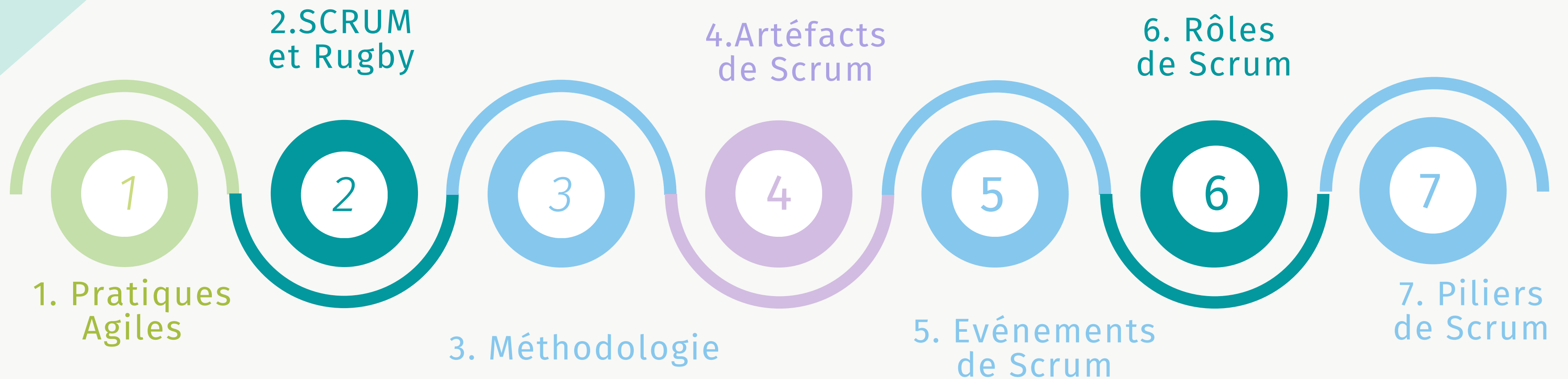




SCRUM



Plan





Pratiques Agiles

Les personnes et les Interactions
plutôt que les outils

Le logiciel fonctionnel plutôt que
la documentation exhaustive

Agilité

La collaboration avec le
client plutôt que la
négociation de contrat

L'Adaptation au changement
plutôt que le respect d'un plan
pré-établi

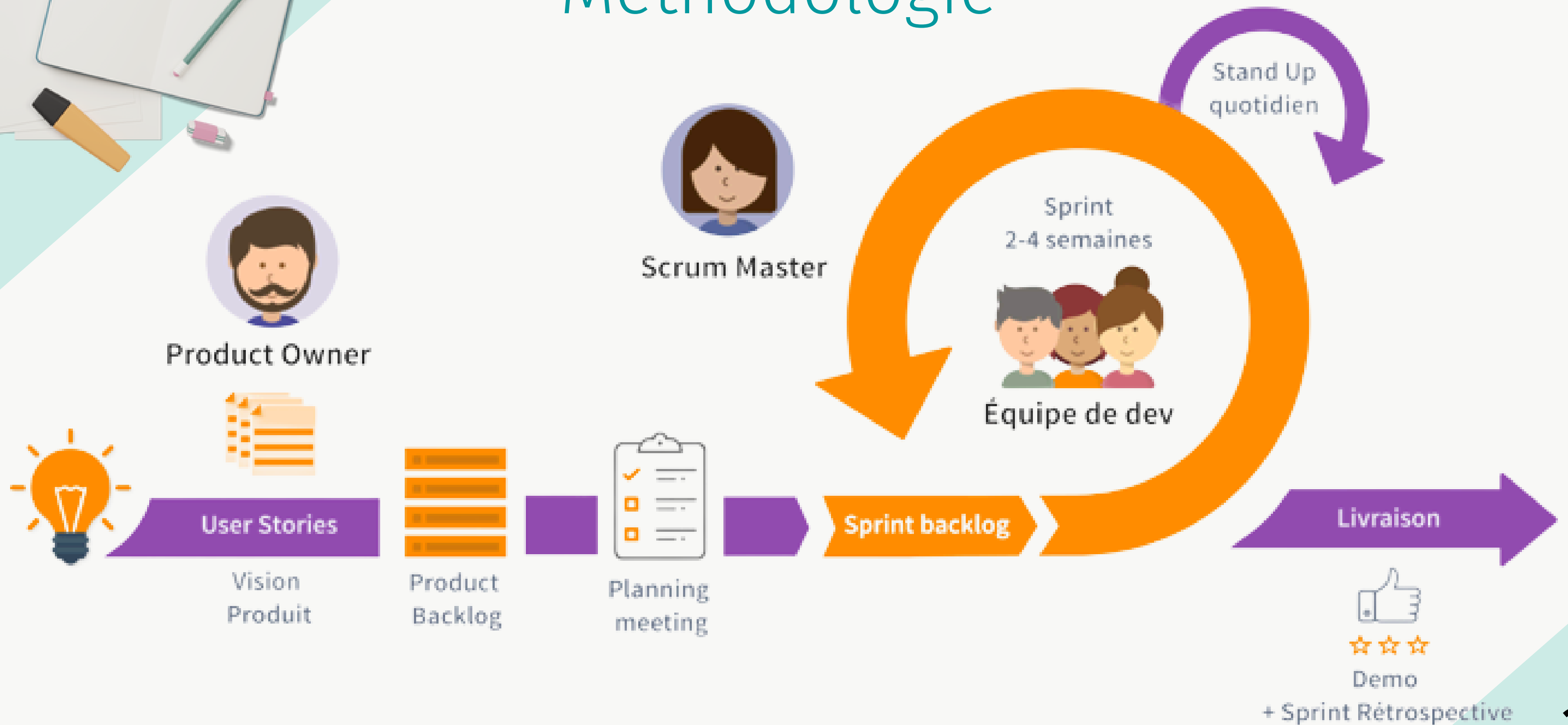


SCRUM et Rugby



- ◆ Tire son nom du monde du Rugby
- ◆ Un Framework , un cadre de développement de produits logiciels
- ◆ Une méthode de gestion de projets

Méthodologie

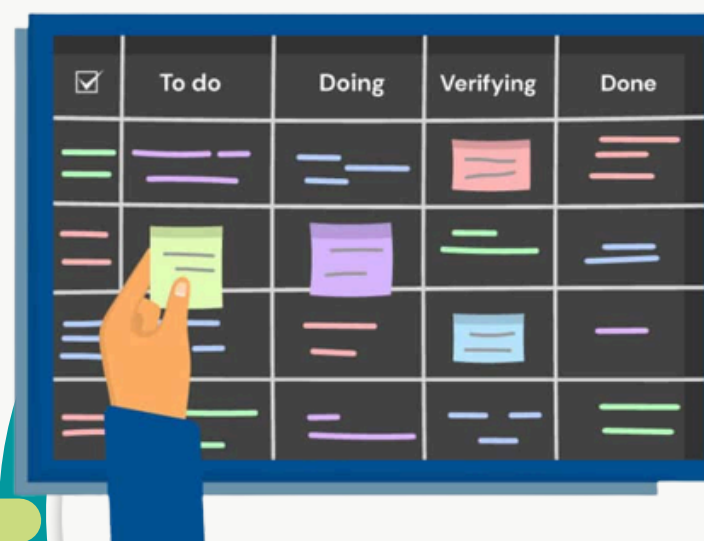




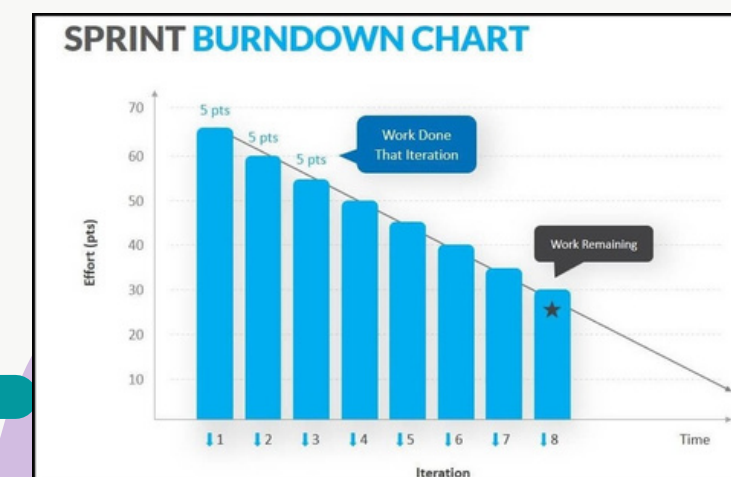
Artéfacts de Scrum

User story	Story point(s)	Priority
As a user, I am able to search for documents so I can find them more easily.	2	1
As a site visitor, I can compare different types of accounts to see which account type suits me best.	1	2
As a user, I can submit questions through the website so I know how to better use the product.	1	3
As a site visitor, I am shown what I can do in the product so I know whether or not this product will fit my needs.	2	4
As a user, I want to be able to retrieve documents that were deleted so I can restore documents that were deleted on accident.	3	5
As a site visitor and user, I can sign up for newsletters to remain up to date on the product.	2	6
As a user, I am notified when a new feature is released so I know what is possible.	1	7
As a user, I can change my user name if desired.	3	8
As an admin, I need the ability to update which team a user belongs to so I can make sure all teams are up to date.	3	9
As a user, I can enable spell check so I can be confident my final document has no spelling errors.	4	10

