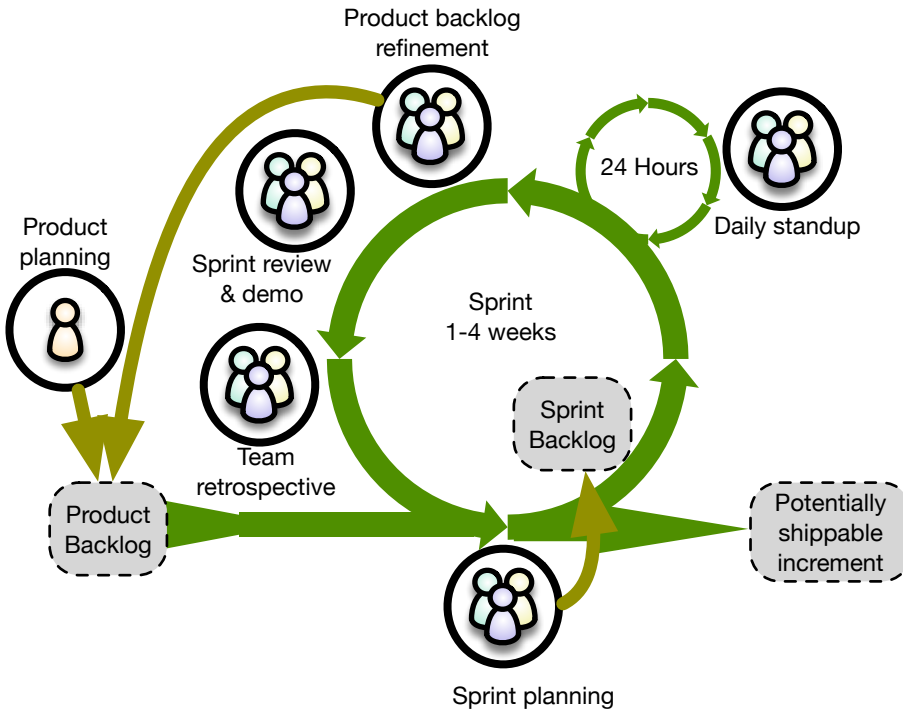


Scrum

“Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest value” - Scrum Guide 2017

Process



Roles and Responsibilities

- Product Owner (PO)**
 - 1) Ensuring we build the right thing at the right time, optimizing for business value
- Scrum Master (SM)**
 - 1) Protecting the team
 - 2) Ensuring the team is improving over time. Getting them unstuck as needed.
 - 3) Ensuring the team is following their own process and communicating that process outwards
- Team member (Dev, QA, UX etc)**
 - 1) Solving business problems as selected by PO with high quality solutions that meet long term objectives
 - 2) Optimizing their own way of working for long term performance
- Management**
 - 1) Ensuring growth of individuals on team
 - 2) Assisting team with any obstacles that the team can't resolve themselves.

Flow of Incoming Work

Business initiated	Planned	Ideation	Organize & Prioritize Story Mapping	Prepare Stories Early Refinement	Fill Sprint Backlog Sprint Planning
	Unplanned	Triage Unplanned Work Bugs, production support, ad hoc reports etc			
Team initiated	Determine Improvement Actions Retrospective				
	Determine Technical Experiments Spike				

Work Item Types

Stories

Thin vertical slices of valuable work. Valuable to someone outside the team. Stories should account for the vast majority of work in the backlog.

Tasks

Stuff to be done that has no value outside the team

Bugs / Defects

- 1) We knew what it was supposed to do
- 2) It doesn't do that thing
- 3) We said we were done

Retrospective Items

Work selected by the team in order to improve their own ability to solve problems for the business. These items themselves are not required to have any business value outside the team

Spikes

A technical experiment to make a decision. Code written during a spike will be thrown away when done - if we're keeping it then this is another type of work..