APPLYING SCRUM

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Activity: Applying SCRUM

Groups of 6 people.

Instructions:

❑ Plan and execute a sprint to produce results within a hypothetical project.

❑ The winner of this activity is who produces results with:
  ❑ Largest profit
  ❑ Largest number of happiness points
  ❑ Least number of variations in the burndown chart

Steps

Step	Time
1. Estimate user story points	5 min
2. Sprint planning	5 min
3.1 Kick-off meeting	2 min
3.2 Execution of period 1	2 min
3.3 Daily SCRUM meeting period 1	2 min
3.4 Execution of period 2	2 min
3.5 Daily SCRUM meeting period 2	2 min
3.6 Execution of period 3	2 min
3.7 Daily SCRUM meeting period 3	2 min
4. Sprint review	2 min
5. Release	2 min

Important: Building activities can only be done during the execution activities.

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Choose the roles

Role	Quantity	Responsibility
Scrum Master	1 person of each group	Responsible for coordinating the management activities and updating the task board.
Product owner	1 person of each group	Responsible for the management and prioritization of the product backlog and release documentation (and the outcome of the project).
Chicken	1 person of each group	Within this activity, they represent an auditor checking the correct execution of the activities of **another** group.
Pigs	The rest of the group (3 persons)	Members of the project team, who actively participate in planning and execution of the tasks.

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The Project: Welcome to SCRUMIA

The project is part of a new initiative to attract people from the earth to visit SCRUMIA (a distant planet of the earth) on vacation. As part of this initiative, the company DOESEVERYTHING where you work, has already negotiated several contracts with the following clients:

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Clients

Client: Green Foot   Director of the airline FLYHIGH

Green Foot is very interested in offering flights to SCRUMIA seeing this as an excellent business opportunity. Therefore, He is contracting you to build airplanes in order to be able to cope with this new business demand.

Client requests: Green Foot

ID	User stories	Profit	Happiness points
E1_1	As the owner of an airline, I want 10 new airplanes.	S$100	+4
E1_2	As the owner of an airline, I want 5 new airplanes.	S$50	+3
E1_3	As the owner of an airline, I want 3 new airplanes.	S$10	+1
E1_4	As the owner of an airline, I want 2 new airplanes.	S$10	+1

Clients

Client: Purple Belly Tourist guide

Purple Belly loves to travel and knows already every corner of SCRUMIA. He is fascinated with the idea of new tourists coming to visit SCRUMIA, but is seriously concerned with their protection against meteor showers that occur frequently on SCRUMIA. As a means of prevention, he requests the production of hats for protection.

Client requests: Purple Belly			
ID	User stories	Profit	Happiness points
E2_1	As a tourist guide, I want 10 hats for protection.	S$60	+2
E2_2	As a tourist guide, I want 5 hats for protection.	S$40	+2
E2_3	As a tourist guide, I want 3 hats for protection.	S$30	+1
E2_4	As a tourist guide, I want 2 hats for protection.	S$20	+1

Clients

Client: Big Eyes Sailor

For years now, Big Eyes offers boat trips to visit a beautiful island off the coast of SCRUMIA. Currently, he is studying the possibility of increasing the number of boats in order to be able to offer this trip also to visitors from earth.

Client requests: Big Eyes			
ID	User stories	Profit	Happiness points
E3_1	As an owner of a marine tourist enterprise, I want 10 boats.	S$ 70	+8
E3_2	As an owner of a marine tourist enterprise, I want 5 boats.	S$ 30	+6
E3_3	As an owner of a marine tourist enterprise, I want 3 boats.	S$ 20	+4
E3_4	As an owner of a marine tourist enterprise, I want 2 boats.	S$ 10	+2

Step 1. Estimate user story points

❑ Put all the user story cards on the task board on the wall in the product backlog column.

❑ Estimate the user story points for each of the user stories and document the result, circulating the result on the card..

E1_3		3 airplanes	
Profit	S$ 10	Happiness points	+1
Estimate		1 – 2 – ③ – 5 – 8 – impossible	

Task board

Product backlog	Sprint backlog	In Execution	Completed	Burndown	Release
E1_1 10 aviões Lucro S$100 Pontos de felicidade +4 Estimativa 1 – 2 – 3 – 5 8 impossível E1_1 10 aviões Lucro S$100 Pontos de felicidade +4 Estimativa 1 – 2 – 3 – 5 8 impossível E1_1 10 aviões Lucro S$100 Pontos de felicidade +4 Estimativa 1 – 2 – 3 – 5 8 impossível E1_1 10 aviões Lucro S$100 Pontos de felicidade +4 Estimativa 1 – 2 – 3 – 5 8 impossível					

Step 2. Sprint planning

❑ The sprint will last 3 periods (each one with duration of 2 minutes).