Product BackLog



Sprint Backlog



BurnDown Chart



Artéfacts de Scrum

Product BackLog

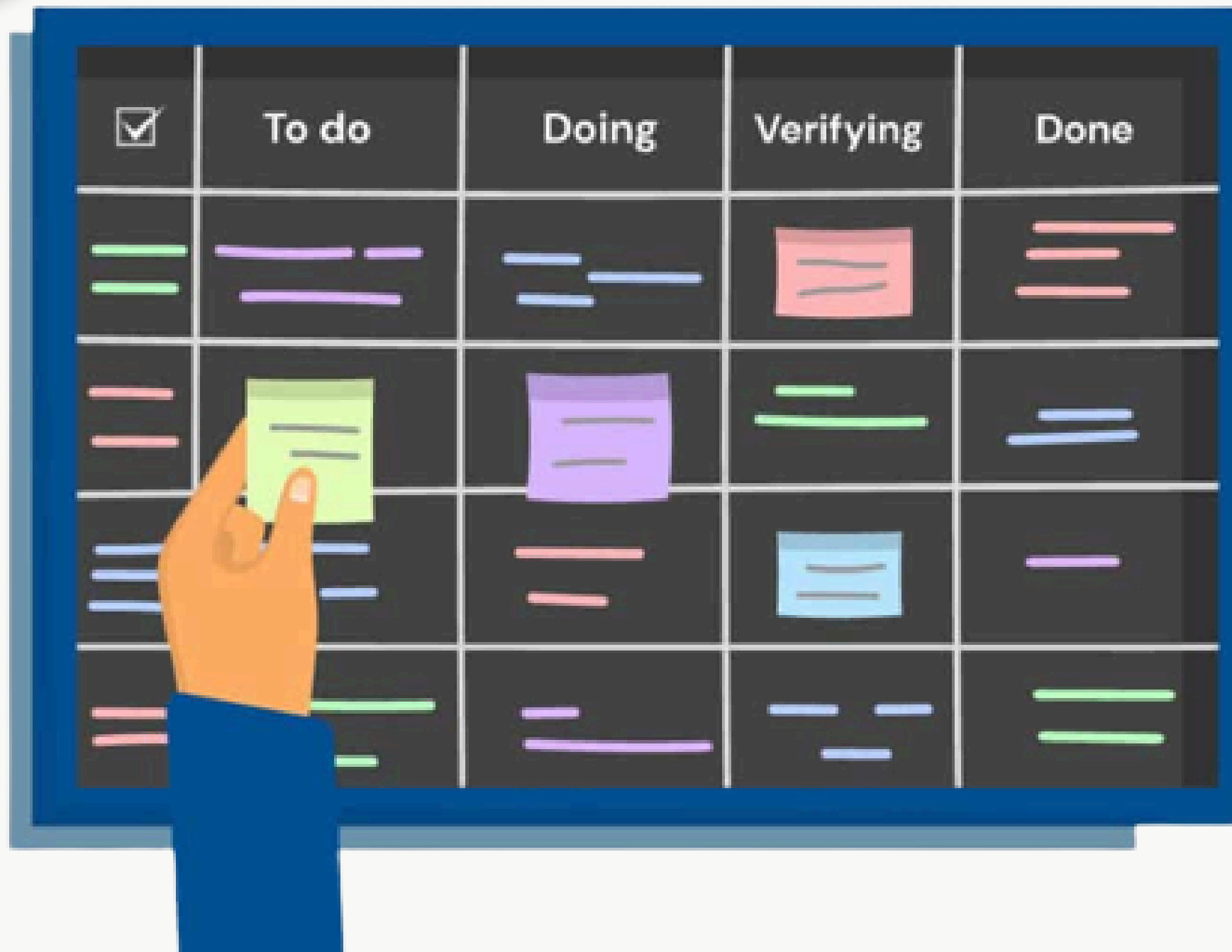
	User story	Story point(s)	Priority
High priority	As a user, I am able to search for documents so I can find them more easily	2	1
	As a site visitor, I can compare different types of accounts to see which account type suites me best	1	2
	As a user, I can submit questions through the website so I know how to better use the product	1	3
	As a site visitor, I am shown what I can do in the product so I know whether or not this product will fill my needs	2	4
	As a user, I want to be able to retrieve documents that were deleted so I can reclaim documents that were deleted on accident	3	5
	As a site visitor and user, I can sign up for newsletters to remain up to date on the product	2	6
	As a user, I am notified when a new feature is released so I know what is possible	1	7
	As a user, I can change my user name if desired	3	8
	As an admin, I need the ability to update which team a user belongs to so I can make sure all teams are up to date	3	9
Low priority	As a user, I can enable spell check so I can be confident my final document has no spelling errors	4	10

