

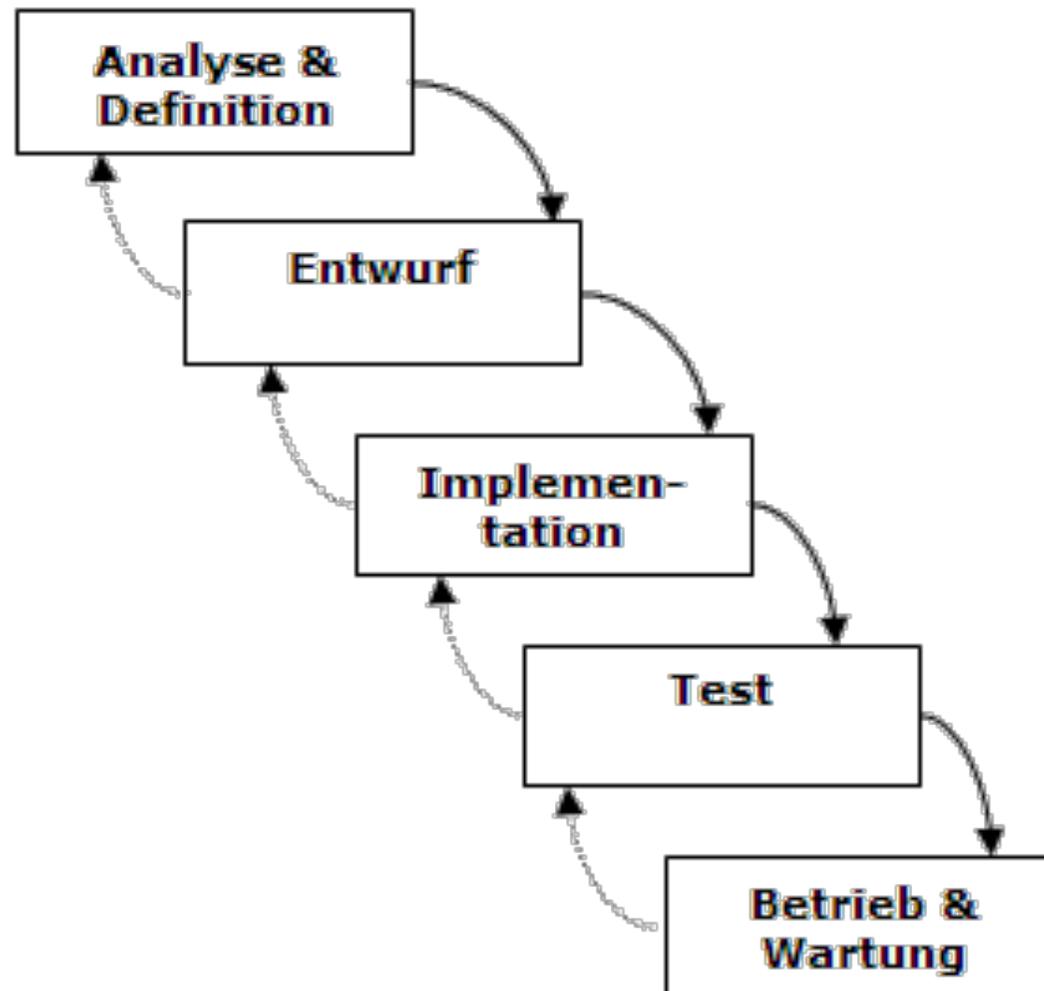


Semesterprojekt: Einführung in Scrum

Wintersemester 2018/19

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Stephan Fahrenkrog-Petersen

Wasserfall-Modell



Zitate aus dem Wasserfall-Papier



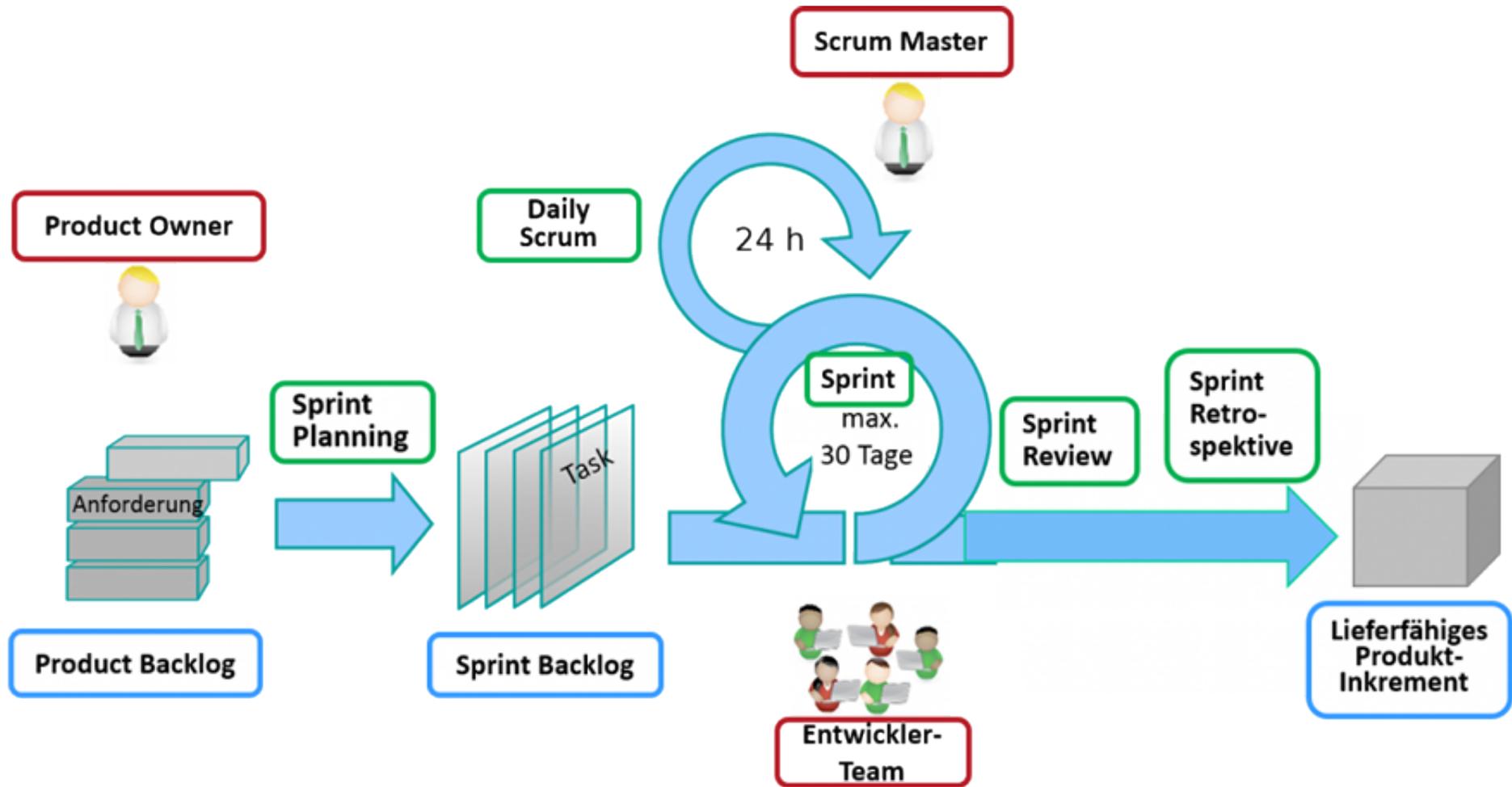
Either the requirements must be modified, or a substantial change in the design is required. In effect the development process has returned to the origin and one can expect up to a 100-percent overrun in schedule and/or costs.

I believe in this concept, but the implementation described above is risky and invites failure. The problem is illustrated in Figure 4. The testing phase which occurs at the end of the development cycle is the

After documentation, the second most important criterion for success revolves around whether the product is totally original. If the computer program in question is being developed for the first time, arrange matters so that the version finally delivered to the customer for operational deployment is actually the second version insofar as critical design/operations areas are concerned. Figure 7 illustrates how this might be carried

