

SCRUM

Why

Agenda

- Why Scrum
- What is Scrum
- The Team
- Scrum Events
- Scrum Artifacts

Why Scrum

- Taking Agile Principles + Development Framework
 - Responding To Change
 - Working Software
 - Individuals & Interactions
 - Ready to be Shipped

Basic Scrum

- Teams Self Organize
- Prioritized Backlog
- Timebox Development Cycle
- Continual Feedback Loop
- Shippable Product/Completed Feature

Scrum Quick Glance

- 3 Roles
- 3 Artifacts
- 4 Events

Scrum Roles

- Who Are the Players
 - Product Owner
 - Scrum Team
 - Scrum Master

Product Owner

- Provides the Vision
- Owns & Prioritizes Backlog
- Defines Product Features
- Responsible for ROI



The Team

- Cross Functional: Eng, QA, UX, Ops
- Self Organizing
- Owns the How
- Gets the Work Done
- Usually 5 - 10 people



Scrum Master

- Facilitates Scrum & Agile Values
- Removes Impediments
- Communicator & Protector
- Helps the team succeed



Scrum Events

What?

- Story Time / Sprint Planning

How?

- Daily Scrum **Talk**

- Sprint Demo / Review

Show n Tell

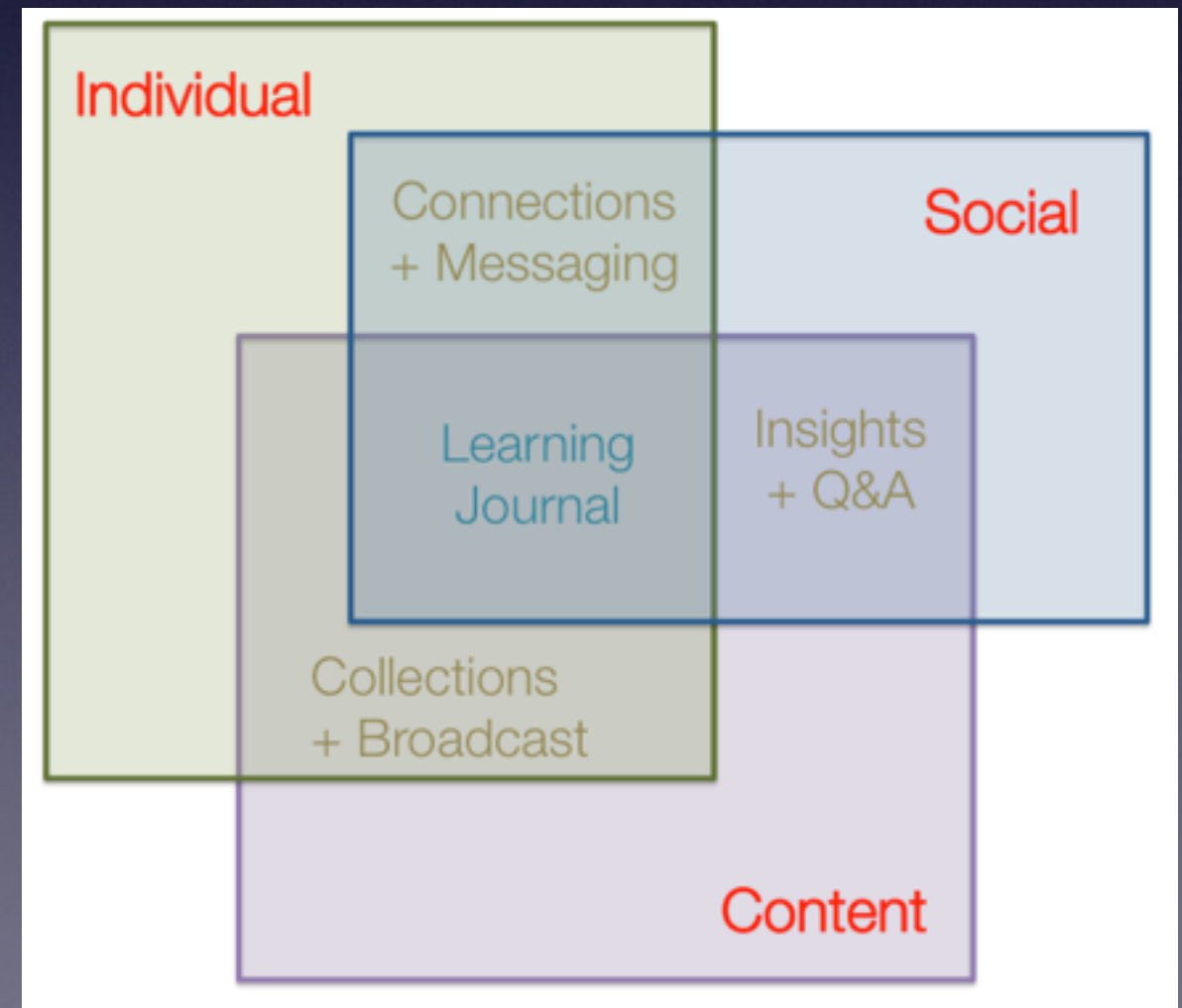
- Sprint Retrospective

Reflect

Super Story Time

- Vision of the user experience
- Product's feature request list

It's SUPER!

