

Week 10 Lecture 3

Scrum

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- Roles
 - Developer: writes software
 - Everyone, except possibly the Product Owner is a developer
 - Product Owner (PO): defines software to be written
 - Scrum Master: Protects team from outside interference
 - The Scrum Master is *not* the team leader.
 - The team manages itself collaboratively
 - The Scrum Master is the medium through which the team communicates with the outside world.

Here

- Product Owner: Lab Instructor
- Scrum Master: You choose; may take turns
- Developers (3 or 4)
 - Unix Expert
 - Git Expert
 - C Expert

Meetings

- Beginning of Sprint
 - Sprint Planning
- Daily
 - Standup
- End of Sprint
 - Demo
 - Retrospective

Sprint Planning

- Sprint Planning is where code design is done
 - Team members sign up for stories
 - Discussion among members clarifies stories
- Today in class, look at stories and choose them
 - The stories are similar to those done last week individually
 - The assignment for this week's lab is to work as a team

Sprint Planning: Product Owner

- The PO is available during sprint planning
 - To answer questions about the stories
 - To discuss priority
- Priority Changes
 - The PO may not be a developer
 - The PO job focuses on the customer (i.e., the people who will use the software).
 - The team gives the PO input on the time it will take to complete the stories
 - The PO may change priority of stories based on this input

Standup

- Meet with your team every day
 - This is easy because you have classes together
- The meeting should be short (<15 min)
- Each person says
 - What task was finished (<30 sec)
 - Nothing is fine
 - Don't say what you are working on
 - What will be done tomorrow (<30 sec)
 - This is where you say what you are working on
 - Mention only the task you will work on
 - If there are barriers (<2 min)

Standup: barriers

- The last thing you mention in standup are barriers
 - “No barriers” means “I am done” if everything is going well
 - If there is a problem, state it because:
 - Your team mates may be able to solve it
 - If a team member can solve a problem, meet with them after the standup unless everyone in the team has the same problem
 - If you team mates cannot solve it, the Scrum Master needs to work on the problem
 - Because the Scrum Master is the medium through which the team communicates with the outside world.

Demo

- Each week in lab you do a demo; now you will do it as a team
- Everyone must be present for the demo
- The PO says if it was done
 - If it was not done
 - It is put back on the backlog possibly clarified
 - It is reprioritized

Retrospective

- After the demo the team meets
- Each person says
 - What went right
 - What went wrong
- The Scrum Master makes a list of what each person mentions
- The team selects one or two things that went wrong to try to fix
 - Fix the biggest problems first
 - Don't try to fix everything all at once (You have a list)