Quelle: <http://www.cs.umd.edu/class/spring2003/cmsc838p/Process/waterfall.pdf>

Scrum Overview

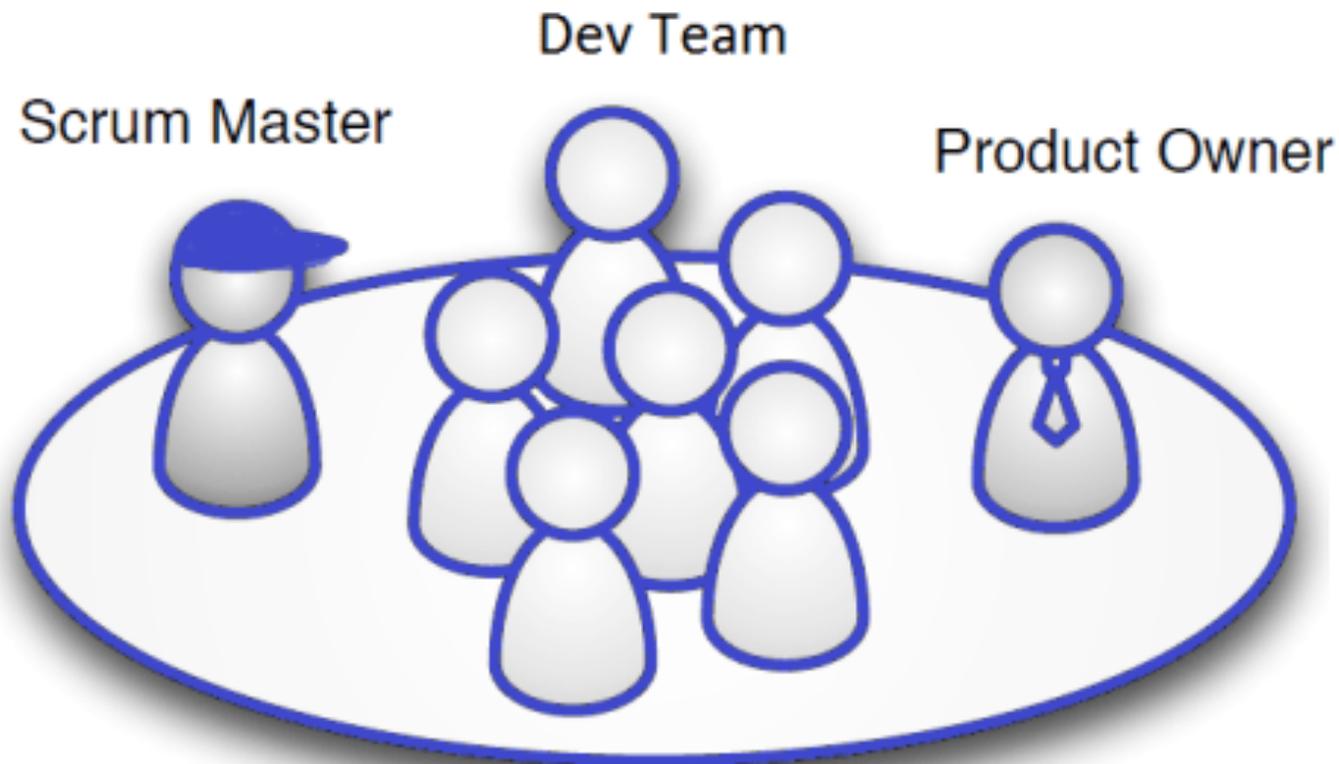


Scrum **Rollen**

Scrum **Artefakte**

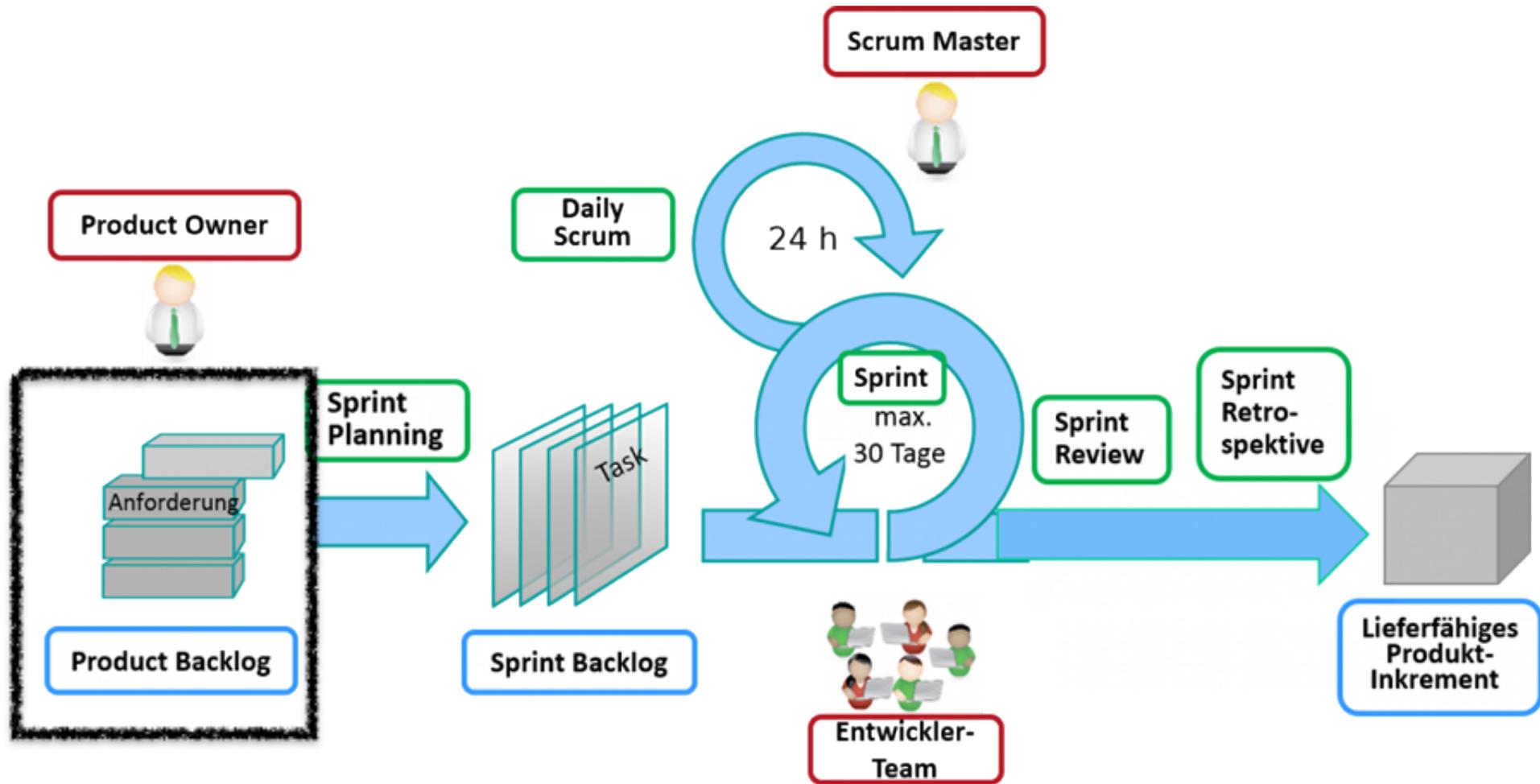
Scrum **Ereignisse**

Rollen in Scrum



Scrum Roles

Scrum



Scrum **Rollen**

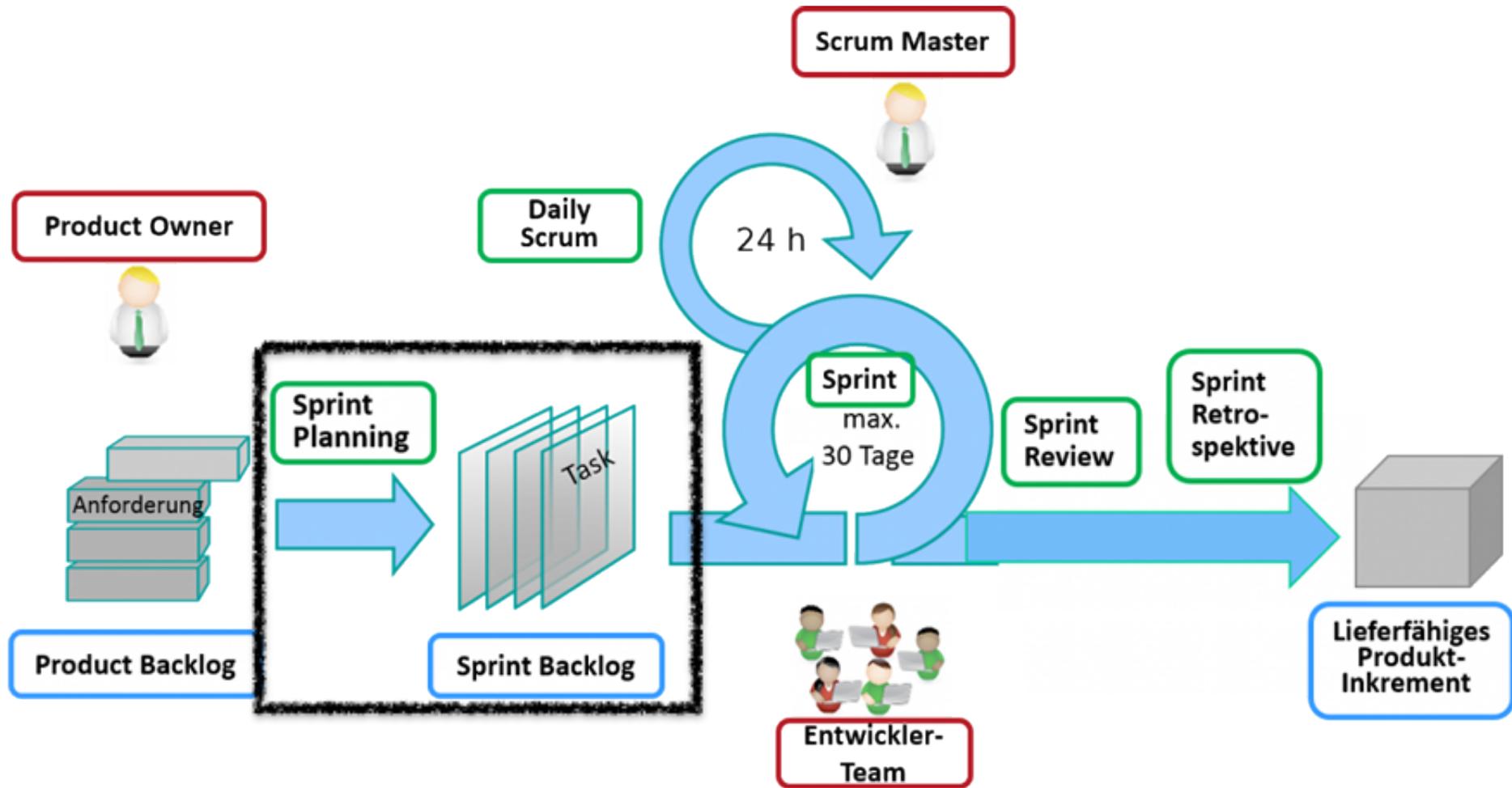
Scrum **Artefakte**

Scrum **Ereignisse**

Product Backlog

- Liste aller Anforderungen
 - Auch Bugs
- Bestandteile einer Anforderung:
 - Beschreibung
 - Priorisiert
 - *Geschätzt*
 - *Bewertet*

Scrum



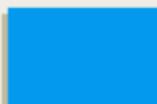
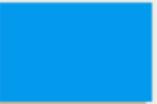
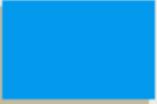
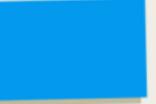
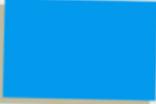
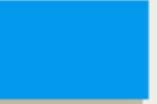
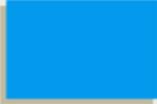
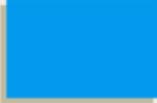
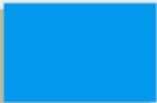
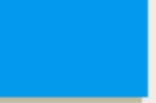
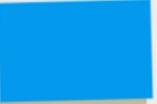
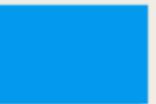
 Scrum **Rollen**

