

SCRUM

Salman M. Quazi, Campus Web Publishers Meeting – Tuesday July 28, 2009

1. What is SCRUM?
 - a. SCRUM is a generic Project Management Practice – not a product. SCRUM is a pattern for managing projects.
 - i. Can be applied to mostly any type of projects
 1. Gained popularity with projects in Nokia
 2. SCRUM is very conducive to web applications
2. What SCRUM will not do for you?
 - a. SCRUM will not help in building a better product
 - b. SCRUM will not guarantee timely delivery
 - c. SCRUM will not promise fewer meetings, but more
3. So what will SCRUM do?
 - a. SCRUM will do three things, and it does it well:
 - i. SCRUM involves key people at the right stages of the product development
 - ii. SCRUM tells you exactly where you are in development (if you early, or late)
 - iii. SCRUM exposes visibility to others
 - b. Discuss how and why we use SCRUM at the UCLA School of Law
 - i. Applied to our last project and was very successful –
 1. Everyone (all the stakeholders of the project) was fully aware of the project state, and knew when and why something was delayed.
4. So how does SCRUM work?
 - a. Initial meeting - Sprint 0
 - i. User stories
 1. User stories are simple human readable features – **not technical details**
 2. Example:
 - a. Alumni Logs in and updates his/her profile
 - ii. Product backlog (sorted by priority)
 1. User Story, State (Not Started, Working, Complete)
 2. Priority (Low, Medium, High)
 3. Who it is assigned to
 - a. SharePoint works fairly well
 - iii. Sprint
 1. A fixed time duration (2-3 weeks, cannot be changed)
 - a. Start with 4 weeks and taper down if successful
 - b. Usually better to have shorter duration between 2-3 weeks
 2. During a normal sprint the user will get an opportunity to see the completed user stories since the last sprint
 - a. If they have issues or concerns (like bugs) they are added back to the product backlog as another user story
 - b. The user is then asked to re-prioritize the product backlog

- iv. **KEY:** After every Sprint demo, the user is asked to reprioritize the user stories.
 - v. Daily 15 minutes standing meeting – **AT A FIXED TIME**
 - 1. Discuss what everyone worked on yesterday, what they are going to work on today and what are the roadblocks
 - a. As a SCRUM master, or the project manager your job is to reduce the road blocks
 - vi. Development
 - 1. Developer are assigned a user story and they work on it until completion
 - 2. The entire tasks for that user story needs to be completed:
 - a. User interface (JavaScript, AJAX, CSS, XHTML)
 - b. Database design
 - c. Testing
 - d. Code (Data Access, Entity, Business logic)
 - e. Integration
 - f. The task is production ready!**
 - 3. Remember in SCRUM there is no such concept as a project manager, everyone develops including me – I build user stories in addition to managing the projects.
5. Closing statements and Summary
- a. Sprint, User Stories, Product Backlog, User Stories completed to its entirety

Online Resources

- b. Excellent video of what SCRUM is (Ken Schwaber):
 - i. <http://video.google.com/videoplay?docid=-7230144396191025011>
- c. http://www.scrumalliance.org/pages/what_is_scrum
- d. Jeff Sutherland offers SCRUM Master certification, I would highly recommend one if you are seriously looking into SCRUM:
 - i. <http://scrumtraininginstitute.com/>
 - ii. <http://jeffsutherland.com/scrum/>
- e. Training also available through Ken Schwaber, through:
 - i. <http://www.controlchaos.com/certification/>
- f. Also through my blog: CodeScrub.com – specifically some articles on [Project Management](#).

Good books

- g. http://www.amazon.com/Enterprise-Scrum-Ken-Schwaber/dp/0735623376/ref=sr_1_3?ie=UTF8&s=books&qid=1248819480&sr=8-3
- h. http://www.amazon.com/Agile-Software-Development-Scrum/dp/0130676349/ref=sr_1_2?ie=UTF8&s=books&qid=1248819480&sr=8-2
- i. <http://www.softpro.com/0-7356-1993-x.html>