DAT257: Lego workshop

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Meet your teaching assistants

Say "Hi!" to…

Agenda

1. Hi and welcome (5 minutes)

2. Scrum introduction (10 minutes)

3. Rules of the game (5 minutes)

4. Explaining the backlog (5 minutes)

5. Forming teams (5 minutes)

6. Building the backlog (20 minutes)

7. COFFEE BREAK (15 minutes)

8. Estimating (10 minutes)

9. Sprint 1 (20 minutes)
   a) Sprint planning (3 minutes)
   b) Sprint (7 minutes)
   c) Sprint review (5 minutes)
   d) Sprint retrospective (5 minutes)

10. Sprint 2 (20 minutes)

11. COFFEE BREAK (10 minutes)

12. Sprint 3 (20 minutes)
   a) But no retrospective, instead cleaning the tables

13. Group discussion (10 minutes)

The goal for today
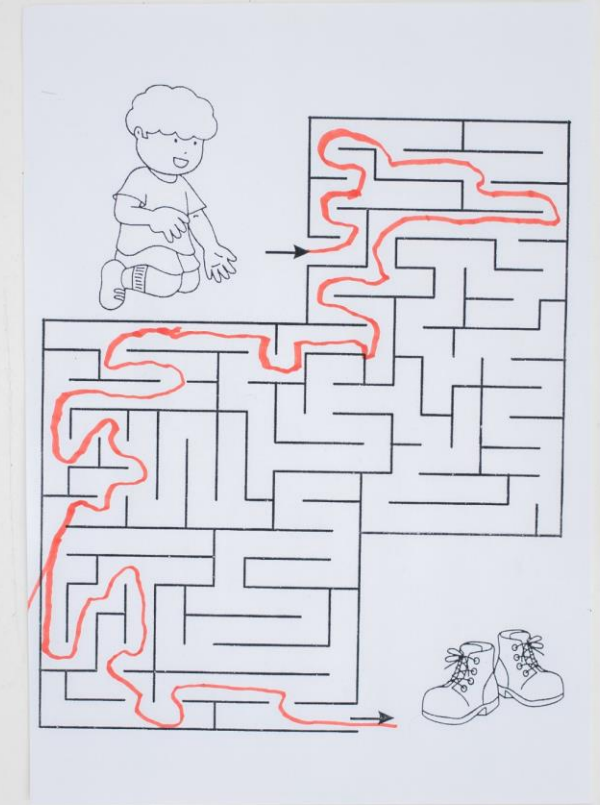
Working in a team where you don't know everyone