 Scrum **Artefakte**

 Scrum **Ereignisse**

Sprint Backlog



PBI	TO-DO	IN PROG.	DONE
			   
	 	  	
	   		
	 		

User Story



Titel

Als <Rolle/Persona>
möchte ich <Ziel/Wunsch>,
um <Nutzen>

User Story - Beispiele Auto

- Als Fahrer möchte ich den Radiosender am Lenkrad ändern können um nicht meinen Blick von der Straße abwenden zu müssen.
- Als Mechatroniker möchte ich den Motorzustand elektronisch auslesen können um diesen nicht manuell überprüfen zu müssen.

Übung 1

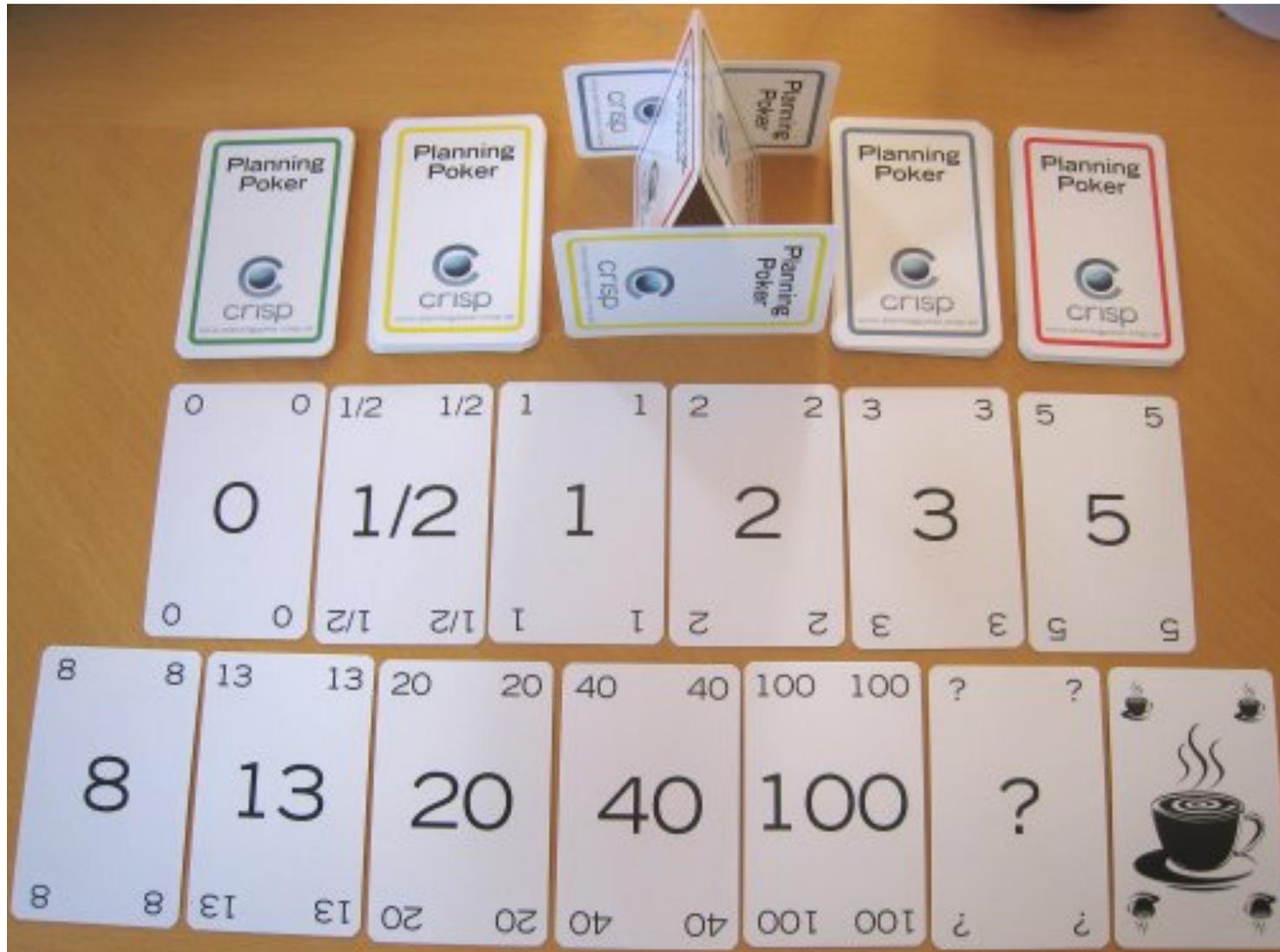


- Denkt euch in Gruppen aus 2 Leuten 3 User Story für Autos aus!
- Zeitrahmen: 15 Minuten

Sprint Planing

- Was kommt in den Sprint?
- Product Owner präsentiert anstehende Anforderungen
- Team plant selbstständig Sprint