❑ Estimate the velocity of your team, estimating how many story points you will be able to finish during this sprint. Remember, that only team members (pigs) can execute building tasks.

❑ Transfer the user stories to be done during this sprint to from the product backlog to the sprint backlog column in the task board. (Note: **NO** more user stories can be added later to the sprint).

Task board

Product backlog	Sprint backlog	In Execution	Completed	Burndown	Release

❑ **Step 3. Sprint execution**

Step 3.1 Kick-off meeting

❑ The team members (pigs) choose the user stories from the sprint backlog that they intend to realize during the 1. period in the sprint.

❑ The respective cards are moved to the column "in execution" on the task board.

Important: During this step, NO building activities can be done.

Task board

Product backlog	Sprint backlog	In Execution	Completed	Burndown	Release

Step 3.2 Execution of period 1

❑ The team members (pigs) execute the respective building activities with respect to the user stories in the "in execution" column in order to produce the expected results.

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Step 3.3 Daily SCRUM meeting period 1

❑ What has been done in this period?

❑ What will be done in the next period?

❑ Which problems have been occurred?

Important: During this step, NO building activities can be done.

Task board

Product backlog	Sprint backlog	In Execution	Completed	Burndown	Release
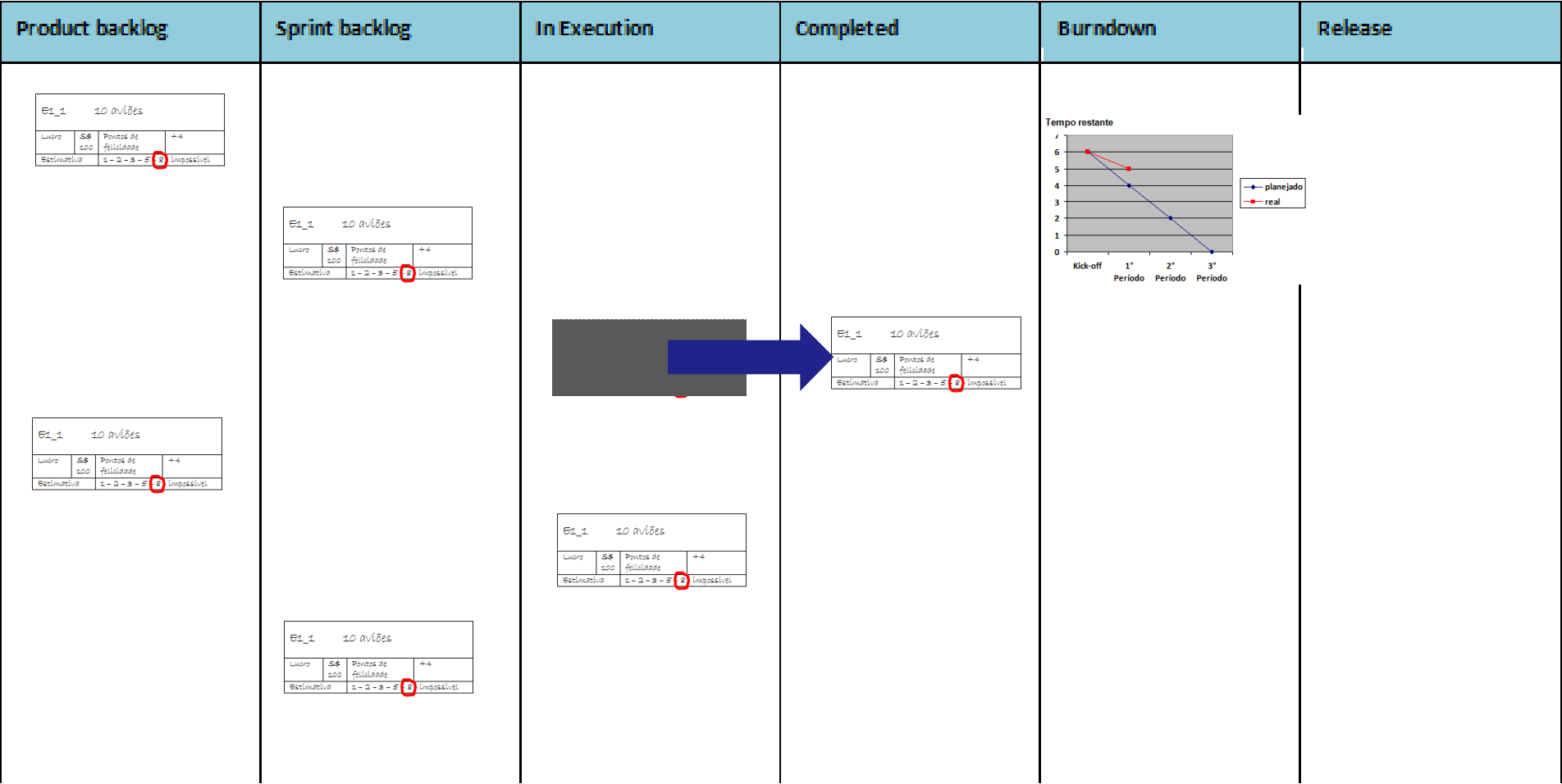
Step 3.3 Daily SCRUM meeting period 1