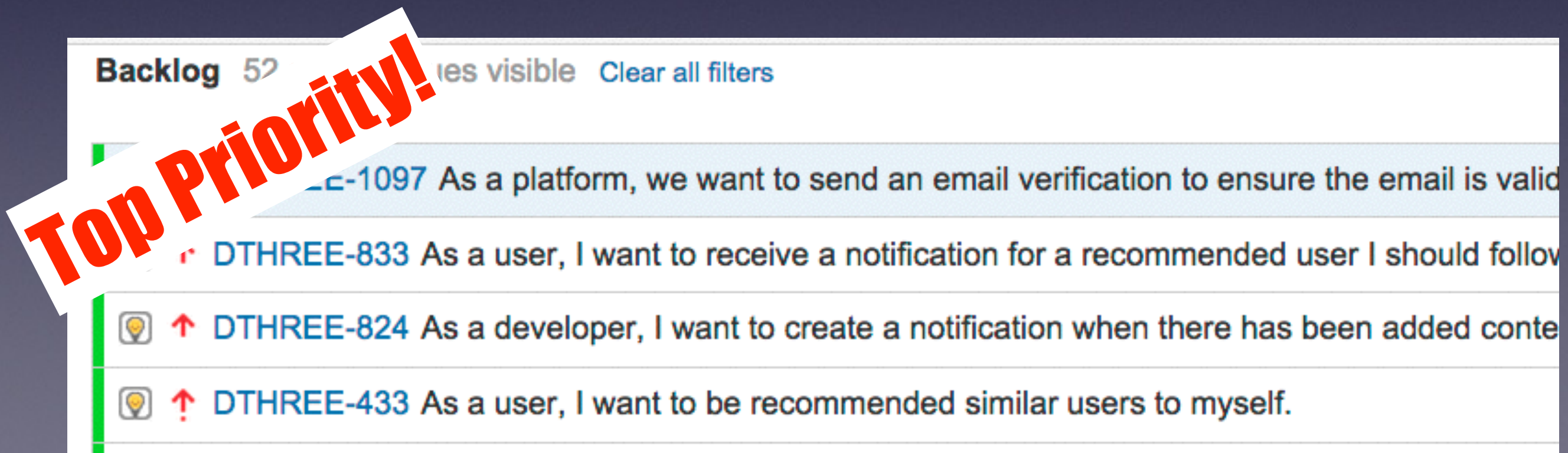


Product Roadmap

DEFINITIONS		Prosumer features	Teams features	Enterprise features
Basic Log In	Log-in using LinkedIn for burns, followed by Email/Password managed by Declara and subsequently FB & Twitter integrations			
Collections	Creating using the Collect button, Liking, later having a Bookmarklet to add content			
Follow/ing	Following Collections or Users			
Insights	Highlighting sections that are insightful and Liking parts of an article			
Social Media Sharing	Ability to share using FB, LI, Twitter and Email			
Collaborative Collections	Multiple Editors/Curators with equal rights (like DropBox)			
Messaging	Ability to converse with known users or users within the same Enterprise Domain (defined later)			
Learning Profile	Initially, there will be insufficient data to build Learning Profiles. We plan to define this starting Feb-Mar as user data starts coming in.			
Private Collections	Collections that only participating Editors/Curators have visibility and access to			
Payment Engine*	Ability to accept credit cards. May need simple licence-management capability for group purchase.			
Enterprise Domain	A secure space for enterprises so that Open Collections are only seen by people within an enterprise			
Auth/ID Integration	Authorizing users to sign-in using CAS & SAML			
Search Integration*	Integrating some Search APIs (like SharePoint, Yammer etc.) based on enterprise deals			
Content Integration*	Integrating some common content repositories like SharePoint so that selective content can be imported into Declara collections			
ESN Integration*	Integrating ESN (enterprise social networks) to share into ESNs like Yammer, Chatter etc based on enterprise deals			

