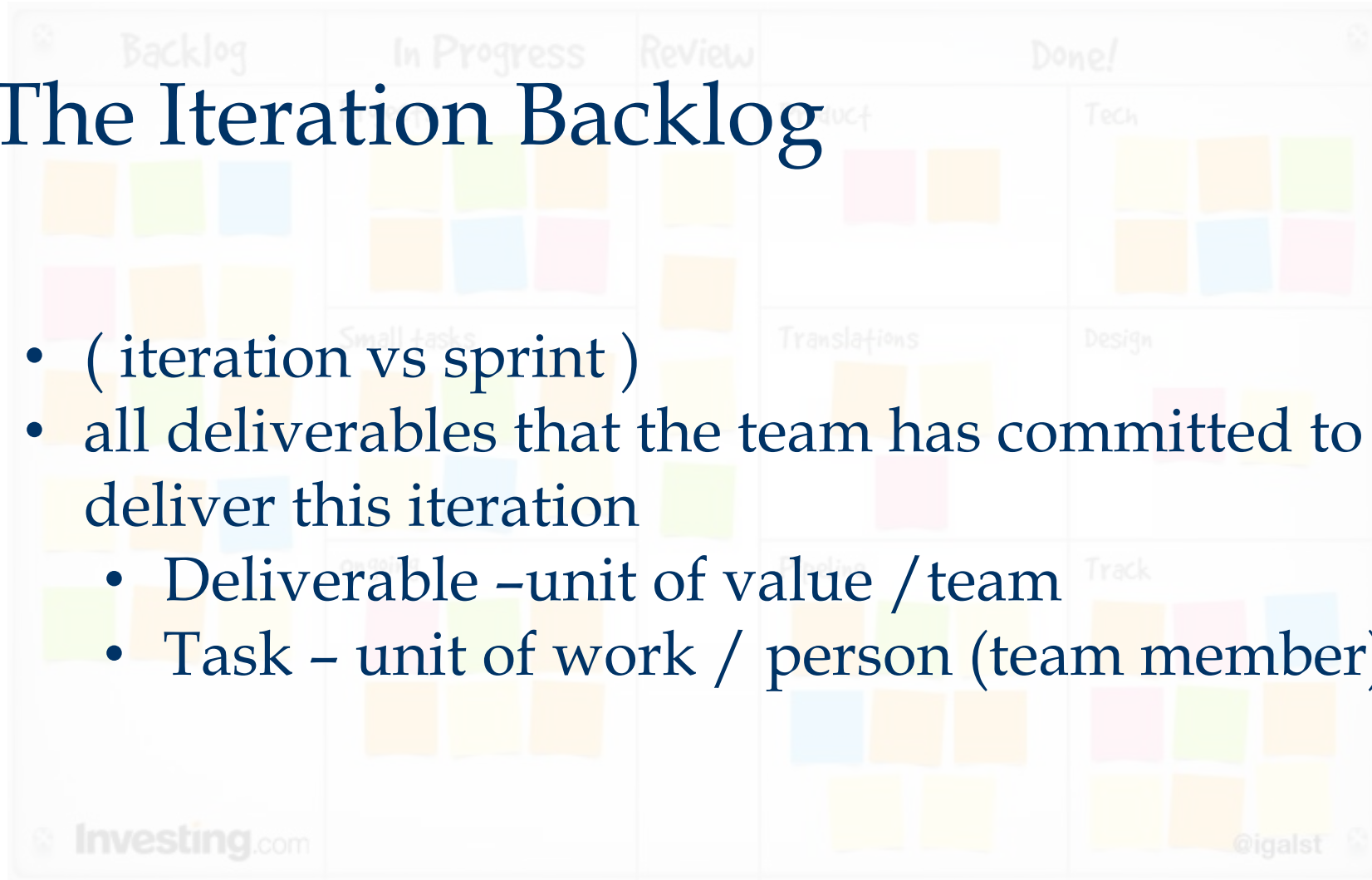
## The Product Backlog

- for each deliverable from backlog we should know:
  - Who is it for?
  - What needs to be built?
  - Why we should do it?
  - How much work requires to implement?
  - Acceptance criteria
  - Priority

# Scrum Artifacts

## The Iteration Backlog

- ( iteration vs sprint )
- all deliverables that the team has committed to deliver this iteration
  - Deliverable –unit of value / team
  - Task – unit of work / person (team member)



# Scrum Artifacts



No changes during a Sprint!