- Liste de fonctionnalités à accomplir pendant un sprint
- Description et une estimation du travail à accomplir
- Classées par priorité
- Evolutif



Artéfacts de Scrum

Sprint Backlog

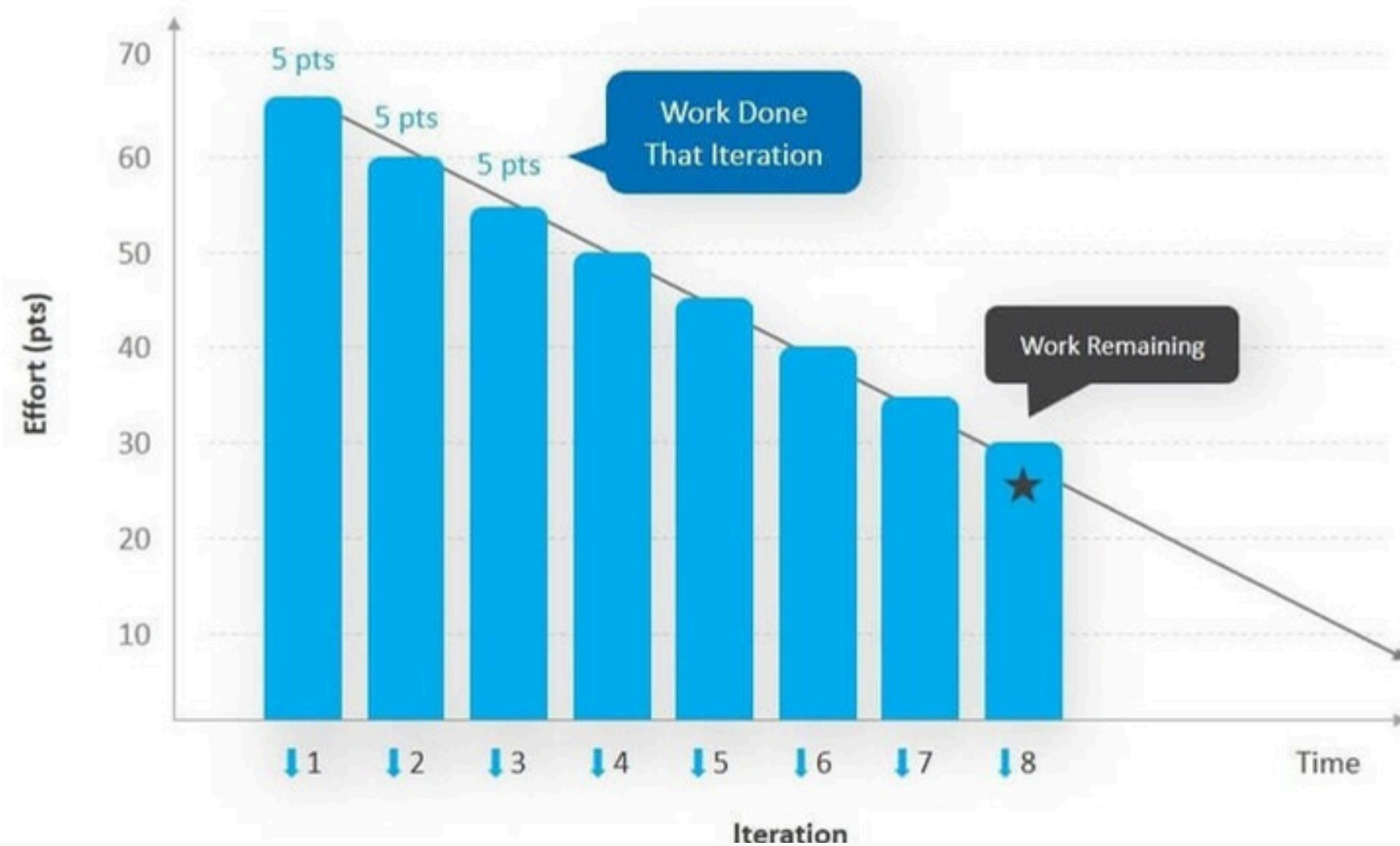


- Contient les éléments du Product BackLog choisis par l'équipe et qui seront réalisés
- Mis à jour quotidiennement



