Why Scrum?

- Scrum and Agile development are simple methodologies intended to solve the problem of
  - long product development cycles; and
  - a mismatch between a product’s business requirement and the actual resulting implementation

- Scrum is one of the most effective way of going from an idea to high quality code in production.

- Scrum teams can push code into production every two weeks

Time requirement

Scrum Meeting Time for 2 week Sprint

Meeting	Min Time	Max Time
Pre Sprint Planning	30 min	2 h
Sprint Planning	30 min	1 h
DSM	10 min (Daily)	30 min (Daily)
Review & Retrospect	1 h	1 h 30 min

Meeting Time for 2 week delivery in current system

Meeting	Min Time	Max Time
Client Communication	2 h	5 h
Team Meeting	10 min daily	30 min daily
Requirement understanding	2 hours	2 h 30 min

Value Add of Scrum

S. No	Description	Improvement in VE by using Scrum
1	Daily client involvement	Yes
2	Client side Ownership during development	High
3	Work Break down and estimation	As the project continues
4	Major Changes Request	Drastic impact the project cost and time will be less and can be controlled
5	Value seen in deliverables	Every Iteration
6	Value seen in Managers involvement	More
7	Putting extra efforts on the project	Less possibility
8	Communication/ Interaction	Faster
9	Build Client confidence	Faster
10	Reports	PMTool, CP, Jira (Will give better tracking and clarity), Daily & Weekly reports

Handling Ad Hoc requests

THE PROJECT REQUIREMENTS ARE FORMING IN MY MIND.
E-Mail: SCOTTADAMS@AOL.COM
S. Adams
NOW THEY'RE CHANGING... CHANGING... CHANGING... CHANGING... OKAY. NO, WAIT... CHANGING... CHANGING... DONE.
NATURALLY, I WON'T BE SHARING ANY OF THESE THOUGHTS WITH ENGINEERING.
I BUDGETED FOR SOME GOONS TO BEAT IT OUT OF YOU.

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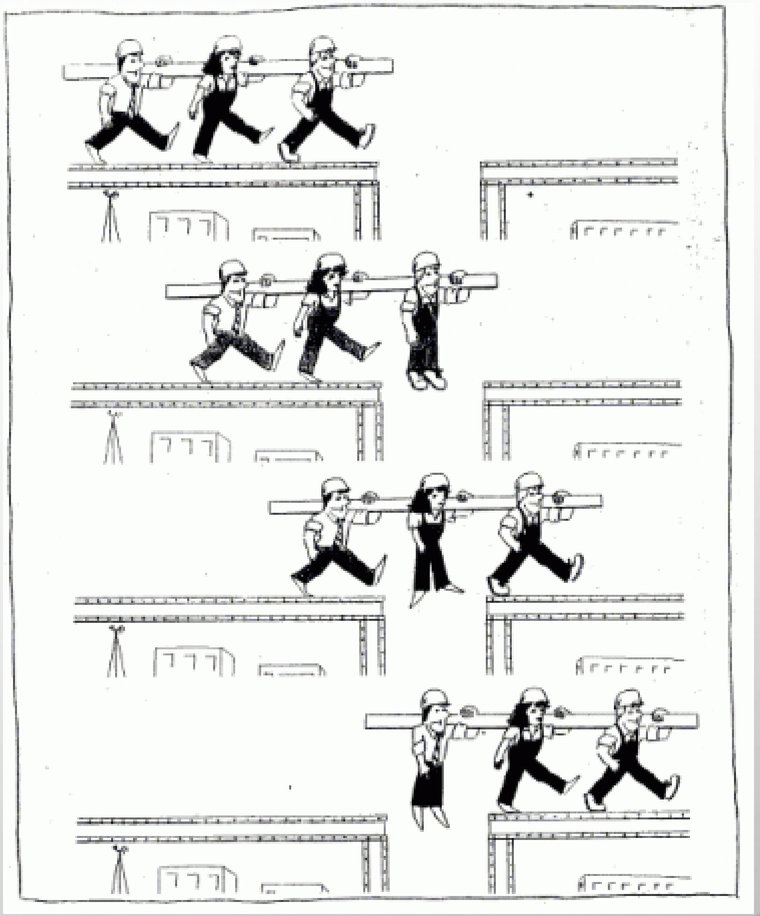
- **<u>No Ad hoc requests accepted in between the sprint.</u>**
- Sorry it was just a joke ;)
- So What to do?
  - Prioritize
  - Analyze
  - Push
  - Bargain
- Still not working?
  - Try Scrumban

Measuring Individual Performance

- **<u>Individuals are non existent in Scrum. Its only team.</u>**
- Is it Madness? Is it feasible for service industry? Answer: yes it is.
- There is always a ‘method to madness’.
- A subjective assessment can always be done as an experienced TL. Isn’t it?
- Also, there always is a way to update the framework as per your requirements.
    - Make hours == points delivered by individual
    - 80% of the user stories are delivered by individual.
    - Then its simple Math.



Why User Stories?

- Keep enhancing business value of your product.
- Avoid introducing detail too early that would prevent design options and inappropriately lock developers into one solution.
- Avoid the appearance of false completeness and clarity.
- Get to small enough chunks that invite negotiation and movement in the backlog.
- Leave the technical functions to the architect, developers, testers, and so on.

Independent
Negotiable
Valuable
Estimatable
Small
Testable

Role Mappings

Shadow Product Owner	Scrum Master	PM/TL
Write/Validate user stories	Agile Adoption as per process name Clarion process and aligning customer in the process	Team member alignment
Prioritization of user stories, based on: - Feasibility - Business Requirements - Technical limitations	Facilitation Of Events/Ceremonies	Internal compliance @ Clarion
Backlog Grooming	Chart Creation/Tracking/Analysis (everyday)	Invoicing
Ownership of deliverables	Sprint Analysis (everyday during DSM)	Appraisals
Change Request Management	Sprint Backlog Grooming- Guiding the PO with best practices	HR activities, leaves etc.
Budget Tracking (estimate Vs cost)	Identify/suggest the velocity of the sprint in consent with the team	
	Maintain/Track/Adjust JIRA workflow	