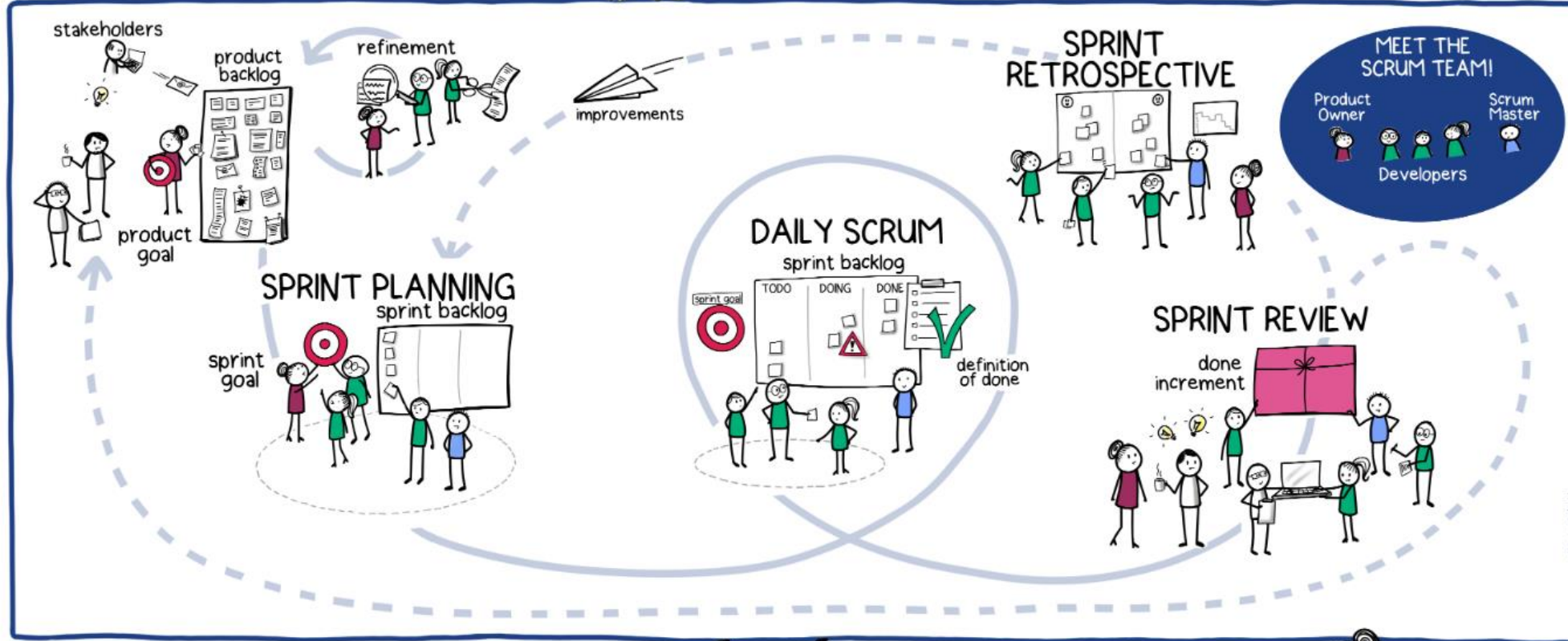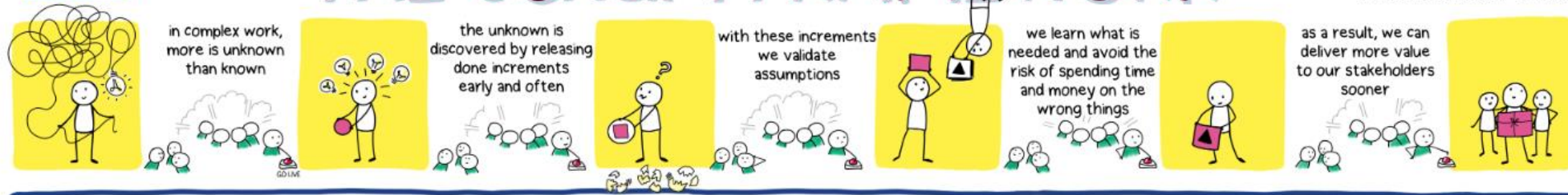Experiencing a Scrum team and the Scrum roles and events

Using a task board

Using user stories

Working for a product owner with high ambitions

Applying time-boxes

First, short Scrum introduction (10 minutes)

THE SCRUM FRAMEWORK

The Liberators

theliberators.com

in complex work, more is unknown than known

the unknown is discovered by releasing done increments early and often

with these increments we validate assumptions

we learn what is needed and avoid the risk of spending time and money on the wrong things

as a result, we can deliver more value to our stakeholders sooner

stakeholders

product backlog

refinement

improvements

product goal

SPRINT RETROSPECTIVE

MEET THE SCRUM TEAM!

Product Owner

Developers

Scrum Master

SPRINT PLANNING
sprint backlog

sprint goal

DAILY SCRUM
sprint backlog

TODO DOING DONE

sprint goal

definition of done

SPRINT REVIEW

done increment

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VALUES
commitment
focus
respect
courage
openness

COMMITMENTS
Product Goal   Sprint Goal   Definition of Done

EMPIRICISM
transparency
inspection
adaptation

Version 2

Scrum ~~roles~~ accountabilities

The Product Owner is accountable for **MAXIMIZING THE VALUE OF THE PRODUCT**

The Developers are accountable for **CREATING A FLEXIBLE PLAN** for the sprint and to **MAINTAIN QUALITY** by adhering to the Definition of Done