Artéfacts de Scrum

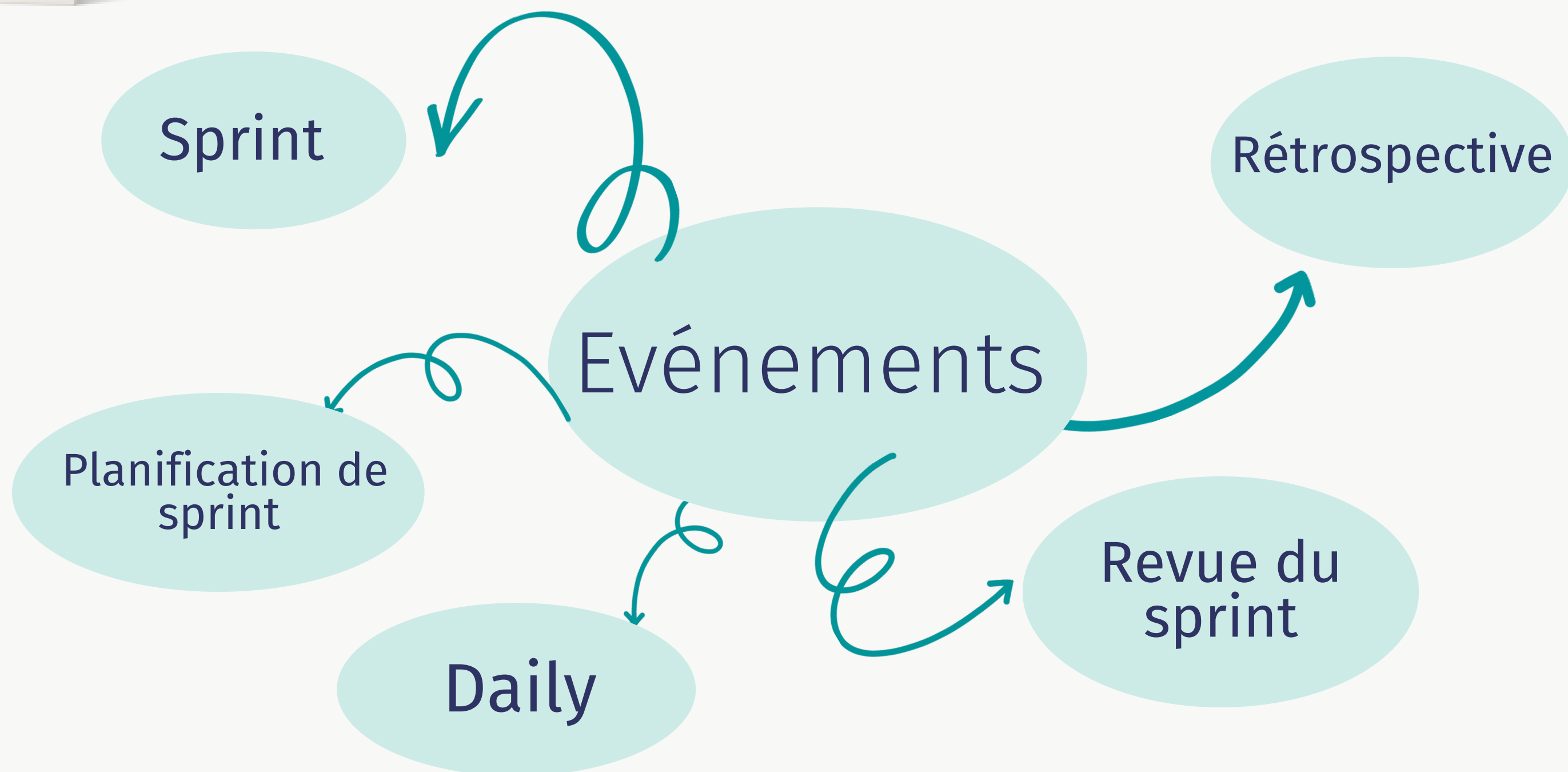
BurnDown Chart



- Un graphique
- Permet le suivi du travail au fil du temps



Événements de Scrum





Événements de Scrum

Sprint