*Plan sprint durations around how long you can commit to keeping change out of the sprint!*

# Scrum Artifacts

## Product Increment

- Sum of all the Product Backlog items completed during a sprint and all previous sprints
- At the end of a sprint, the new Increment must be Done



# Task Board

PROJECT/TEAM: <i>Awesome Scrum Team</i>					
	Backlog	To-Do	In Progress	In Review/QA	Done!
user Story 1	<div></div>	<div><div></div><div></div><div></div></div>	<div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div></div>
user Story 2		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	
user Story 3	<div><div></div></div>	<div><div></div><div></div></div>	<div><div></div></div>	<div><div></div><div></div></div>	<div><div></div></div>
user Story 4		<div><div></div></div>	<div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>
user Story 5	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
user Story 6		<div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	
user Story 7		<div><div></div><div></div></div>		<div><div></div></div>	<div><div></div></div>



# Scrum Artifacts



## Definition of Ready

- The Definition of Ready (DoR) sets out the criteria for the stories needed to make the Sprint succeed
- The DoR is drawn up by the Development Team, cooperating with the Product Owner
- The Development Team determines whether Product Backlog items meet the DoR
- The PO respects the DoR. That means that a Product Backlog item is only included in a Sprint if it meets the DoR.

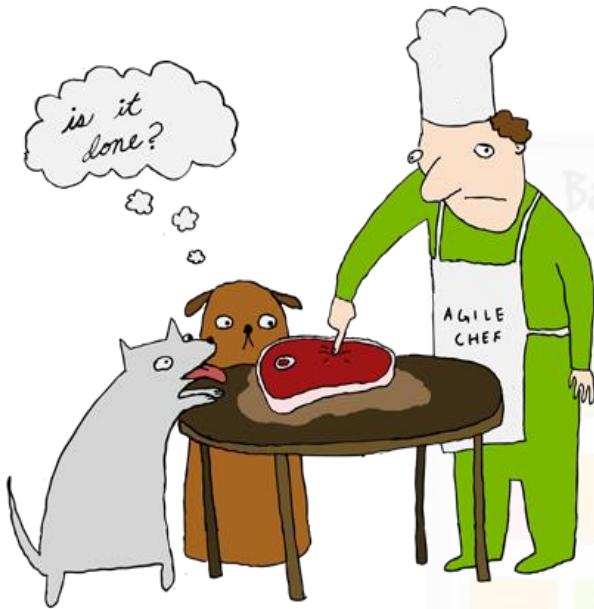
# Scrum Artifacts



## Definition of Ready

- Example:
  - Story Statement
  - Specification by Example
  - Flow chart, if needed
  - Use Case, if Acceptance Criteria missing
  - Wireframe, if needed, delivered
  - UX [mock-up] if needed, delivered

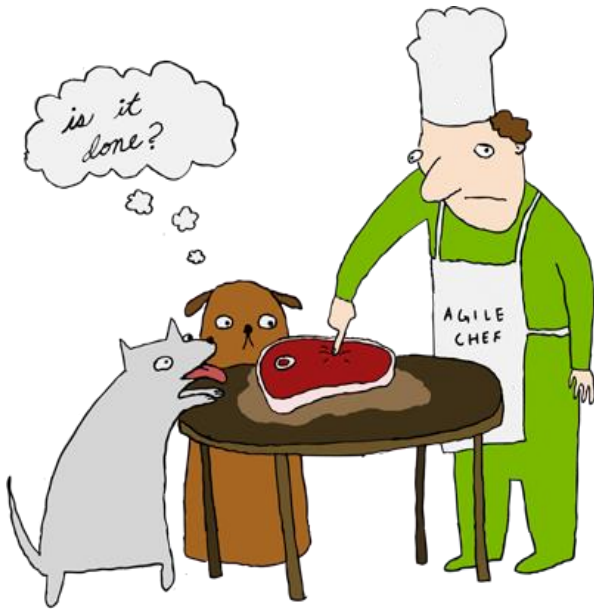
# Scrum Artifacts



## Definition of Done

- “when the code has been written” (programmer)
- “all of the tests have passed” (tester)
- “it’s been loaded onto the production servers” (operations)
- “we can now sell it to customers” (business person)
- Each team creates its **own** “definition of done”

