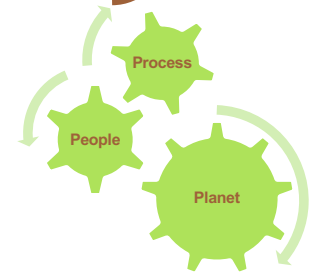
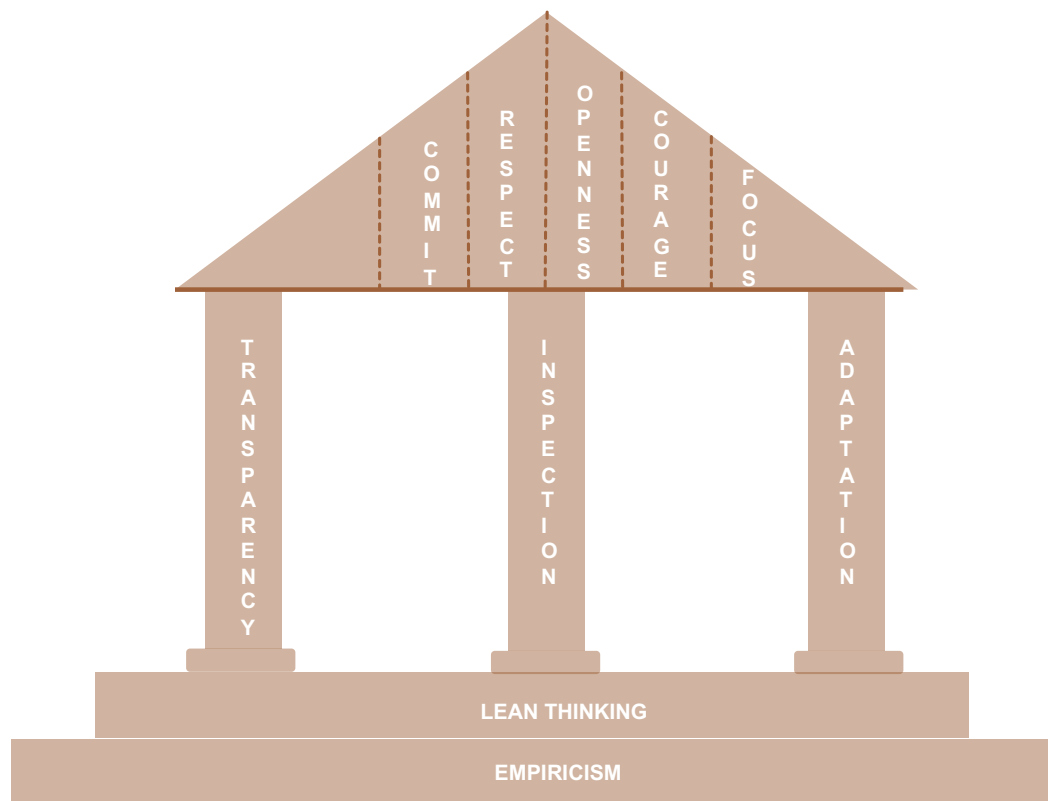