The Scrum Master is accountable for the **SCRUM TEAM'S EFFECTIVENESS**

The entire Scrum Team is accountable for creating **A VALUEABLE AND USEFUL INCREMENT EACH SPRINT**
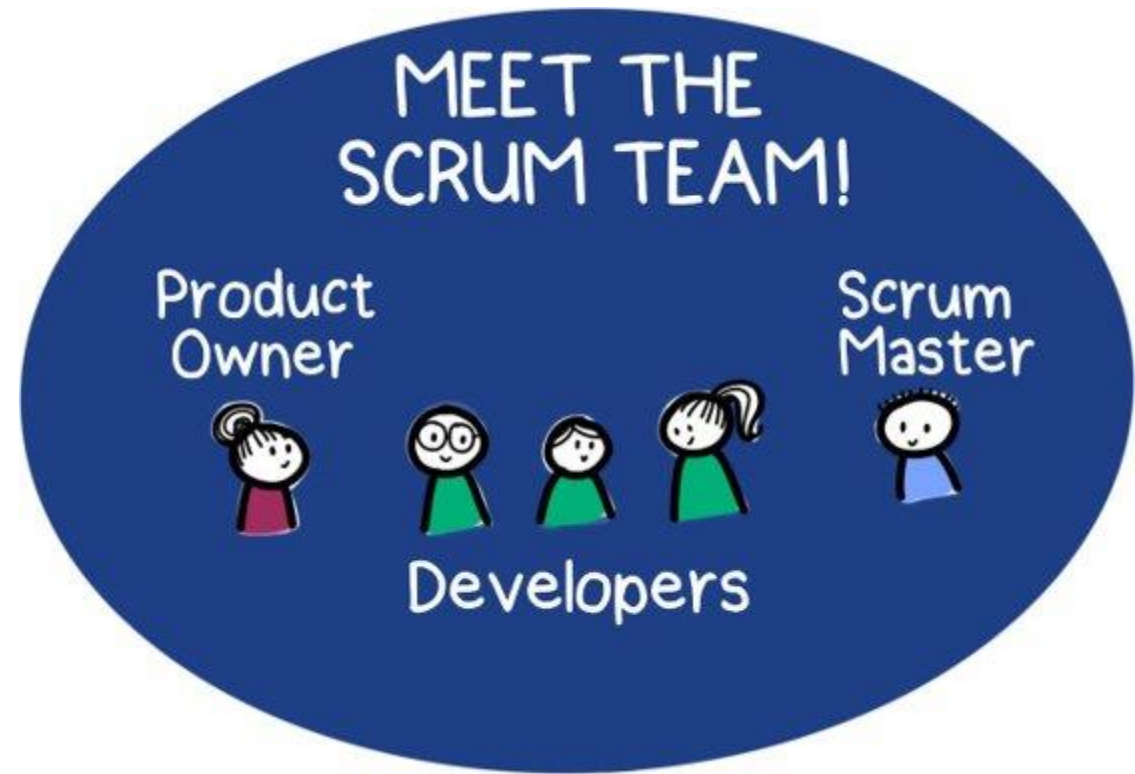
The purpose of the Scrum events

Sprint planning: WHAT ARE WE GOING TO DO this sprint for the best of the product?

Daily Scrum: An opportunity to **PLAN COLLABORATION** and see that we are heading towards the sprint goal

Product backlog refinement: We look to the future, **WHAT HAPPENS NEXT?**

Sprint retrospective: How do we improve our **CULTURE AND WAY OF WORKING?**

Sprint review: HOW IS THE PRODUCT DEVELOPING in a bigger perspective?

Rules (5 minutes)

- We are building a Lego city. Each team is building their city.
  - No integration with other cities
  - No competition between cities
- We have three sprints
- The **product owner** (Teaching Assistant or Jonas) is the mayor of the city and makes all decisions for the city
- The **developers** helps the mayor build the city he/she envisions
- The **Scrum Master** (a student in the team) helps/coaches the team. He/she leads retrospective meetings at the end of each sprint. He/she keeps track of time
- Each team should have a task board (TO DO/IN PROGRESS/DONE)

Explaining the backlog (10 minutes)

One storey buildings (5 of them, put each on 1 sticky note)
Two storey buildings (3 of them, put each on 1 sticky note)
Shop
School
Lecture hall
Hospital
Office building
Bus stop (2 of them)
Road (can be made on paper)
Park (can be made on paper)
River (can be made on paper)

Forming teams
(5 minutes)

First part

1. Gather in your team

2. Build the backlog. Create a task board (TO DO/IN PROGRESS/DONE). (20 minutes)

   a) Write user stories, example 1: "**As an** inhabitant of the city with a big family **I want to** have a nice place to live with my family **so that** we are safe"

   b) Write user stories, example 2: "**As a** child **I want to** have a school **so that** I can learn and grow"

3. <u>COFFEE BREAK</u> when you have all items in TO DO (15 minutes)

4. Estimate the backlog (10 minutes)

   i.   Find the smallest item

   ii. Call it 1 story point

   iii. Compare the other items to it. *"Okay, if this is 1, then this other thing is probably 5 times bigger"*

5. Big gathering. Jonas explains how the sprints work

Sprints

Sprint planning (3 minutes)

The product owner prioritizes the backlog. High priorities are put high on the board

The team adds the number of items they think they can manage in the sprint to IN PROGRESS

Sprint starts (7 minutes)

This is when you build the city

Sprint review (5 minutes)

Work that is partially completed is not presented

Sprint retrospective (5 minutes)

Discuss and come up with one improvement in your way of working to add to the next sprint