# Scrum Artifacts

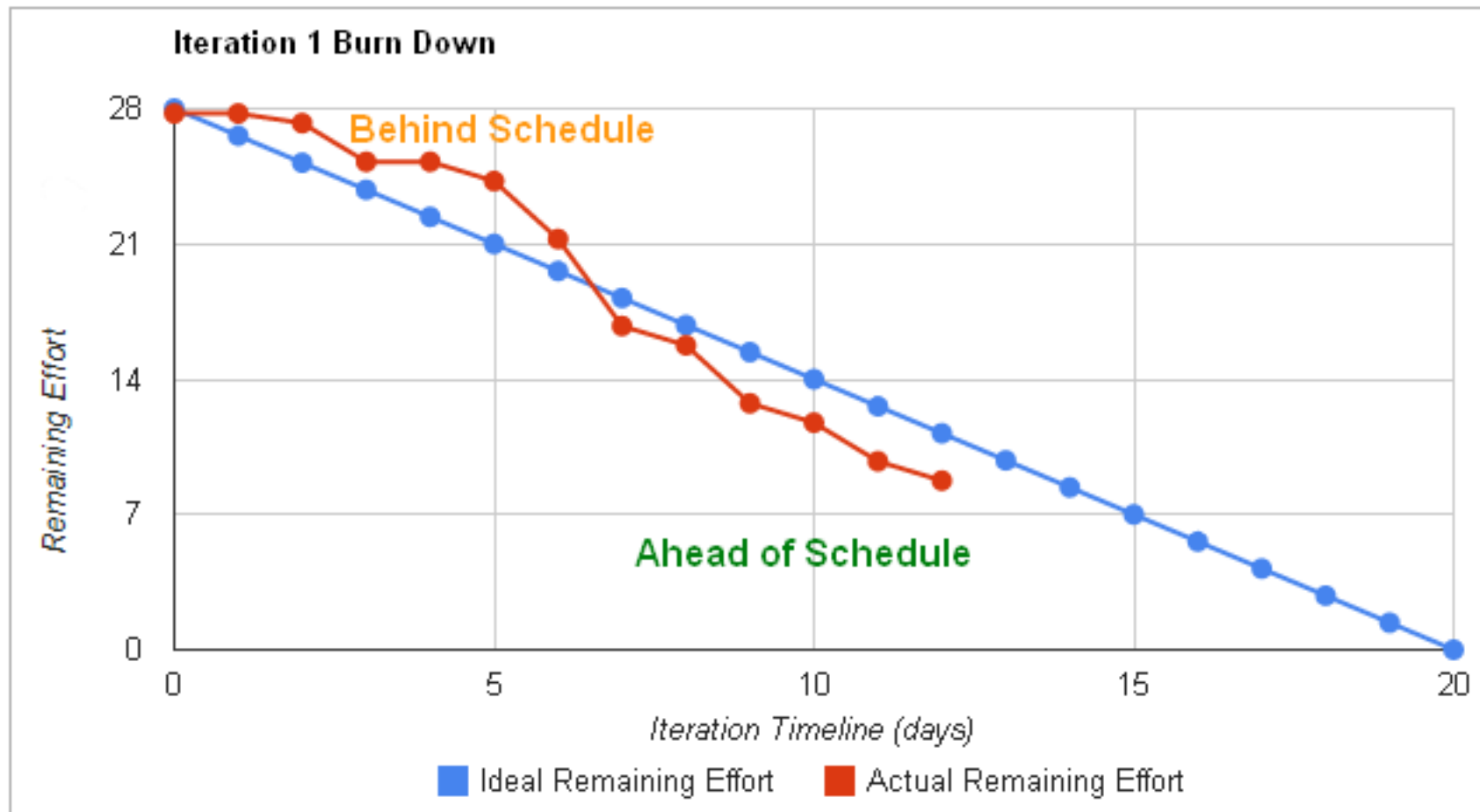


## Definition of Done

- Is a crucial tool for making sure that the developed product is **satisfying stakeholders expectations**
- The team is **only finished with a Sprint Backlog item once it meets the DoD**
- The DoD is **drawn up by the Development Team**
- A Definition of Done should exist for:
  - User stories
  - Releases
  - Final project deliverables