Product Backlog

- One Backlog for all Prioritized Stories & Items
- It changes and gets re-prioritized
- Owned by Product Owners



User Stories

Who?

What?

- As a [role], I want to [action], so that I can [rationale]. *Why?*
- Epic User Stories - High Level
- Review visuals and understand Acceptance Criteria

Story Time

- Understand User Stories

What are we building?

And what purpose does it serve?



Sprint Planning

- Team Breakdown of Tasks
- Team Commits to Sprint Goals
 - Pulls User Stories into Sprint Backlog
 - Metrics help understand current & past velocity




The Sprint


- Fixed Length Iteration
 - Usually One or Two week sprints
- Results in Shippable Product Increment
- End to End Development Cycle

Task Board









[Dashboards](#)[Projects](#)[Issues](#)[Agile](#)[Create](#)





...



Active sprints: Sprint 11

🕒 3 days remaining [Complete Sprint](#)

Board ▾

⌆


QUICK FILTERS: [Team Insights](#) [Team Bananas](#) [Client Team](#) [Identity and Cognitive Graph](#) [Recommendations](#)

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To Do


Other Issues 55 issues

▼ Other Issues 55 issues


 **DTHREE-1289**


↑ UI for multiple curators on a collection card

 3


 **DTHREE-1236**

↑ Devise Process for updating profile information from identity providers


 5

 **DTHREE-1276**

↑ Finish testing for all ES-based jobs


 8


In Progress

 **DTHREE-1280**


↑ Get invitations for specific user


Inviting collection collaborators

 3


 **DTHREE-992**

↑ As a user, the ability to share via email and social media should be disabled and consistent with


