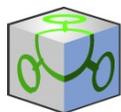


SCRUM RULES OF THUMB

- Just Start! Scrum is a tool for new product development that uses learning and continuous improvement, not an SDLC or buffet of best practices.
- Shorter sprints are better for learning and adapting to change. In software development, a one-week long sprint is often best.
- The Product Owner splits Product Backlog Items near the top of the Product Backlog so they are small enough that a team can complete between five and ten every sprint.
- The second part of the Sprint Planning meeting is for detailed design.
- Restrict the total size of the Product Backlog to less than two hundred items.
- Approximately five percent of the team's time every sprint is for helping the Product Owner get Product Backlog Items ready. This is mostly estimating new items and re-estimating items that get split or moved.
- Allocate two days of team time before the first sprint with the Product Owner for the initial creation and estimation of the Product Backlog.
- Estimating a Product Backlog Item using the planning game (estimation cards), averages around two minutes.
- A good ScrumMaster also knows about Extreme Programming, Lean Software Development and Kanban. A good ScrumMaster is also constantly learning about the latest techniques for agile software development.
- A team often creates “core hours” where all team members are expected to be present together in the team room. Invitations to meetings outside the team that are during core hours are rejected.
- In the Sprint Backlog, there should be about one task per person-day in the Sprint. For example, a team of ten doing a ten day sprint should have about one hundred tasks at the start of the sprint.
- The demonstration at the end of the sprint allows users to play hands-on with the resulting software.
- The ScrumMaster keeps agile management software up-to-date on behalf of the team. Team members use cards on a wall.

SCRUM VALUES

Focus – Courage – Openness – Commitment – Respect



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