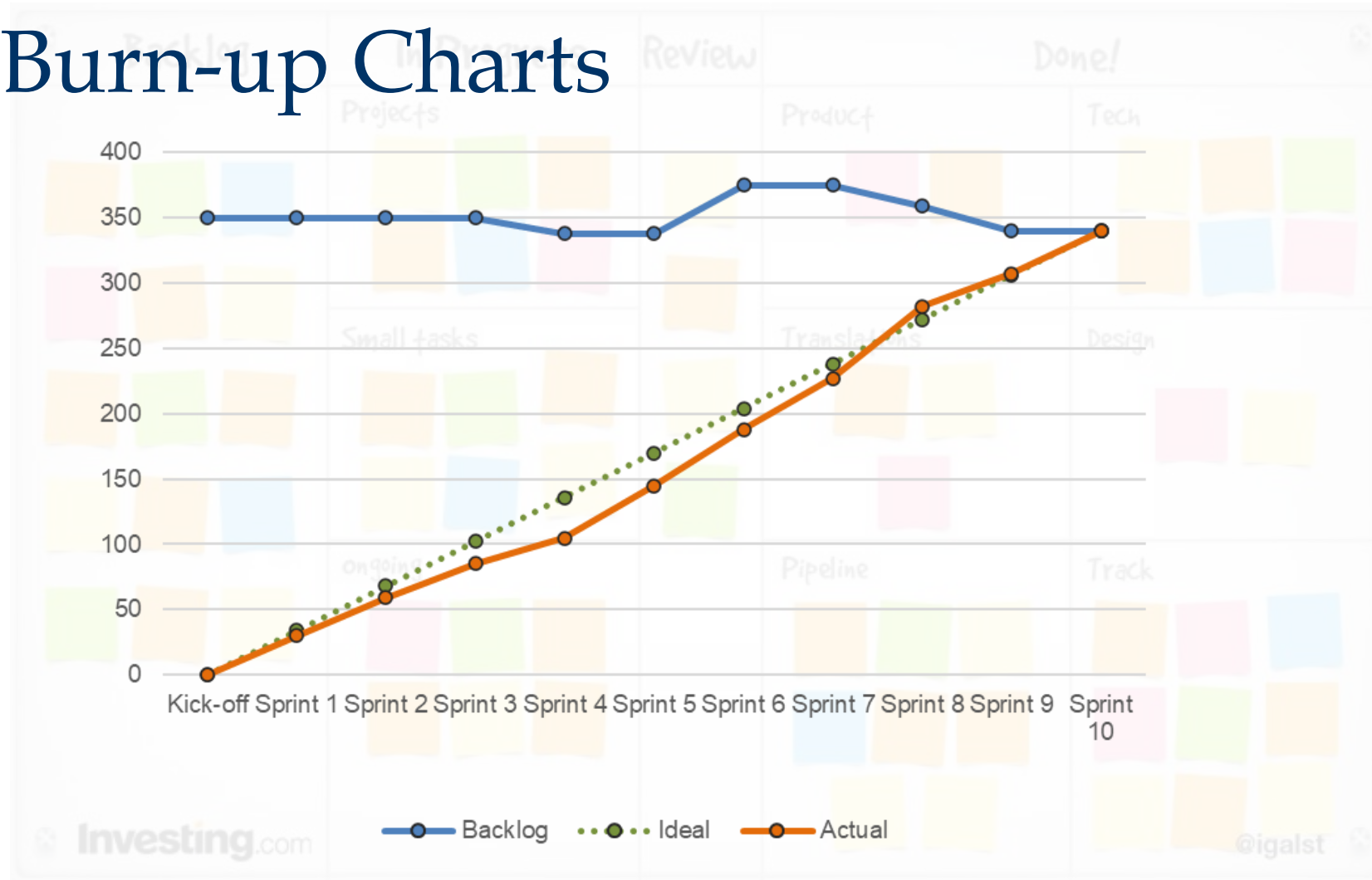
# Scrum Artifacts

## Burndown Charts



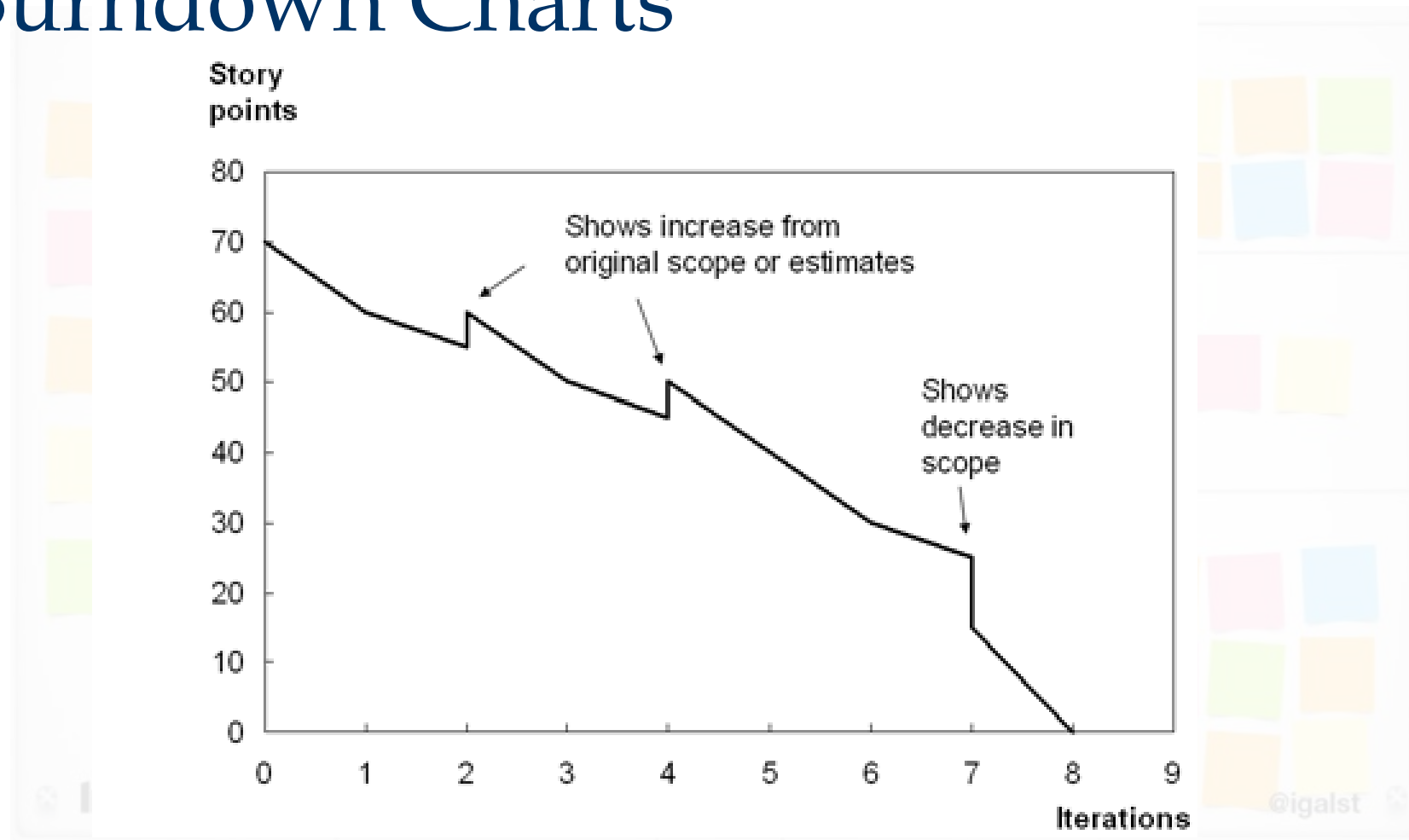
# Scrum Artifacts

## Burn-up Charts



# Scrum Artifacts

## Burndown Charts

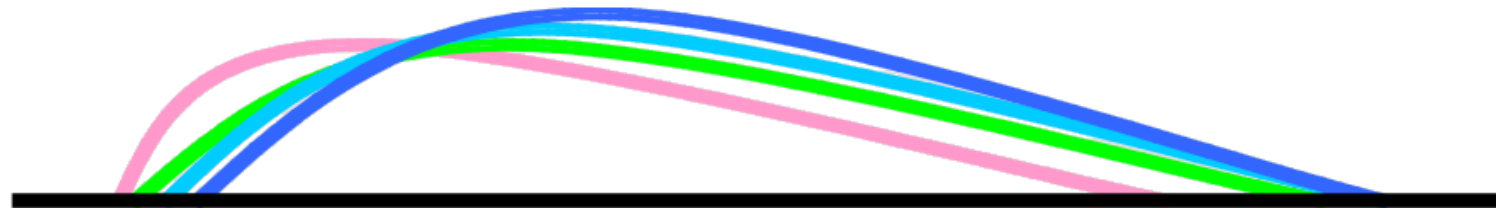


# Sequential vs Overlapping Development



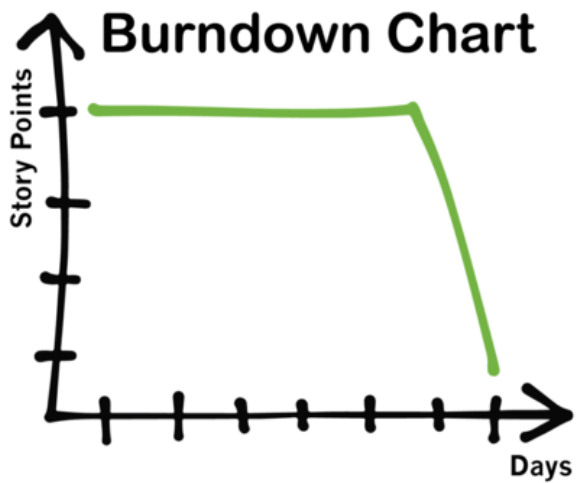
Rather than doing all  
of one thing at a time

...Scrum teams do a little of  
everything all the time



Source: "The New New Product Development Game"  