 5

 **DTHREE-1217**

↑ Front End for Email Validation


 5


Done

 **DTHREE-1214**


↑ change collection api responses to include privacy


Collaborative Collections

 8


 **DTHREE-1279**

↑ api - generic auto-complete user names

 8

 **DTHREE-1052**

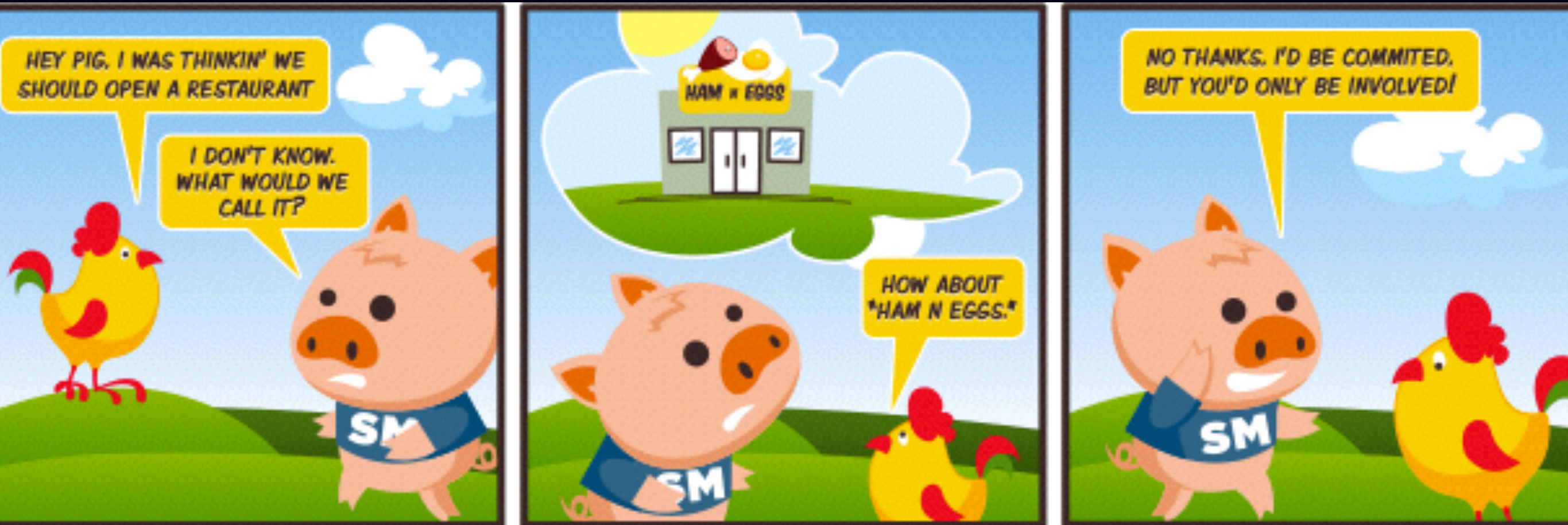
↑ Refactor Card Adapter

 13

Daily Scrum

- **15 minute** Reality Check
 - What did I do yesterday?
 - What will I do today?
 - What are my blockers?
- When do you have a sidebar convo?

Chicken & Pig



Scrum of Scrums

- Collaboration across Scrum Teams
- Each team sends a representative
- Call out interdependencies and blockers

Sprint Review

- Live Product Demo
- Product Owner declares what's done
- Stakeholder Feedback
- Party! The elusive Luck Dragon



