A Way to Start Using Scrum PRAGMATIC SHIFT Lining Up the Pieces.. **Product Owner Sprint** Scrum Ahoy! **Stakeholders** With enough PBL crafted by the **PO**, ready to go, the **Team** efining the desired decide on the timings and problem or need to future state of the **Product Backlog** timeboxes for the Scrum A Product Owner (PO) is address. Refinement Events. identified and invited to take on the Once the **Team** knows **Product Backlog** acccountability. their **DoD**, they can get some **Product Backlog** Items (PBIs) ready for their first **Sprint**. The **PO** starts creatin the **Product Backlog** (PBL) as the current best guess of what is needed to reach the Product Goal. **Sprint Goal** Developers he **Team** collaborates to PBL in place, the PO can define Why this Sprint is invite the **Developers** Once the first PBI (**Devs**) they believe have aluable to Stakeholders, XXL meets the **DoD**, ar the skills needed create the this becomes the Before they begin they ready to be released first capture any quality and shared at the 8 Definition of Done standards the **Sprint Review!** To Do Doing Done create will meet; Their Definition of Done (DoD) **Sprint Backlog** The **Devs** then create the Sprint Backlog (SBL) by asking and answering With the PO, Devs, and What **PBIs** they forecast **SM** in place, we finally are needed to achieve the have our amazing Sprint Goal, adding them to the Scrum Team (Team) **SBL**, as well as their Plan on **Scrum Team** Daily Daily Daily Daily Sprint **Sprint** Retrospective Planning Scrum Review The **Devs** daily inspect and Scrum Master Stakeholders get togethe **Sprint** and agree on the **PBL** to adapt the adapt session of their progress towards the 14 in a working session to adaptations to improve their Sprint Backlog with their inspect the **Sprint** interactions, processes, and best guess for what will bring Sprint Goal, creating ar tools, including their use of them closer to the **Product** and PO may now invite someone to take on the accountability of the Scrum Master (SM). Legend & Useful Info Not in Scrum **Guide but** The step you are at on 3 Artifacts Needed **5 Events** 3 Accountabilities & Scrum Team your Journey to start using Scrum Accountabilities Daily Product Planning Scrum Backlog<sup>-</sup> **Product** Sprint Product Scrum Increment Refinement Backlog **Backlog** Owner Master Developers **Scrum Team** Artifacts Definition of Maximizing the Value of Establishing Scrum as The creation of a valuable stilling Quality into the Product Goal **Timebox** ≤1 Month ≤8 Hours ≤15 Minutes ≤4 Hours ≤3 Hours Enough Commitment Sprint Goal defined in the Scrum Guid useful Increment every Effective Management of The Effectiveness of the Managing the Sprint Backl **Accountabilities** the Product Backlog Scrum Team Holding each other Commitments Organization, or Sprint The Sprint & Product rogress Towards Product Goal 8 Created by? accountable as Inspect **Product Owner** Scrum Team Scrum Team if not Product Goal Product Backloo Sprint Goal Backlog professionals Outcomes Scrum Team One per Scrum Team True Leader that Serves the Scrum Teams Sprint Sprint Sprint Product Who is Accountable for Progress Towards Adapt **Product Owner** Scrum Team Developers Product Goal the Product Backlog, but ren Scrum Team and Org usable Increment each Sprint large enough to complete Creating it? Backlog Backlog Backlog and tools accountable
One person, not a comm Accountable for removing impediments that the Scrum Developer is the collective term used in Scrum for anyone doing significant work each Sprint There may be multiple Scrum **Events** Keep in Mind Scrum Team & Decides when to release the Scrum Team 8 Anyone Team cannot resolve thems the work that contributes to the Teams per Product valuable, continuously Do all the work required to achieve the Product Goal Who attends Qualities Scrum Team Developers Scrum Team ergent, single source current best guess for Facilitates events as needed o creation of the Increment Stakeholders Stakeholders Needed truth for the Product neeting the Sprint Goal