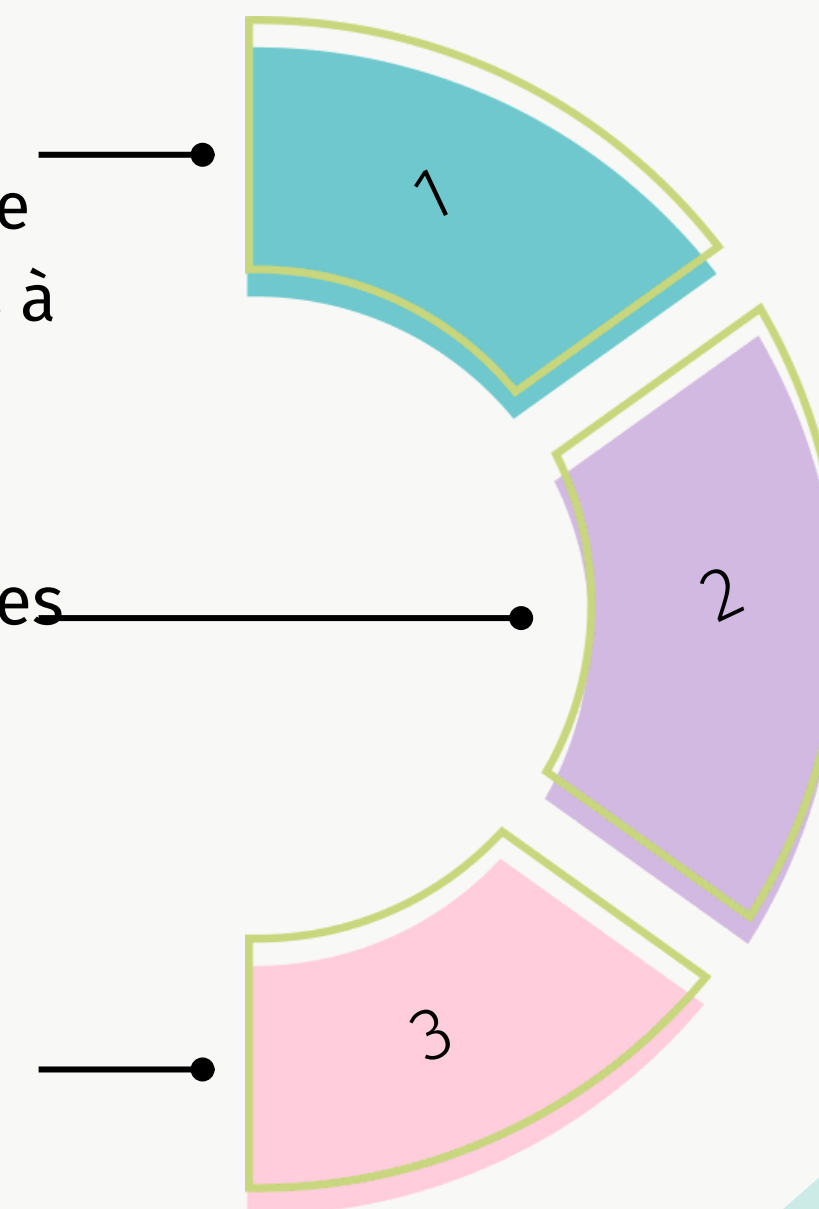
2 à 4 semaines

C'est une période durant laquelle une fonctionnalité est réalisée

Une réunion de planification dans laquelle l'équipe évalue les tâches à effectuer