Planning Poker



Planning Poker



Planning Poker Regeln

1. User Story wird vorgestellt
2. Jeder bietet versteckt
3. Alle Karten werden gleichzeitig aufgedeckt
4. Höchster und kleinster Vorschlag rechtfertigen sich
5. Wiederhole 1-4 bis Konsens

Scrum Board - Trello



A screenshot of a Trello Scrum board interface. The board is titled 'Scrum board' and is set to 'Private'. It features three columns: 'Backlog', 'Doing', and 'Done'. The 'Backlog' column contains eight task cards labeled 'Task 2' through 'Task 8', with an 'Add a card...' button at the bottom. The 'Doing' column contains one task card labeled 'Task 1' and an 'Add a card...' button. The 'Done' column contains an 'Add a card...' button. The interface includes a top navigation bar with 'Boards', a search icon, the Trello logo, a user profile for 'Sami Linnanvuo', and a notification bell. A 'Show Menu' button is located in the top right corner of the board area.

Scrum Board - Jira



jira.teamsinspace.com

Teams in Space
Software project

- Backlog
- Board**
- Reports
- Releases
- Components
- Issues
- Repository
- Add item
- Settings

Board

Quick Filters

Release

TO DO 5

- Engage Jupiter Express for outer solar system travel
SPACE TRAVEL PARTNERS
5 TIS-25
- Create 90 day plans for all departments in the Mars Office
LOCAL MARS OFFICE
9 TIS-12
- Engage Saturn's Rings Resort as a preferred provider
SPACE TRAVEL PARTNERS
3 TIS-17
- Enable Speedy SpaceCraft as the preferred
SPACE TRAVEL PARTNERS

IN PROGRESS 5

- Requesting available flights is now taking > 5 seconds
SEESPACEEZ PLUS
3 TIS-8
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS
4 TIS-15
- Establish a catering vendor to provide meal service
LOCAL MARS OFFICE
4 TIS-15
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS

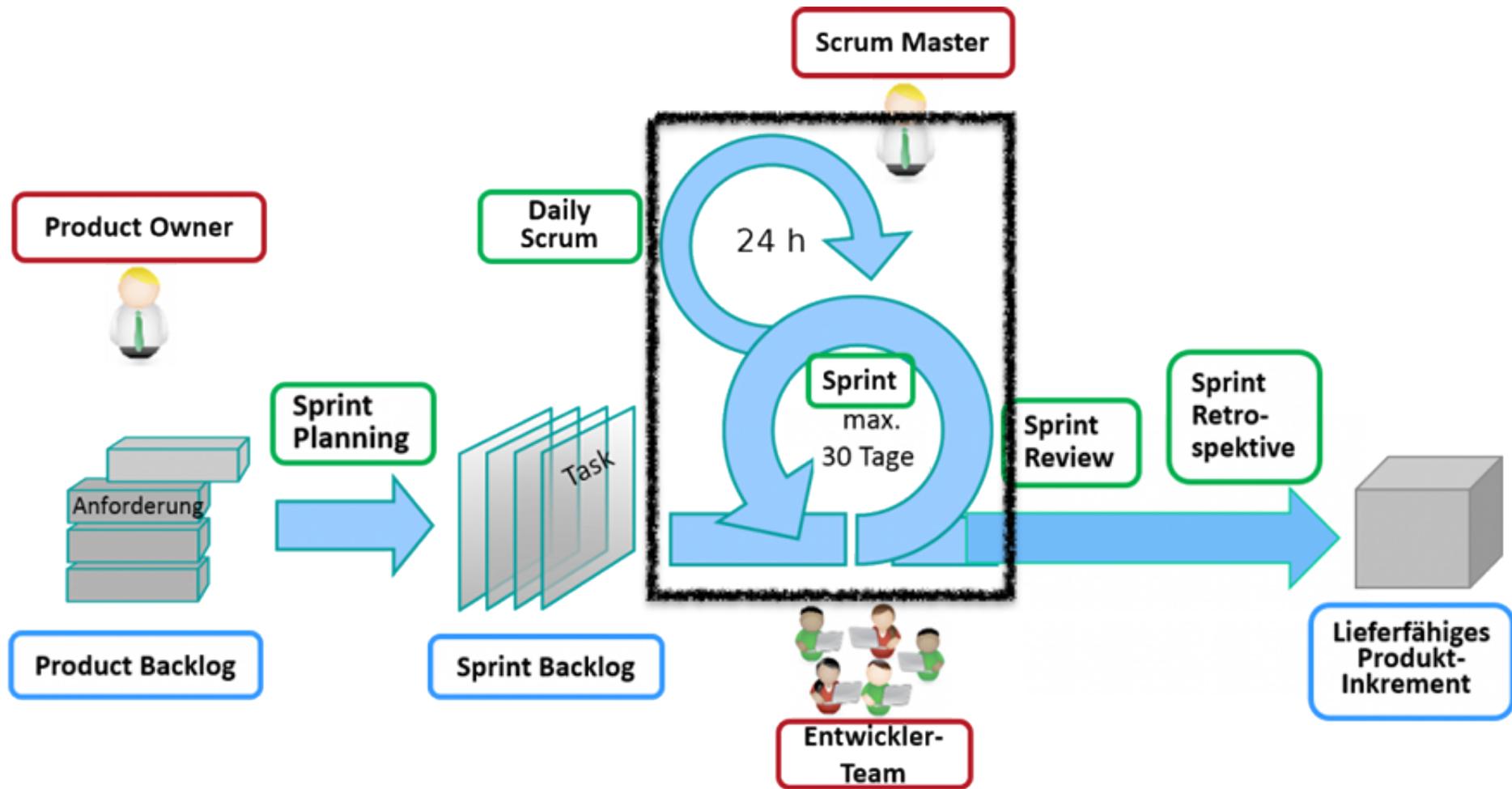
CODE REVIEW 2

- Register with the Mars Ministry of Revenue
LOCAL MARS OFFICE
3 TIS-11
- Draft network plan for Mars Office
LOCAL MARS OFFICE
3 TIS-15

DONE 8

- Homepage footer uses an inline style-should use a class
LARGE TEAM SUPPORT
68 TIS-68
- Engage JetShuttle SpaceWays for travel
SPACE TRAVEL PARTNERS
5 TIS-23
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS
15 TIS-15
