Agile (Scrum) Process
in 1 hr.

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Agenda

• Agile - Introduction
• Manifesto for Agile Development
• Agile Methodologies
• Scrum
• Roles, Artifacts, Process in Scrum
• Q & A
Introduction

Classic SDLC Methodology:

- **Waterfall model** [Which was followed before starting Agile Model]

Dis-advantage for this model are:

1. Lot of effort in planning phase
2. Poor requirements conversation in rapid changing environment.
3. Not all resources will be fully occupied in all phases of development.
Agile - Definition

• **Agile software development** is a group of software development methods in which requirements and solutions evolve through collaboration between self-organizing, cross-functional teams.

• It promotes adaptive planning, evolutionary development, early delivery, continuous improvement and encourages rapid and flexible response to change.

Manifesto for Agile Development

Based on the Manifesto for Agile Software Development

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan
Agile - Methodologies

Some Models in Agile:
• Scrum
• Extreme Programming
• Adaptive Software Development
• Dynamic System Software Development
• Etc.,
Scrum – Definition

Scrum:

- A flexible, holistic (or rugby approach) product development strategy where a development team works as a unit to reach a common goal.
- An iterative and incremental agile software development framework for managing product development.
- Customers can change their minds about what they want and need (often called "requirements churn"), and that unpredicted challenges cannot be easily addressed in a traditional predictive or planned manner.

What Dilbert’s boss says 😊

Reference: www.dilbert.com
Scrum — Process

- Daily Scrum Meeting
- Product Backlog
- Sprint Backlog
- Potentially Shippable Product Increment

2-4 Weeks

24 Hours
Scrum - Components

- Roles of Scrum
- Process followed
- Scrum Artifacts
Roles in Scrum Team

• **Product Owner**
• **Scrum Master**
• **Development Team**
  • Developers
  • Quality Analyst
  • Architect [Might be a shared resource] across scrum teams
  • Business Analyst [Can be a shared resource] across scrum teams.
Estimation in Scrum

Planning poker Cards
Used for Agile Estimation process
Scrum - Artifacts

• Product Backlog
• Sprint Backlog
• Burn down Charts
Scrum - Process

**Inputs from Customers, Team, Managers & Execs.**

- **Product Owner**
- **The Team**

**Process**

1-4 week **Sprint**

- **Sprint Master**
- **Daily Stand Up Meeting**
- **Sprint Review**

**Finished Work**

- **Sprint Retrospective**

**Product Backlog**

1. Prioritized list of what is required
2. Features, bugs...

**Sprint Planning Meeting**

- Team selects starting at top as much as it can commit to deliver by end of Sprint

**Sprint Backlog**

Sprint end date and team deliverable do not change

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# Scrum - Terms

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