SCRUM GUIDE 2020- QUICK REFERENCE

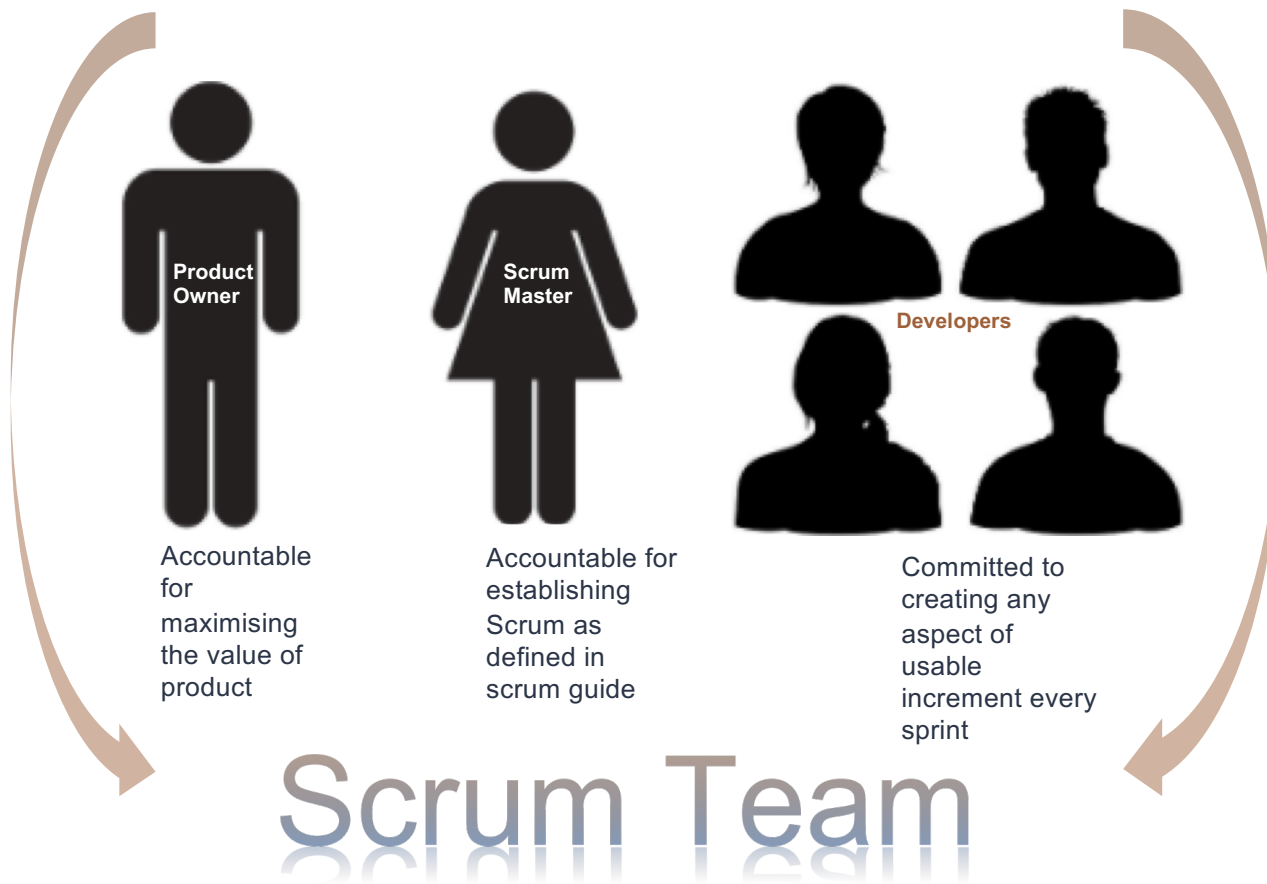


SCRUM GUIDE 2020 – SCRUM THEORY & VALUES



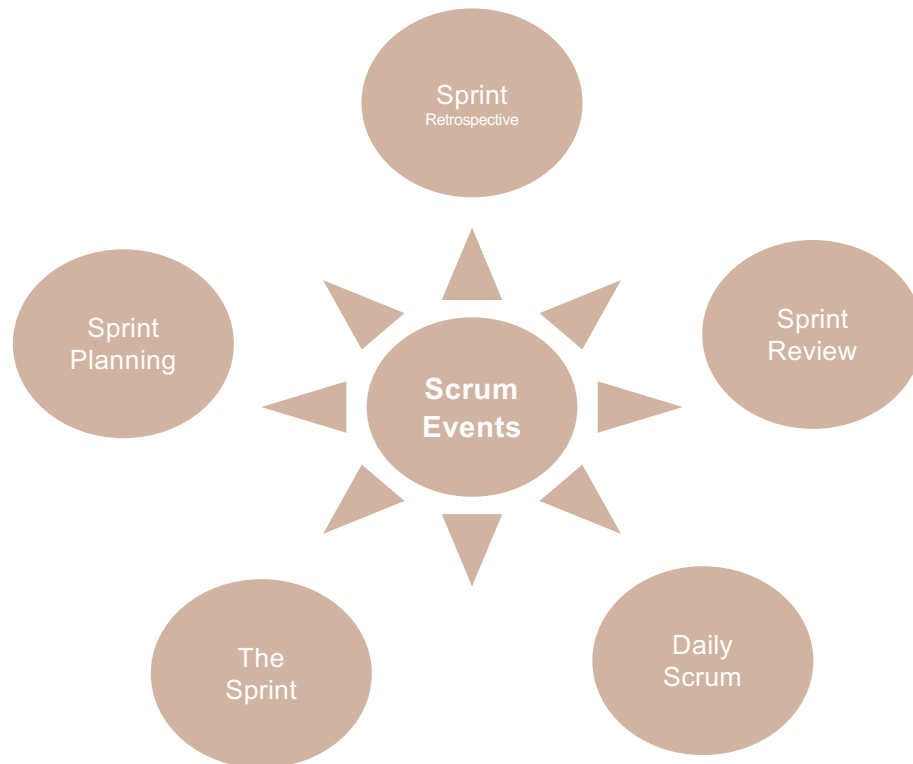
- Scrum founded on empiricism and lean thinking
 - **Empiricism** – knowledge comes from experience
 - **Lean** – Reduce waste and focus on essentials
- Three pillars of Scrum
 - **Transparency** – Emergent work visible to performers and receivers
 - **Inspection** – work progress is up for frequent inspection
 - **Adaptation** – If there is a deviation from acceptability, process must be adjusted
- Performers and receivers should live 5 values of **commitment, respect, openness, courage and focus** in order for the scrum process to succeed

SCRUM GUIDE 2020 – SCRUM TEAM



- Scrum Team consists of one Product Owner, one Scrum Master and Developers.
- There are no sub-teams or hierarchies within scrum team
- Focus is on Product Goal
- Cross functional
- Self managing
- Size ≤ 10
- Responsible for all product related activities

SCRUM GUIDE 2020 – SCRUM EVENTS



Sprint Planning – Initiates a sprint by laying out the work to be performed for the sprint.