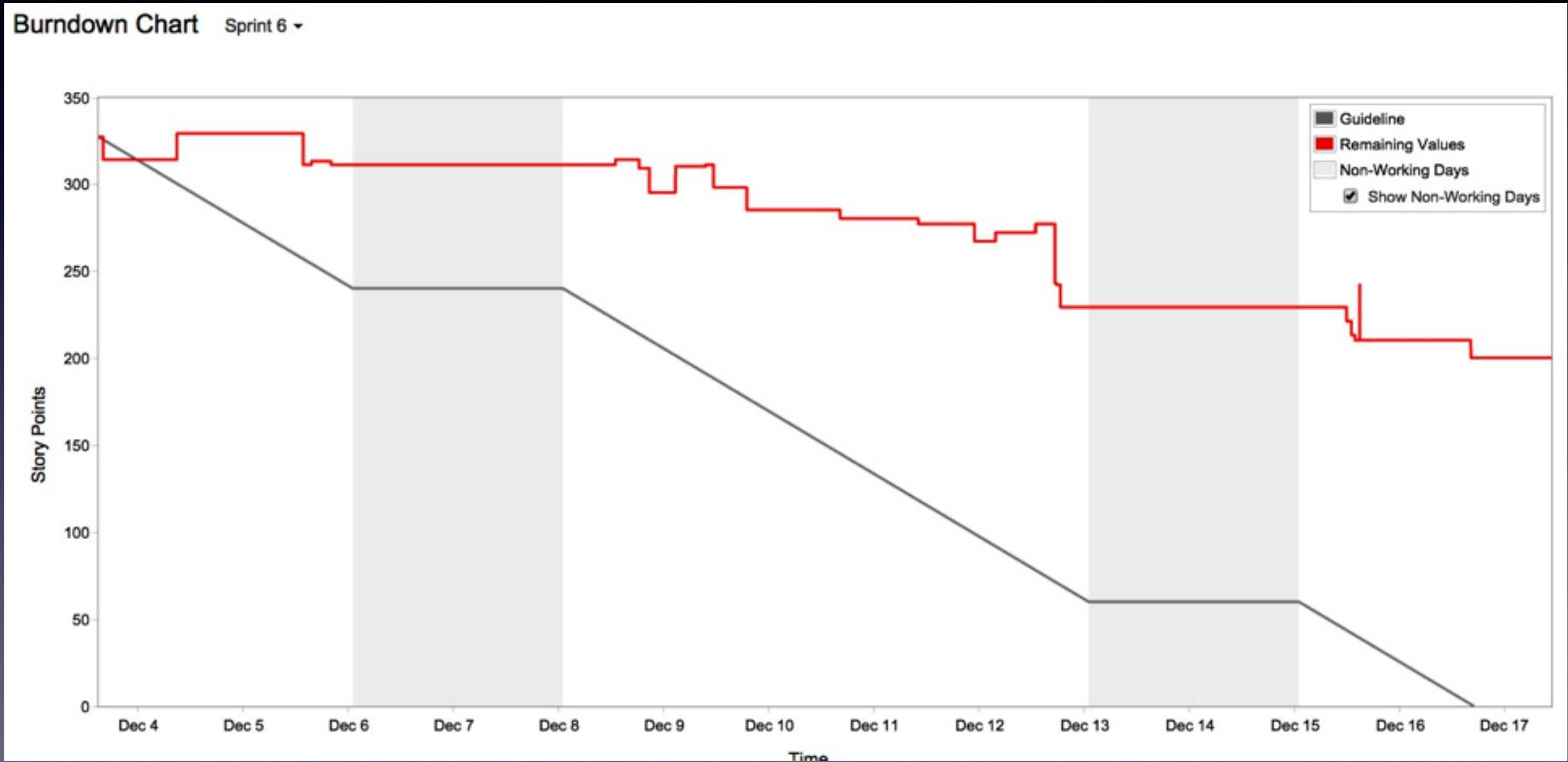
Retrospective

- What Went Well
- What Did Not Go Well
- Changes
- Questions

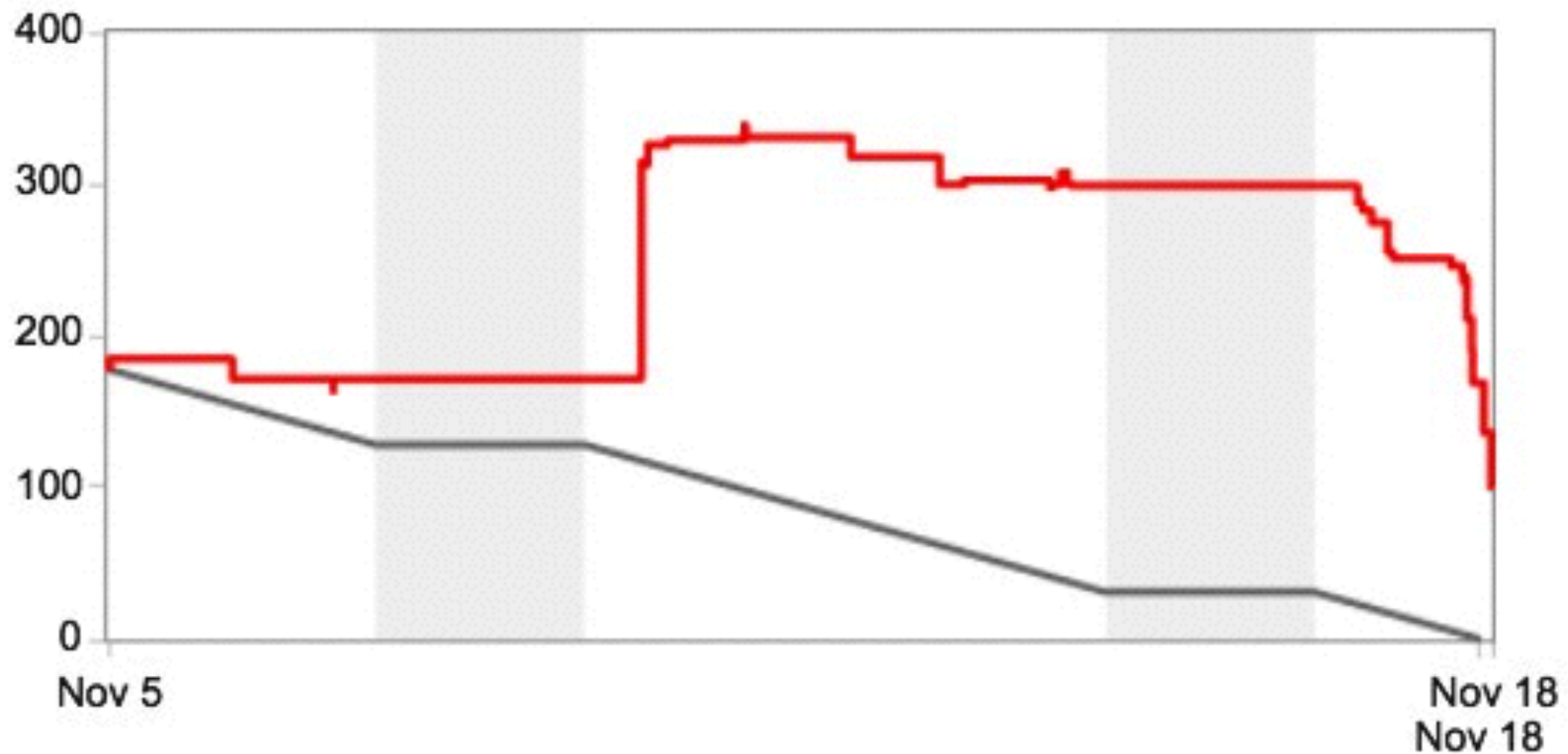
Artifacts

- Product Backlog
