



BA16 – Managing Software Projects Using Scrum

Credits: 14 PDUs / 2 Days

Course Description

There's more to Agile development than simply a different style of programming. That's often the easy part. However, it totally changes your methods for:

- Requirements Elicitation
- Project Estimation & Planning
- Team Leadership
- Working with your Stakeholders & Customers
- Focus on Team Development

While not a silver bullet, Agile is quickly becoming the most practical way to create outstanding software. We'll explore the leading Scrum methodology, and you'll learn the basic premise and techniques behind Agility — so that you can apply them to your projects.

This boot camp-style workshop prepares you to manage, lead, or participate on Scrum projects by learning how to apply the practices of Scrum on an actual project.

Course Level

Beginner

Who Should Attend

- Managers of software development
- Software team leads
- Specialists in software development processes and quality assurance

Prerequisites

- None

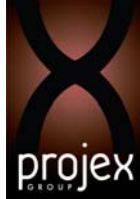
What You Will Achieve

- An understanding of how to maintain a regular cadence when delivering working software during each iteration
- Gaining a practical appreciation on how to follow the team approach; start as a team, finish as a team
- Knowledge and understanding of Agile principles with context on why they are so important for each team
- Embracing planning from Vision down to Daily activities, recognizing the value of continuous planning over following a plan
- Building a backlog of prioritized stories that provide emergent requirements for analysis that also fosters customer engagement and understanding
- An engaging technique for more effective estimating (planning poker) and become more accurate by being less precise
- Knowledge of pulling together Agile release plans that connect you back to business expectations – including hard date commitments and fixed price models

What You Will Learn

Module #1 – Introduction

- Course Introduction
- Course Schedule
- Course Objectives
- Course Agenda



Module #2 - Agile Overview

- What is Agile?
- Agile Themes (change, communication, etc.)
- The Agile Manifesto
- The Four (4) Agile Principles

Module #3 - Scrum Overview

- Foundational Books (Sutherland, Schwaber, Beedle)
- The Scrum Process
- Team Roles and Responsibilities

Team Exercise 1: Choose a Case Study

Module #4 - Initiating a Scrum Project

- Who is the Product Owner?
Team Exercise 2a: Identify the Product Owner
- What are Success Criteria?
- Defining the Project Success Criteria
Team Exercise 2b: Define the Project Success Criteria
- Establishing the Project Time Box
Team Exercise 2c: Establish the Project Time-Box
- Building the Scrum Team
Team Exercise 2d: Build the Scrum Team

Module #5 - Initial Product Backlog

- Envisioning the Product using User Stories
Team Exercise 3a: Envision the Product
- Defining Business Functionality
Team Exercise 3b: Brainstorm Business Functionality
- Defining Technical Functionality
Team Exercise 3c: Brainstorm Technical Functionality
- Estimating Effort (using Planning Poker)
Team Exercise 3d: Estimate Effort (Course-Grain)
- Creating the Iteration Plan
Team Exercise 3e: Create the Iteration Plan

Module #6 - Planning 30-day Sprint

- Planning the Current Iteration
- Creating the Sprint Backlog
Team Exercise 4a: Finalize Sprint Goal & Backlog
- Creating a Task List
Team Exercise 4b: Product a Task List
- Estimating Effort (using Planning Poker) and refining the Sprint Plan
Team Exercise 4c: Estimate Effort (Fine Grain)

Module #7 - Checking Status in the Daily Scrum

- The Daily Scrum Roles
- The Scrum Master's Role
- Handling Issues
Team Exercise 5: Hold a Daily Scrum

Module #8 – Sprinting

- Working through the Sprint Backlog
- Using the Story Board for Status Updates



- The Burn Down Chart
Team Exercise 6a: Updating the Burn Down Chart
- Making Changes to the Product and Sprint Backlogs
Team Exercise 6b: Change the Backlog

Module #9 - Checking Progress in the Sprint Review

- Reviewing the Sprint and Checking Progress
- Gaining Customer Acceptance
Team Exercise 7a: Gain Customer Acceptance
- Changing the Product Backlog
Team Exercise 7b: Change the Product Backlog
- The Sprint Retrospective

Module #10 - The Role of the Scrum Master

- Coaching the Scrum Team
Class Exercise 8a: Coach the Scrum Team
- Integrity of the Scrum Practices
Class Exercise 8b: Ensure the Integrity of Scrum
- Communicating among Stakeholders
Class Exercise 8c: Facilitate Communication
- Removing Impediments
Class Exercise 8d: Remove Impediments to Progress

Module #11 – Closure

- Scrum Summary
Team Exercise 9: Implement Scrum Practices