Takeuchi, Nonaka, HBR, Jan 1986





# User stories

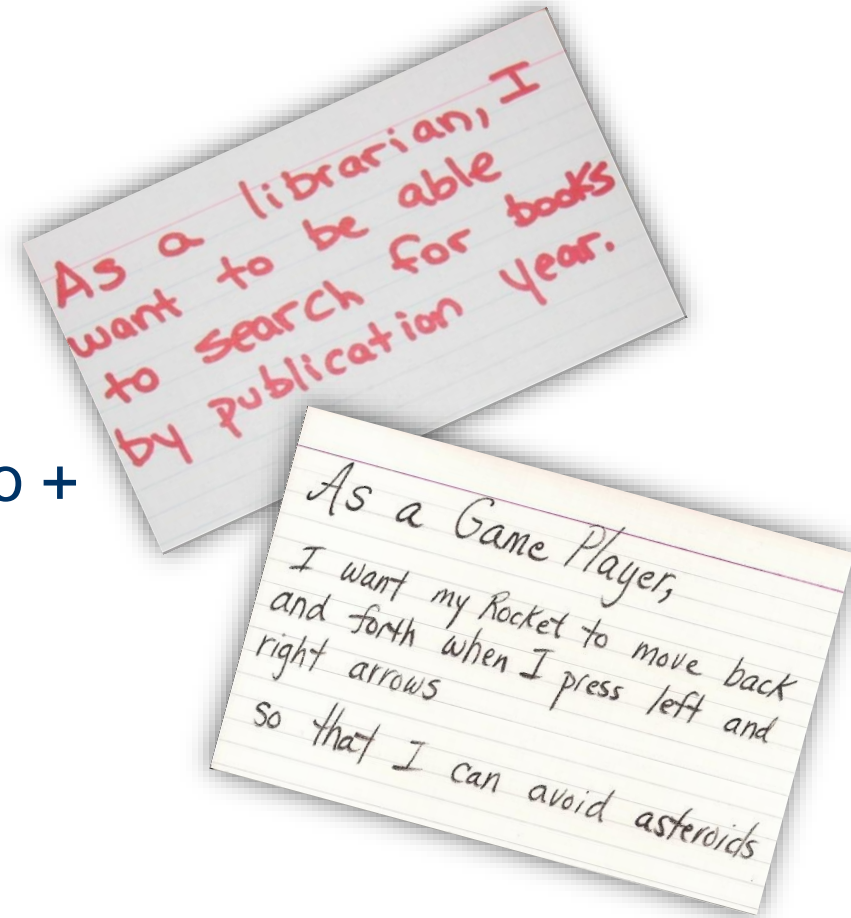
- A user story is one or more sentences in the everyday/business language that captures what a user does or needs to do +
  - a description
  - acceptance criteria

- Format:

**As a** type of user,

**I {want / can / need / am required to}** <some goal>

**so that** <some reason>



# User stories

As a user I want to spell  
check a document so that  
my document does not  
contain spelling errors

A user can spell check a  
document

Spell check document

# User stories

As a user I want to rent a dog

~~The system shall allow a user to rent a dog~~

# INVEST mnemonic

- *Independent* – allow to reprioritize in any order
- *Negotiable* – discuss and make tradeoffs
- *Valuable* – clear business benefits
- *Estimable* – team is able to estimate the effort
- *Small* – easier to estimate and test
- *Testable* – how do you know when it is done?