Des réunions quotidiennes de 10 minutes

Une période de développement



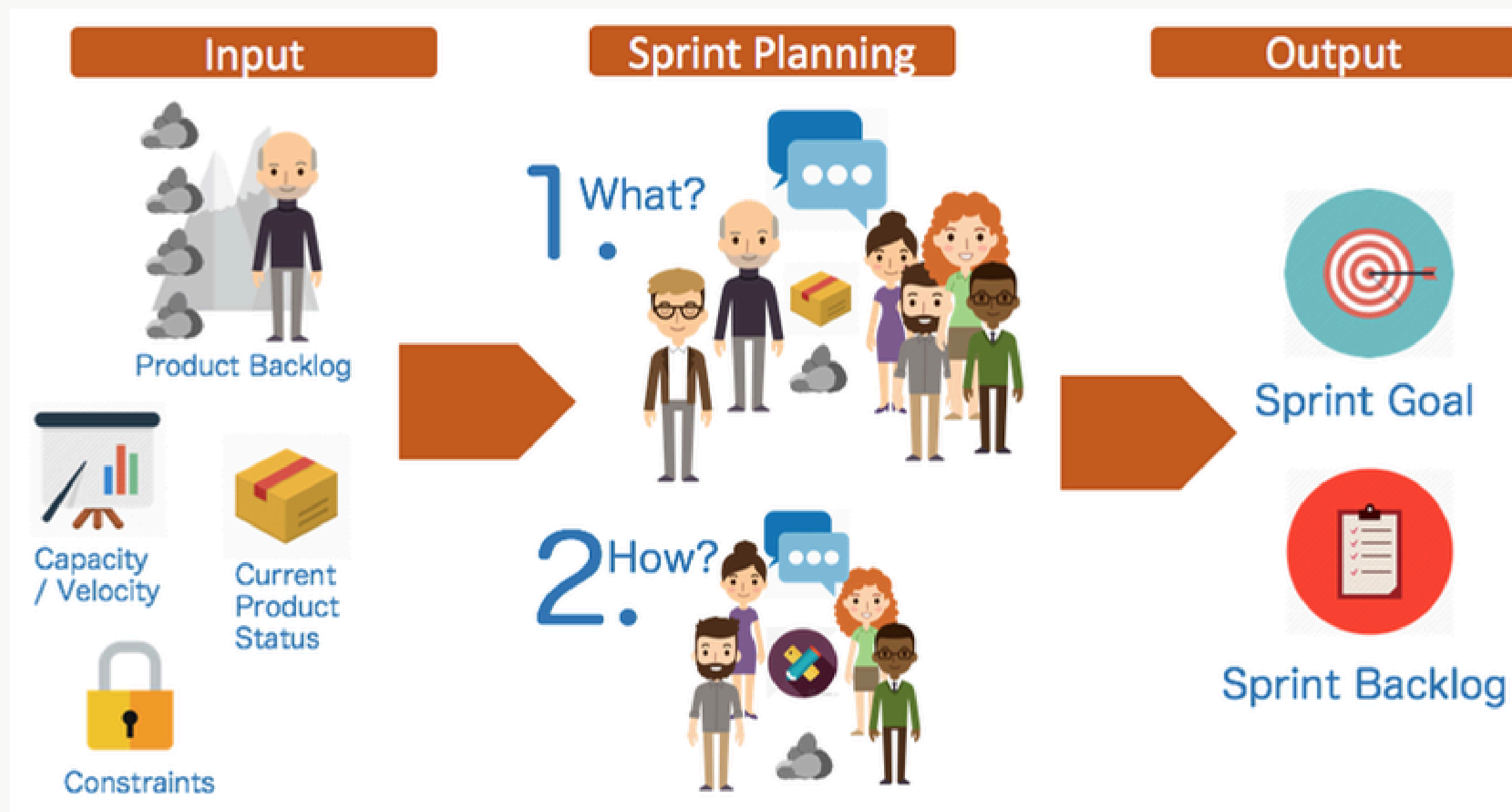


Événements de Scrum

Planification de sprint



8 heures



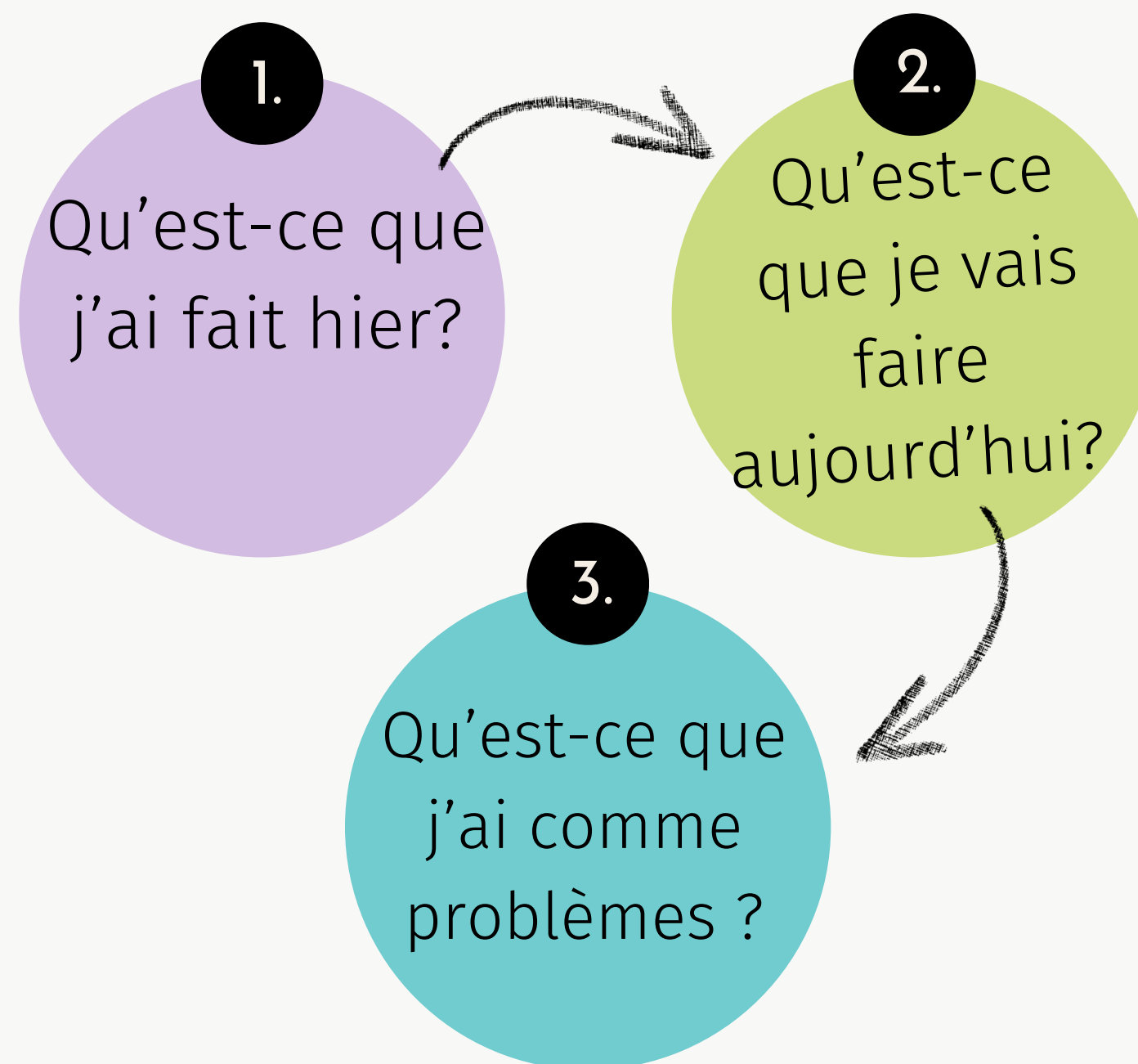