Following topics are addressed:

- Why is this sprint valuable?
- What can be done this sprint?
- How will the chosen work get done?

The Sprint – Fixed length events of 1 month or less

- New sprint starts immediately after conclusion of previous
- All other events happen within the sprint

During sprint,

- No changes are made that would endanger sprint goal during sprint
- Quality does not decrease during sprint
- Product backlog refined as needed during sprint
- Scope can be clarified with Product Owner during sprint

Daily Scrum – To inspect progress towards sprint goal

- Daily 15 minutes for developers of scrum team
- PO, SM if working on sprint backlog participate as developers
- Developers meet throughout the day for detailed discussions

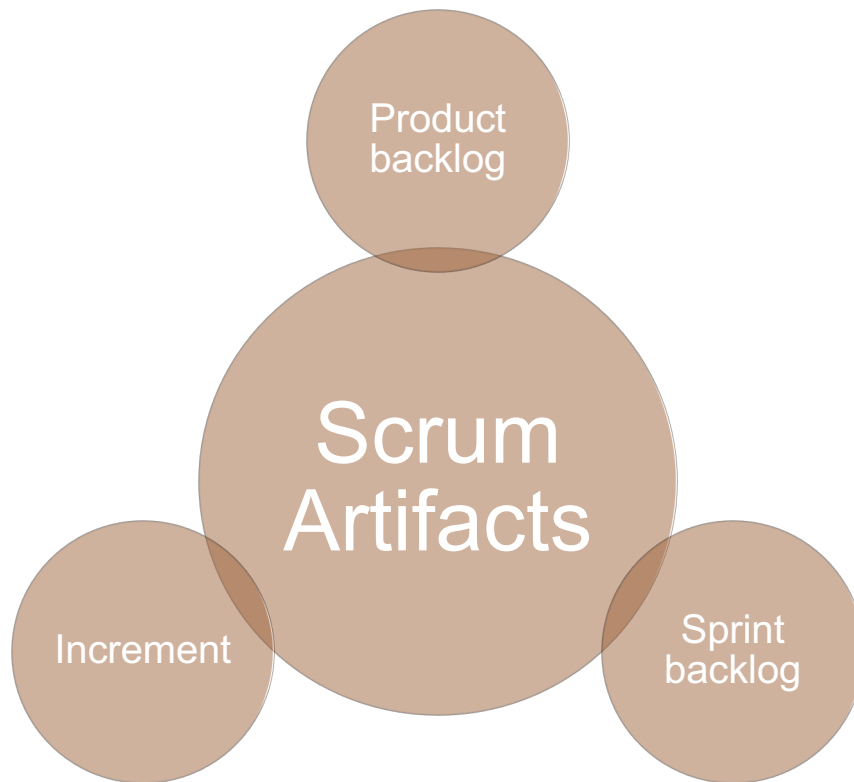
Sprint Review – Working session to inspect outcome of sprint and determine future adaptations

- Scrum team presents progress towards product goal to key stakeholders
- Maximum of 4 hours for a 1 month sprint

Sprint Retrospective – To plan ways to increase quality and effectiveness

- Individuals, interactions, process, tools in the last sprint discussed
- Impactful improvements are addressed and prioritised
- Maximum 3 hours for a 1 month sprint. This concludes the sprint

SCRUM GUIDE 2020 – SCRUM ARTEFACTS



Scrum artifacts represent work or value with each artifact containing a commitment. They are designed for maximum transparency and everyone inspecting them has the same basis for adaptation.

Product backlog: Emergent, ordered list of what is needed to improve product.

- Single source of work undertaken by scrum team
- Developers doing the work are responsible for sizing items in product backlog
- Commitment: product goal (long term objective)

Sprint backlog: contains why (sprint goal), what (product backlog items), how (action plan) to deliver an increment

- Plan by and for the developers
- Provides real-time picture developers plan to accomplish, gets updated throughout sprint
- doing the work are responsible for sizing items in product backlog
- Commitment: sprint goal (created during sprint plan)

Increment: Concrete stepping stone towards a product goal

- Each increment is additive to all prior increments, verified to ensure all increments work together
- Multiple increments may be created in a sprint
- Sum of increments presented at sprint review
- Commitment: Definition of Done

WHAT'S NEW / CHANGED IN SCRUM GUIDE 2020

- Less prescriptive, reduced usage of software terminology
- Only one team – The scrum team
- All important introduction of Product goal
- Commitments for each of the scrum artifacts
- Self managing teams instead of self organizing
- Death of the famous 3 questions in daily scrum
- Focus on Lean thinking
- Emphasis on why, What and how
- Clear definition of done

THANKS!

Any questions?

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