❑ The remaining time to complete the planned scope for this sprint is estimated and documented on the burndown chart.

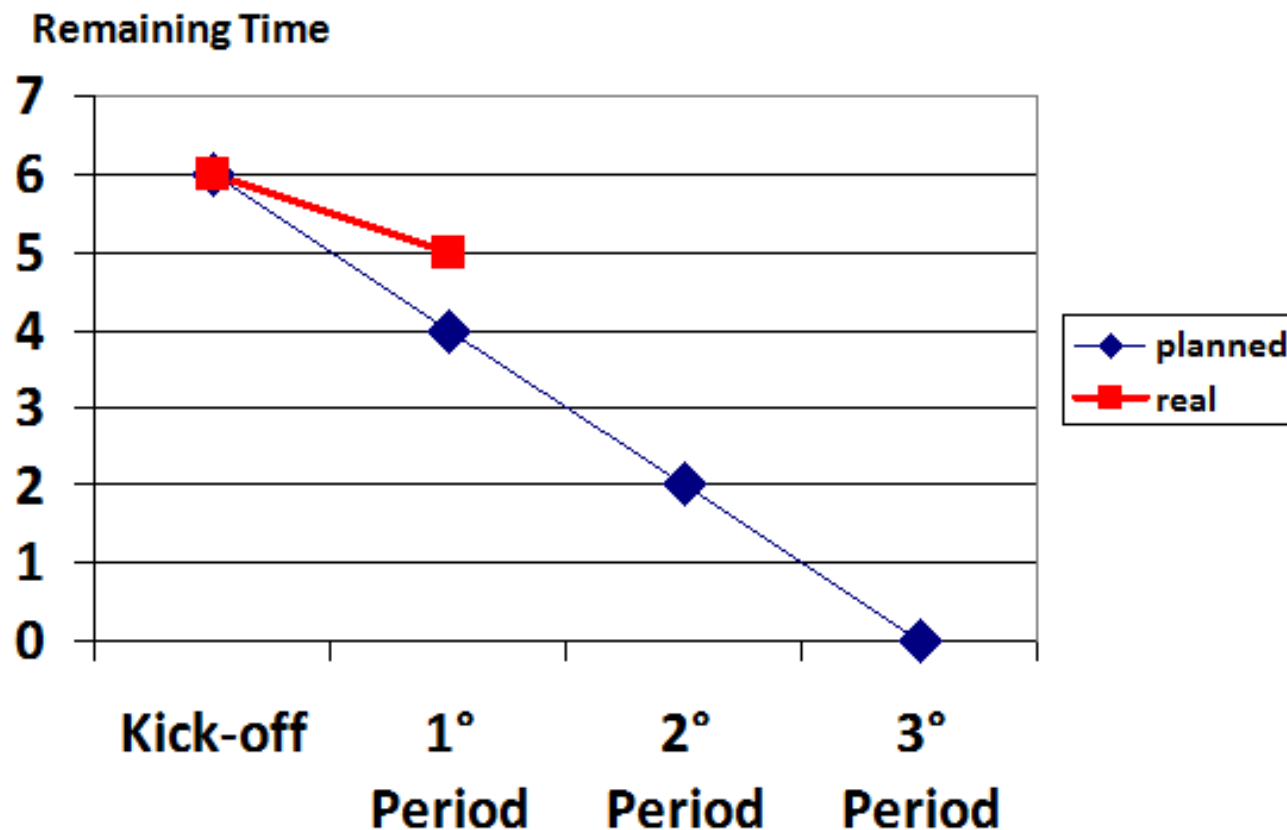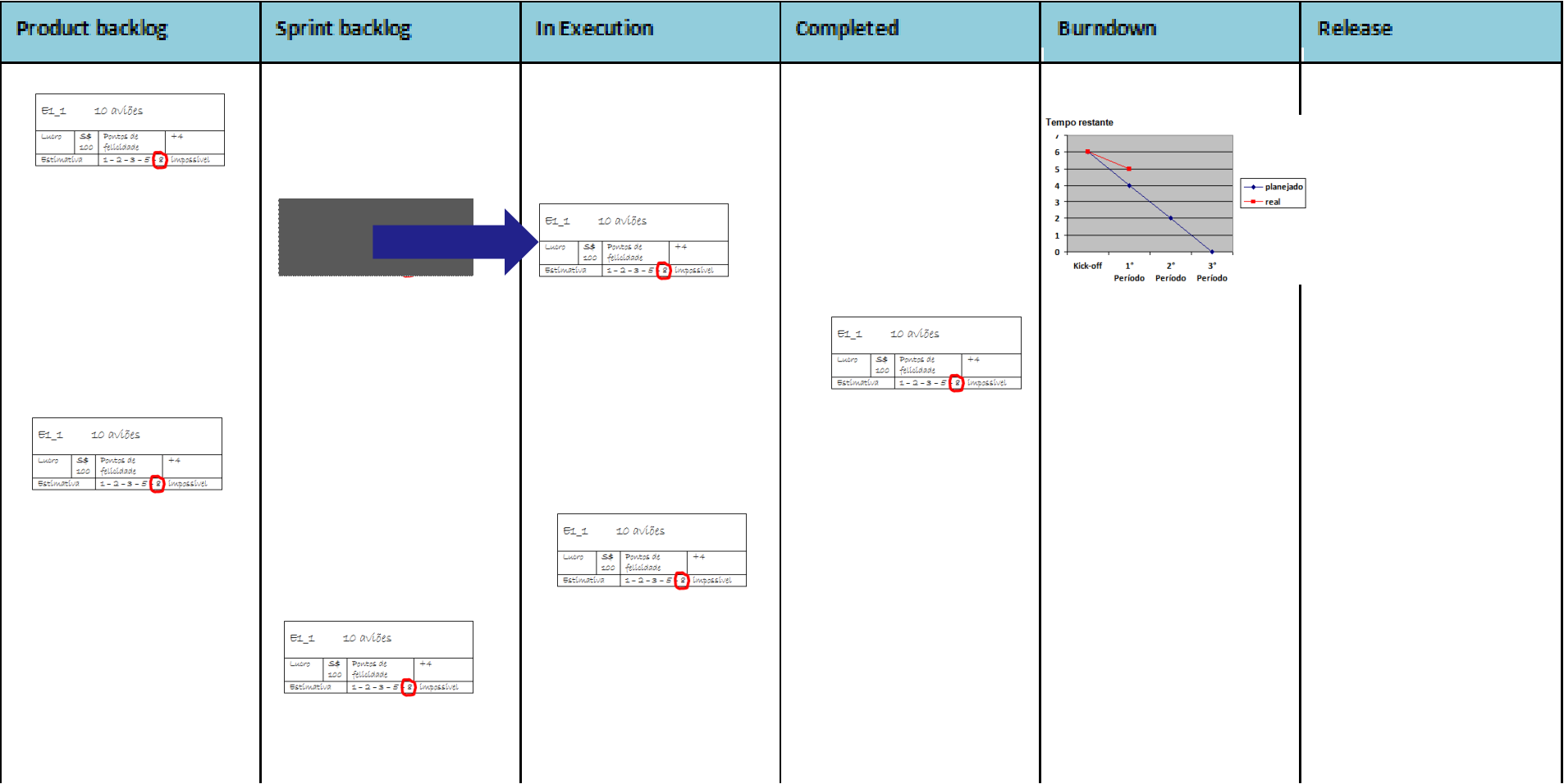# Task board