- Sprint Backlog
- Burndown Chart

Burn Chart #1

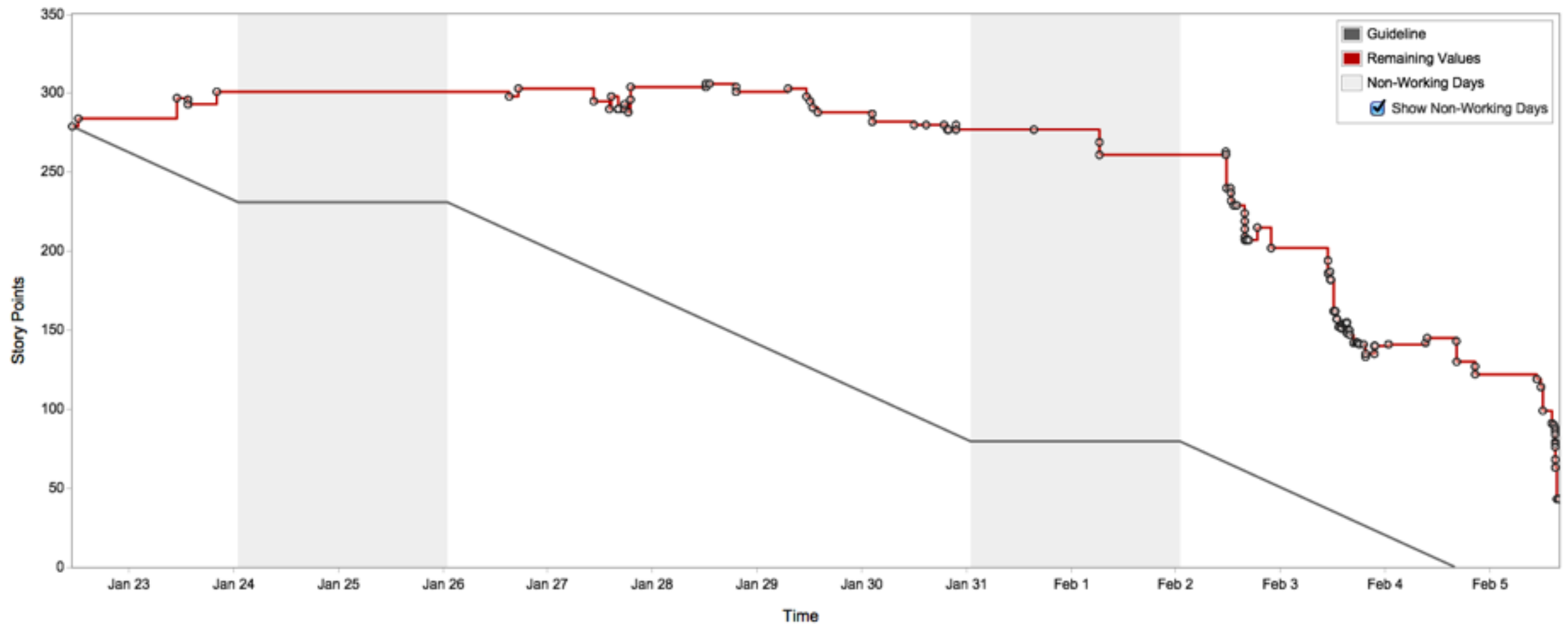


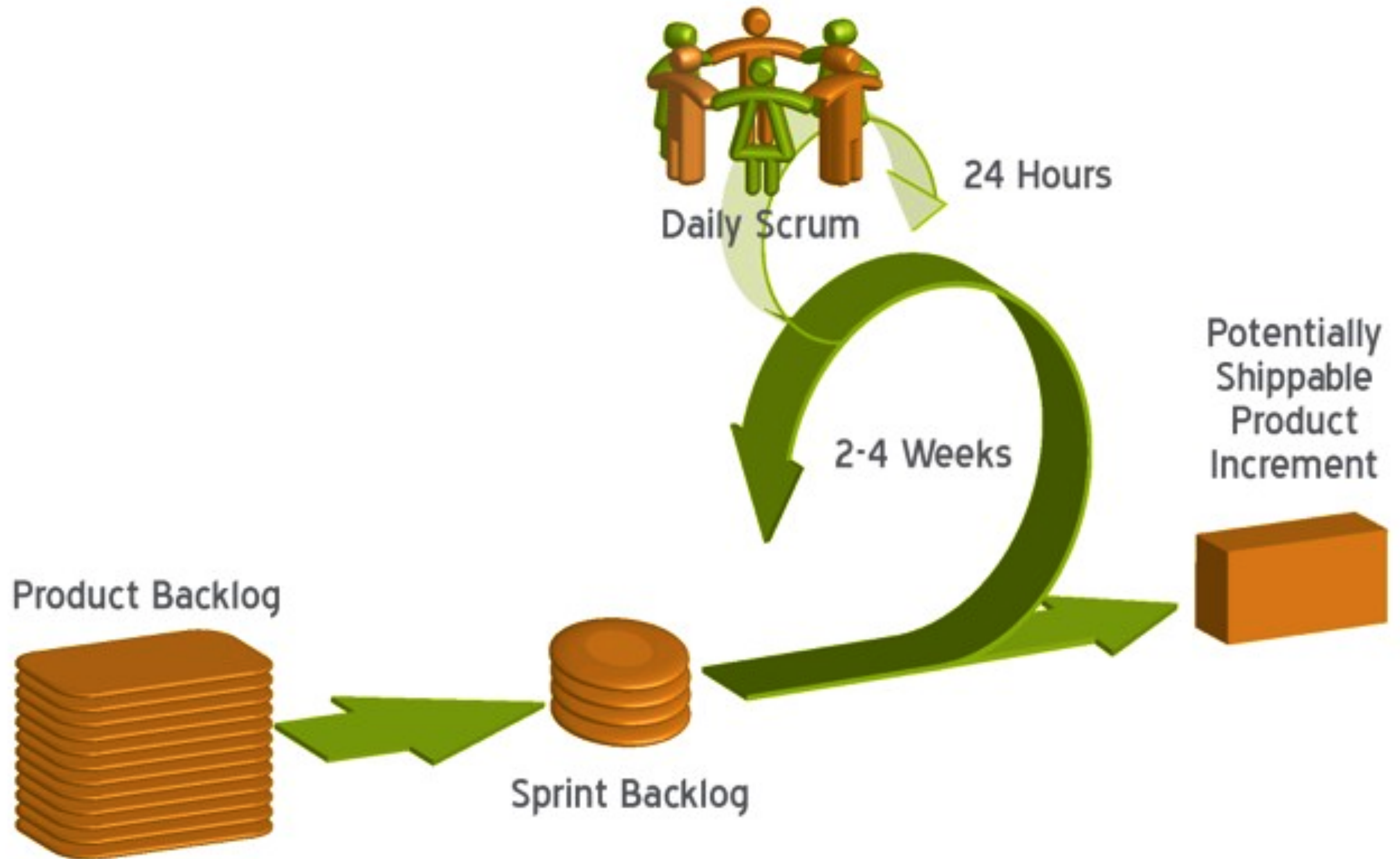
Burn Chart #2



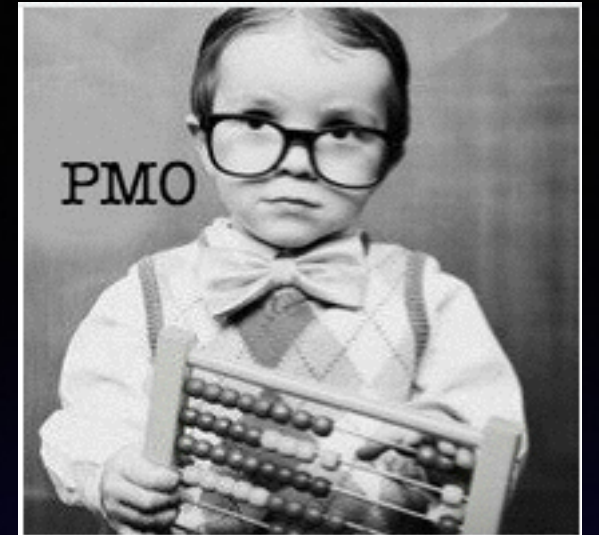
Burn Chart #3

Burndown Chart Sprint 9 ▾





PMO Network



- It's Alive! Yet a Work in Progress
 - Processes
 - Agile
 - Release Details
 - Product & Team Information
- <https://on.declara.com/networks/331254>

Scrum Videos

- Scrum Video Overviews
 - <http://scrumtrainingseries.com/>
 - https://www.youtube.com/watch?v=Mpsn3Wal_4k
- Reference Card: <http://scrumreferencecard.com/>

Questions?