- Establish a catering vendor to provide meal service
LOCAL MARS OFFICE

Scrum



 Scrum **Rollen**

 Scrum **Artefakte**

 Scrum **Ereignisse**

Sprint

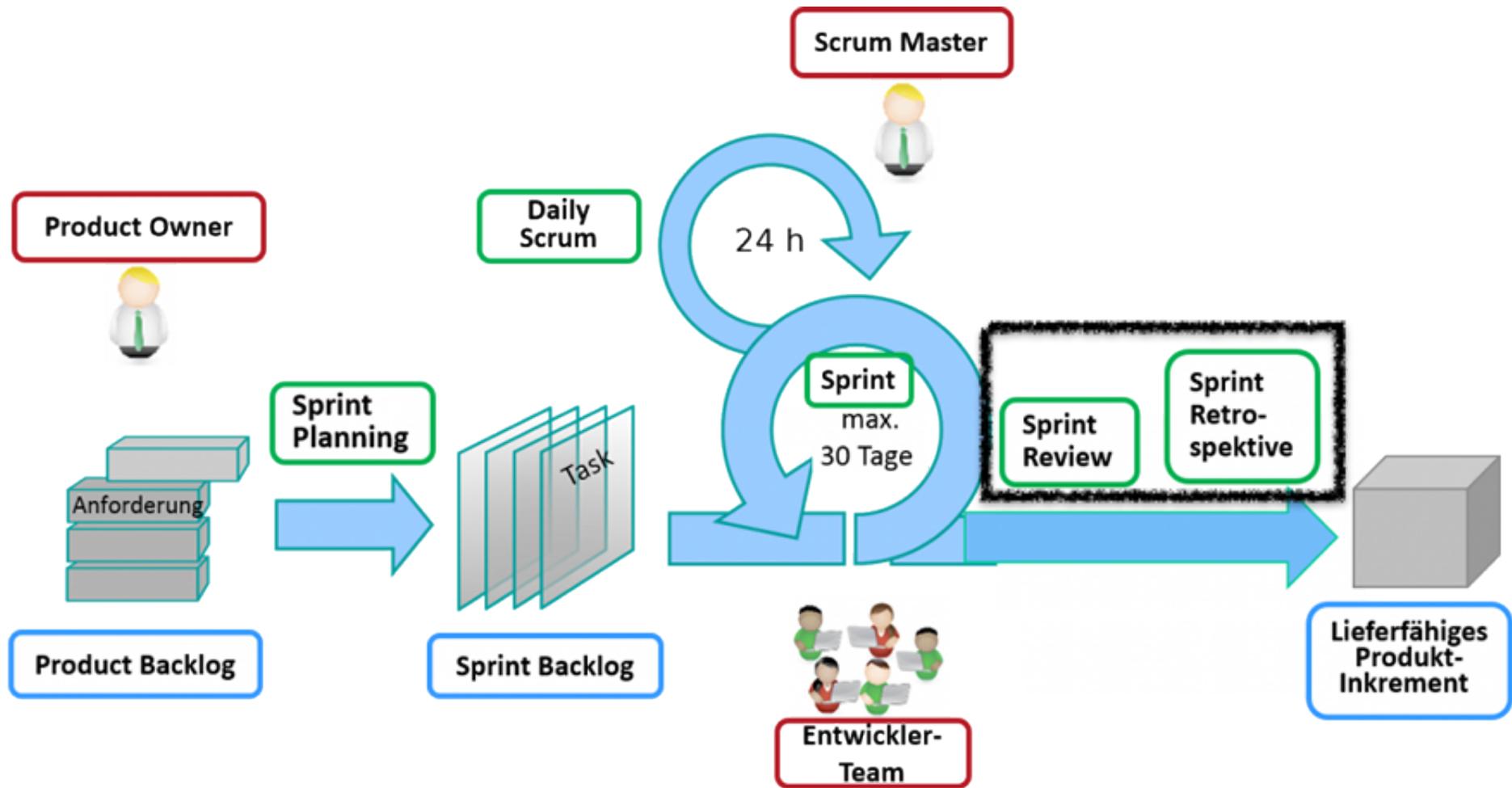


- 1 - 4 Wochen
- Feste Anforderungsliste
- Daily Standup Meeting

Daily Standup Meeting

- Max. 15 Minuten
- Jeder redet kurz:
 - Was habe ich gemacht?
 - Was mache ich gerade?
 - Was hält mich oder das Team vom Erreichen des Sprint Ziels ab?