Product backlog	Sprint backlog	In Execution	Completed	Burndown	Release

Step 3. Sprint execution

❑ **Step 3.4 Execution of period 2**

❑ **Step 3.5 Daily SCRUM meeting period 2**

❑ **Step 3.6 Execution of period 3**
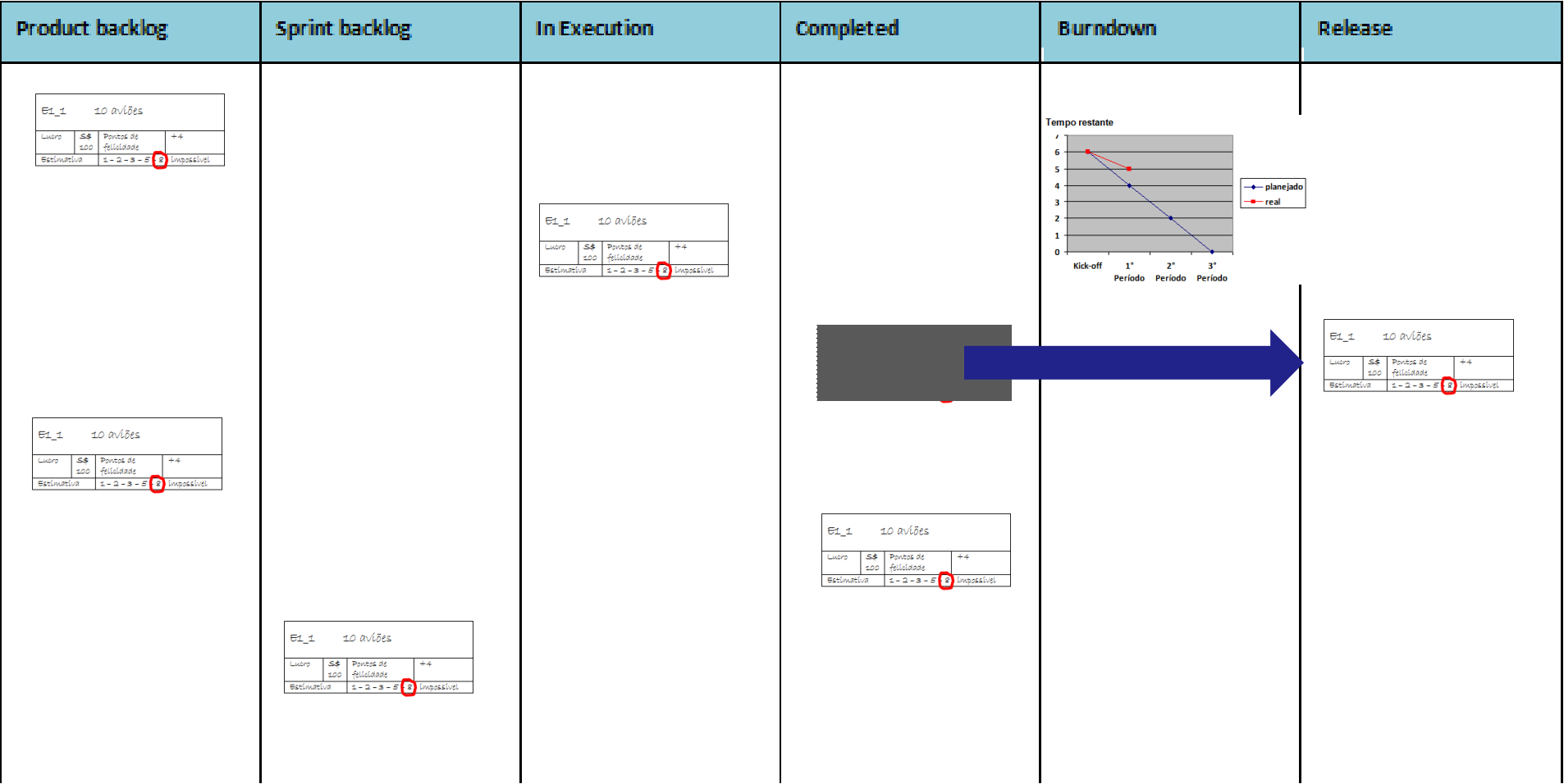
❑ **Step 3.7 Daily SCRUM meeting period 3**

Step 4. Sprint review

❑ The product owner identifies and tests the user stories which have been completed during the sprint.

❑ If accepted by the product owner, the respective cards are moved to the column "release" on the task board.

Important: During this step, NO building activities can be done.

Task board

Step 5. *Release*

❑ Calculate:

 ❑ Happiness points of the user stories in the release column

 ❑ Profit of user stories in the release column

 ❑ Number of deviations in the burndown chart

RESULTS		
Happiness points	Profit	Number of variations in the burndown chart

❑Everything OK? Any questions?

❑Everybody ready?

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