SCRUM METHOD VALUED
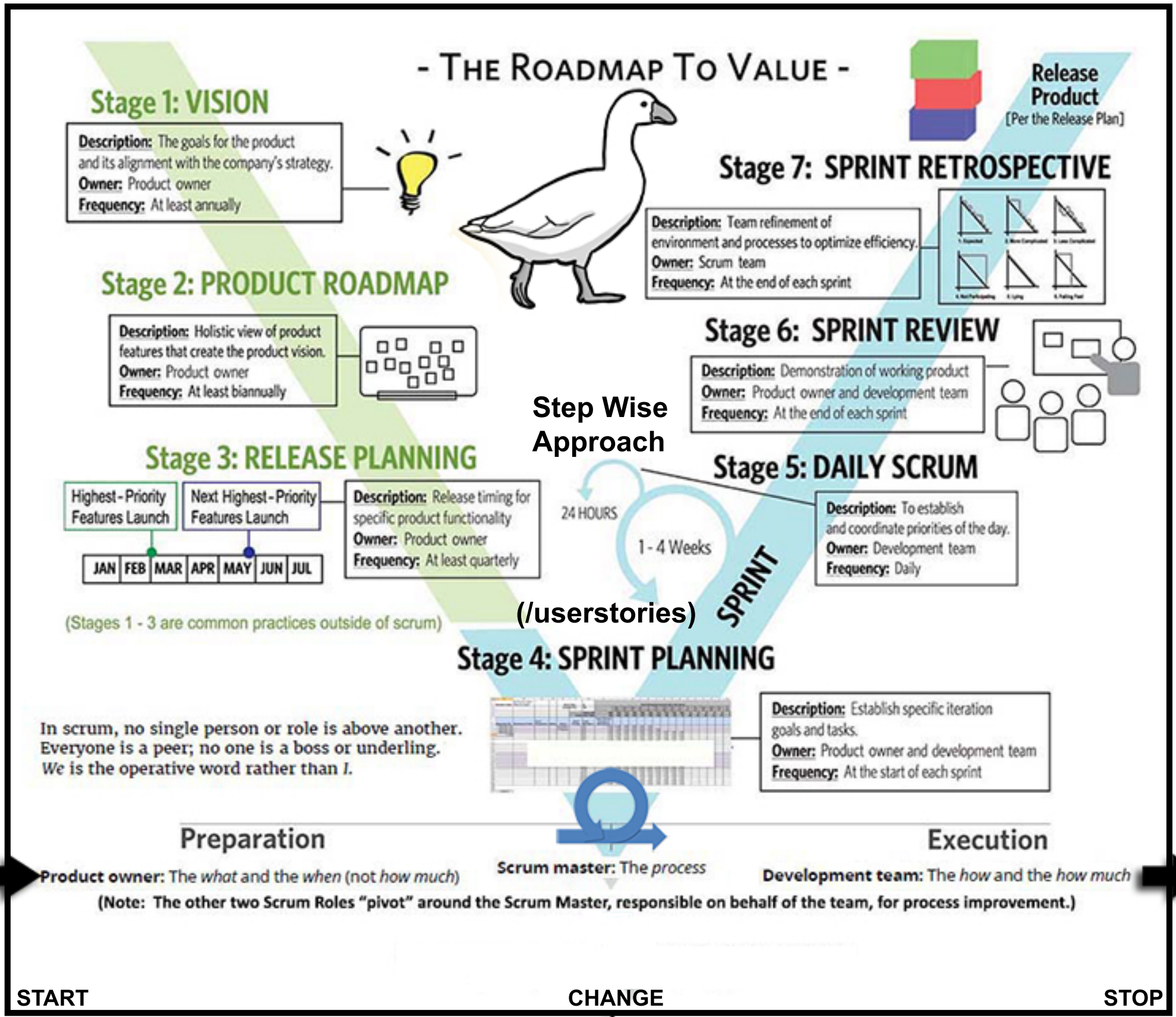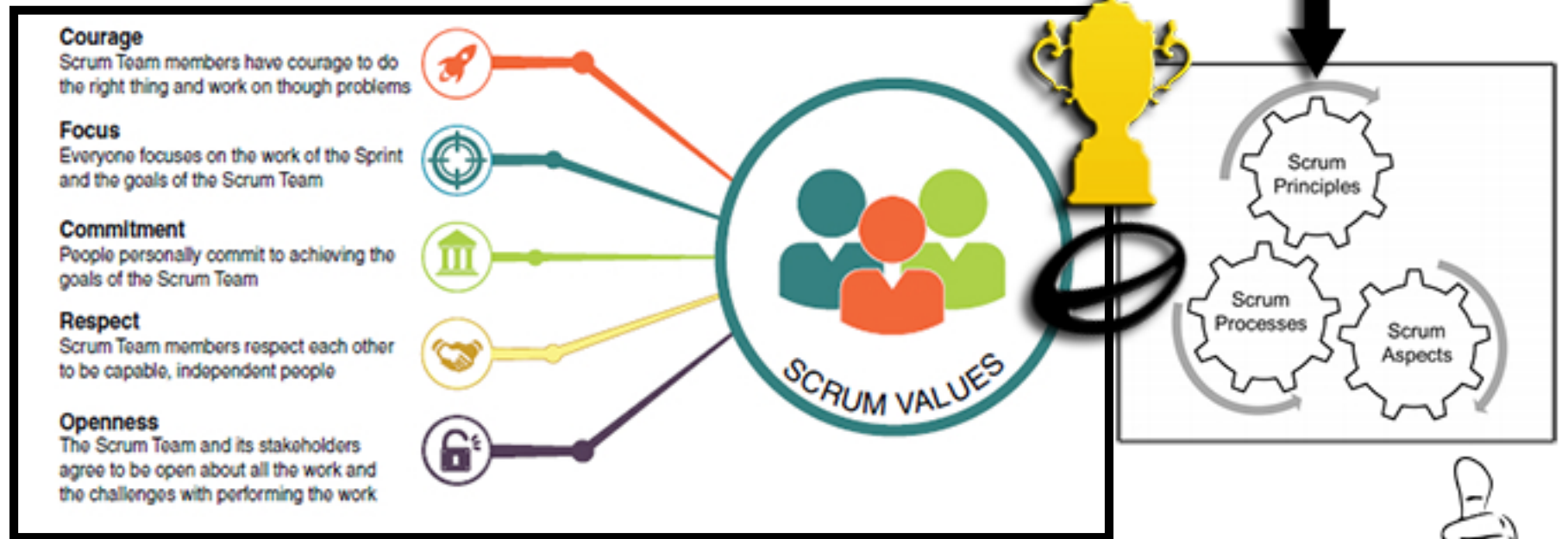
Focus on Respect for each other to build a winning Scrum TEAM
Do this through professional application of Scrum <u>Principles</u>, <u>Processes</u> & <u>Aspects</u>