Scrum



Scrum **Rollen**

Scrum **Artefakte**

Scrum **Ereignisse**

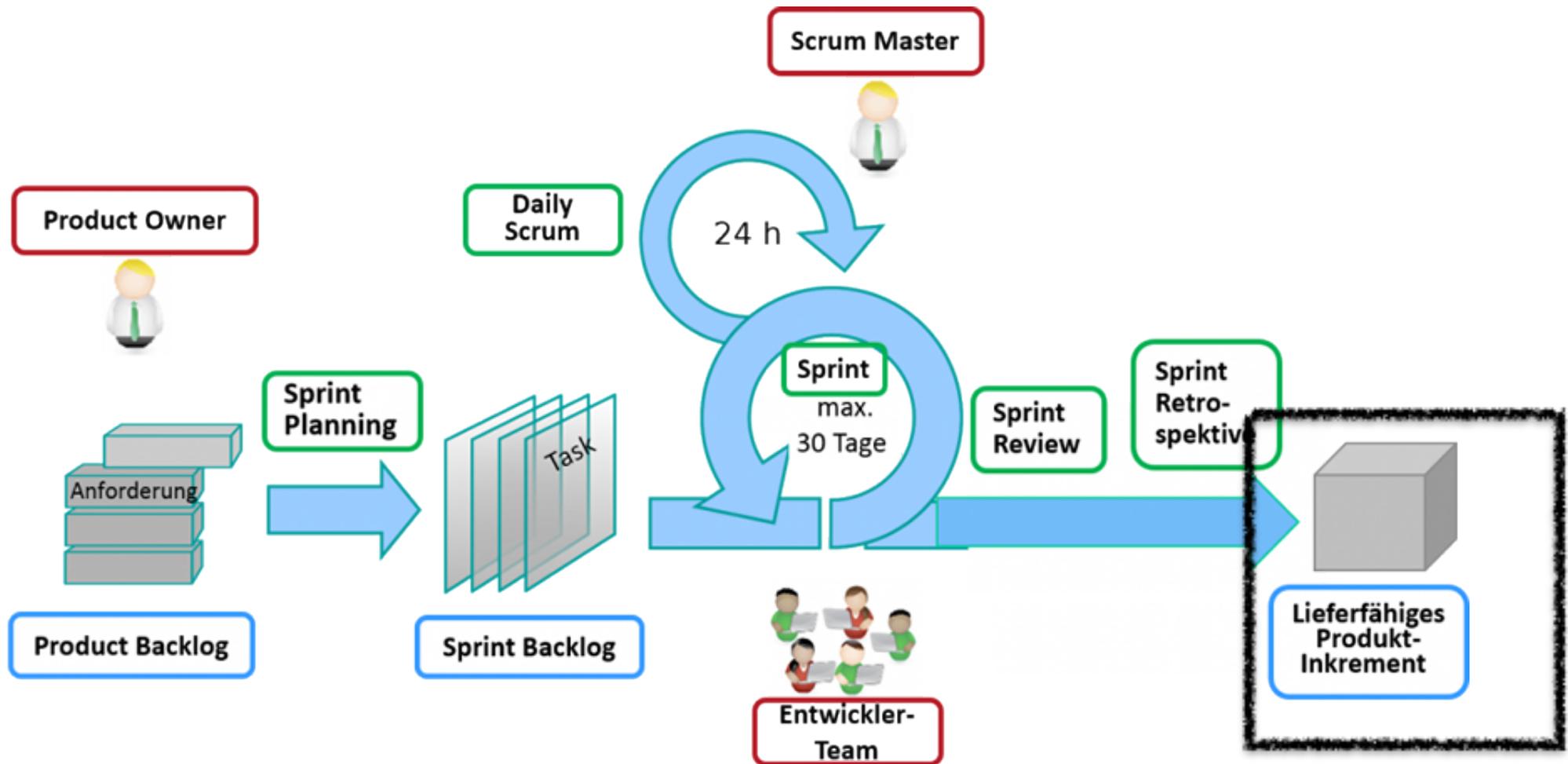
Sprint Review



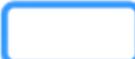
Sprint Retrospektive

- Was lief gut?
- Was lief können wir besser machen?
- Maßnahmen!

Scrum



 Scrum **Rollen**

 Scrum **Artefakte**

 Scrum **Ereignisse**

Übung 2



- Kommt in Gruppen aus 3 Leuten zusammen und erörtert folgende Fragestellung:

Wann ist es sinnvoll Scrum einzusetzen anstatt des Wasserfall-Modells und wann nicht?

Take Away

Scrum ist eine agile Methode um Teamarbeit zu koordinieren.

Anforderungen lassen sich als User Stories formulieren und mit Planning Poker schätzen.