# Independent

As a customer I can pay  
for the items in my cart  
with Visa

1

As a customer I can pay  
for the items in my cart  
with a MasterCard

1

As a customer I can pay  
for the items with an  
American Express card

3

# Independent

## Option 1. Combine the stories

As a customer I can pay  
with a credit card

5

- must support Visa, MasterCard and  
American Express



# Independent

Option 2. Split across a different dimension

As a customer I can pay  
with a first type of credit  
card

3

As a customer I can pay  
with two additional  
types of credit cards

2



# Independent

## Option 3. Write two estimates

As a customer I can pay  
for the items in my cart  
with Visa

3 if done 1st  
1 otherwise

As a customer I can pay  
for the items in my cart  
with a MasterCard

3 if done 1st  
1 otherwise

As a customer I can pay  
for the items with an  
American Express card

3 if done 1st  
1 otherwise

# Independent

~~Option 4. Extract technical commonalities~~

As a programmer I need to code the infrastructure for processing credit card

As a customer I can pay for the item with Visa

As a customer I can pay for the items in my cart with a MasterCard

As a customer I can pay for the items with an American Express card

# Negotiable

As a customer I can pay  
with a credit card

- must support Visa, MasterCard and  
American Express

# Valuable

As a parent, I want to restrict my child to only using apps appropriate for children of a certain age

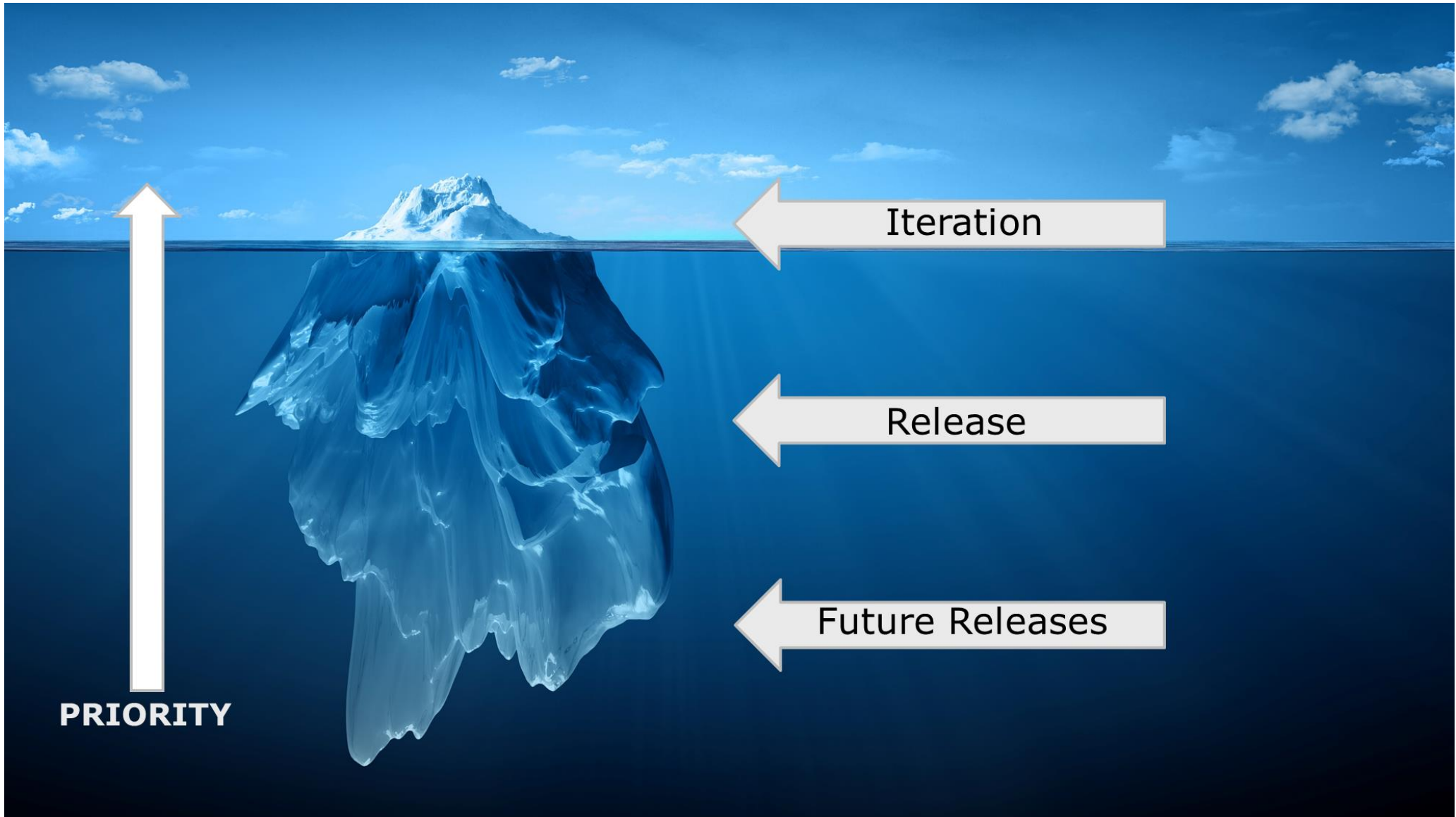
As a system administrator, I want all configuration information for all users stored in a central location

