Scrum
Scrum

Product Vision

Product Backlog

Sprint Backlog

Daily

1 week

Retrospective

Product Release

Product Increment

Process Overview
Team Best Practices

‣ Start as a team, finish as a team
‣ Autonomy + Mastery + Purpose = Drive
‣ Come together
  • Do you have a team space for collocation? If not, what are the alternatives?
  • Osmotic communication
‣ Open and Honest Communication
‣ Inspect and Adapt
The Product Roadmap

- Connecting the Product Vision to our approach
- Effective tool to provide the team with incentive and focus
- Not a commitment...only a plan

Day 1
- Linking Images

Day 2
- Transcription QA/QC

Day 3
- OCR Integration

Day 4
- New UI Features
- Novel Incentive Approaches

Day 5
Kano Analysis

Four classifications for features

- **Must have** - baseline features
- **Satisfiers** - the more the better, linear
- **Delighters** - features users don’t know they want until they see them
- **Dissatisfiers** - don’t deliver these
Things to Keep in Mind

‣ Focus on the User - Unique perspectives change requirements and acceptance criteria
‣ Risk adjusted backlog
‣ Minimally marketable feature (MMF)
‣ Pareto 80/20 rule
The Daily Scrum

- NOT a progress report
  - Short (15-20 minutes)
  - Used to raise issues and obstacles but not solutions

- Inspect and Adapt mechanism
  - What did I accomplish yesterday?
  - What will I commit to today?
  - What impediments exist?
Scrum of Scrums

- Coordination of multiple teams
- Timing: flexible
- Attendance: representatives from each team
- NOT an all-hands meeting
- Discuss:
  - Dependencies
  - Backlog coordination
  - Decisions that affect other teams
Taskboards

- Serve as information radiators
- Great tool for co-located teams
  - Improves visibility
  - Reduces interruptions
- Simple, informative, easy to maintain
- Reflect the personality of the team
## Taskboards

<table>
<thead>
<tr>
<th>Story</th>
<th>Not Started</th>
<th>In Process</th>
<th>To Verify</th>
<th>Done</th>
</tr>
</thead>
<tbody>
<tr>
<td>Story A</td>
<td>Task 6</td>
<td>Task 3</td>
<td>Task 4</td>
<td>Task 2</td>
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<td>Task 5</td>
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<tr>
<td>Story B</td>
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<td>Story C</td>
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<table>
<thead>
<tr>
<th>Next Iteration</th>
<th>Deferred</th>
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Real-World Taskboards
## Kanban

**Key to Kanban: Limit the team WIP!**

In the Kanban system, we only pull from the top of the list. The diagram illustrates the flow from the To Do list through Analyze, Develop, Test, and into Done.

**FLOW**

<table>
<thead>
<tr>
<th>To Do</th>
<th>Analyze</th>
<th>Develop</th>
<th>Test</th>
<th>Done</th>
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<tbody>
<tr>
<td>Limit 2</td>
<td>In Process</td>
<td>In Process</td>
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</table>

This diagram shows the prioritization and flow of tasks, emphasizing the principle of limiting work in progress (WIP) to ensure productivity.

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Retrospectives

- Most powerful tool available to an Agile team
- Must be a safe environment
- Inspect and adapt for the team
  - What worked well?
  - What did not work well?
  - What will we improve?