(/scrumsixmins)

Let's run Scrum @ Capability Maturity Level 2+

- Level 5 Optimizing
- Level 4 Quantitatively Managed
- Level 3 Defined
- Level 2 Managed
- Level 1 Initial

TEAM

SCRUM VALUES

Courage
Scrum Team members have courage to do the right thing and work on though problems

Focus
Everyone focuses on the work of the Sprint and the goals of the Scrum Team

Commitment
People personally commit to achieving the goals of the Scrum Team

Respect
Scrum Team members respect each other to be capable, independent people

Openness
The Scrum Team and its stakeholders agree to be open about all the work and the challenges with performing the work

Scrum Principles
Scrum Processes
Scrum Aspects

- THE ROADMAP TO VALUE -

Release Product [Per the Release Plan]

Stage 1: VISION
Description: The goals for the product and its alignment with the company's strategy.
Owner: Product owner
Frequency: At least annually

Stage 2: PRODUCT ROADMAP
Description: Holistic view of product features that create the product vision.
Owner: Product owner
Frequency: At least biannually

Stage 3: RELEASE PLANNING
Highest-Priority Features Launch | Next Highest-Priority Features Launch
Description: Release timing for specific product functionality
Owner: Product owner
Frequency: At least quarterly

JAN | FEB | MAR | APR | MAY | JUN | JUL

(Stages 1 - 3 are common practices outside of scrum)

Stage 7: SPRINT RETROSPECTIVE
Description: Team refinement of environment and processes to optimize efficiency.
Owner: Scrum team
Frequency: At the end of each sprint

Stage 6: SPRINT REVIEW
Description: Demonstration of working product
Owner: Product owner and development team
Frequency: At the end of each sprint

Stage 5: DAILY SCRUM
Description: To establish and coordinate priorities of the day.
Owner: Development team
Frequency: Daily

24 HOURS
1 - 4 Weeks
SPRINT

Step Wise Approach

(/userstories)

Stage 4: SPRINT PLANNING
Description: Establish specific iteration goals and tasks.
Owner: Product owner and development team
Frequency: At the start of each sprint

In scrum, no single person or role is above another. Everyone is a peer; no one is a boss or underling. *We* is the operative word rather than *I*.

At the end of each sprint does the Product Owner sign off delivery? Are the golden eggs enjoyed?

Preparation — Execution

Product owner: The *what* and the *when* (not *how much*)
Scrum master: The *process*
Development team: The *how* and the *how much*

(Note: The other two Scrum Roles "pivot" around the Scrum Master, responsible on behalf of the team, for process improvement.)

PRODUCT OWNER WHAT & WHEN

HOW & HOW MUCH DEVELOPERS

START | CHANGE | STOP

Scrum (Sprint) **[PP]** Project Planning — (Sprint) **[PMC]** Project Monitoring & Control

SCRUM MASTER
CONTINUAL (SCRUM) PROCESS IMPROVEMENT