# Estimable / Estimatable

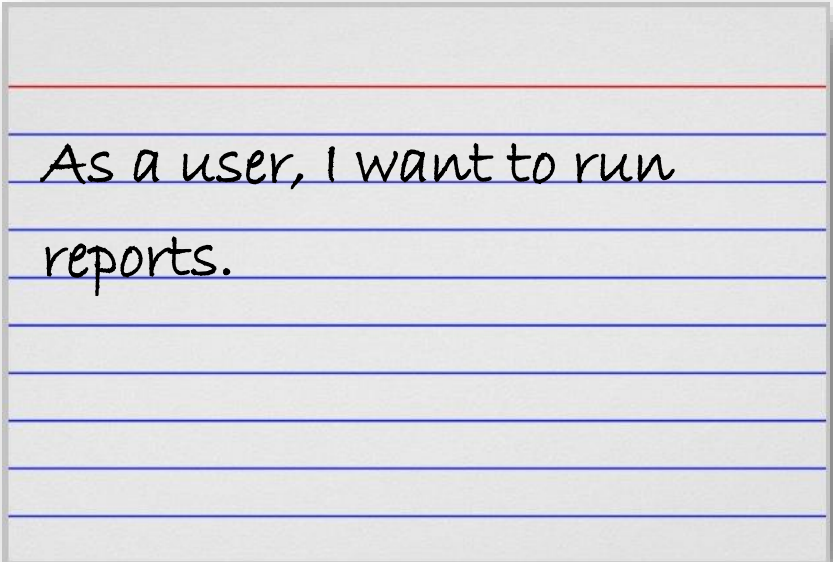
- The story is too big
- Too much is unknown about the story
- Developers lack domain knowledge
- Developers lack technical knowledge



# Small / Sized appropriately



# Epics



As a user, I want to run  
reports.

a story that is bigger  
than one team can do in  
one iteration

# Testable

~~As a user, I find the system  
easy to use.~~

As a novice user, I can  
complete common  
operations without training

~~As a user, I never have to  
wait long for a screen to  
appear~~



# INVEST mnemonic

	I	N	V	E	S	T
As a user, <i>I want to be able to do this because...</i>	✓	✓	✓	✓	✓	✓
As a user, <i>I want to be able to do this because...</i>		✓		✓	✓	✓
As a user, <i>I want to be able to do this because...</i>	✓		✓		✓	
As a user, <i>I want to be able to do this because...</i>	✓	✓	✓	✓	✓	✓

# When to write user stories?

- Randomly, whenever a new idea occurs
- During sprint review meetings
- During product backlog refinement / grooming meetings,
- During story-writing workshops

# When to write user stories?

- **Minimum Viable Product (MVP)**
  - the version of a product which allows a team to collect the maximum amount of information with the least effort
- **Minimum Marketable Feature (MMF)**
  - A chunk of functionality that delivers a subset of the requirements, and that is capable of returning value to the customer when released as an independent entity