Evénements de Scrum

Daily



5 à 15 minutes





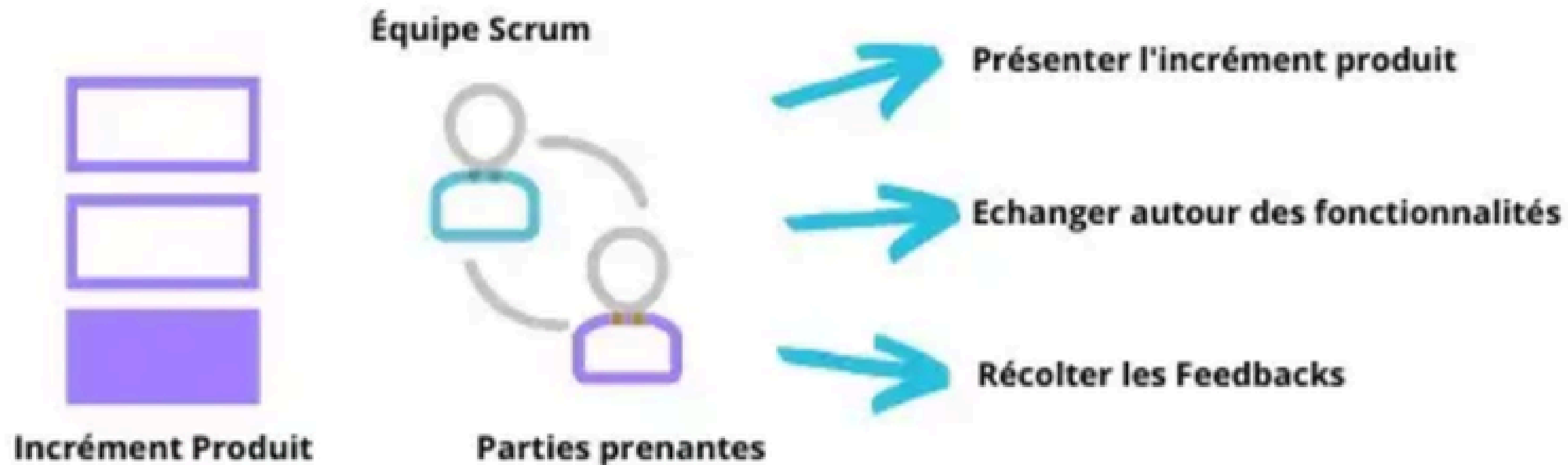
Evénements de Scrum

Revue du sprint



4 heures au max

Objectif : Présenter l'incrément et collecter les feedbacks



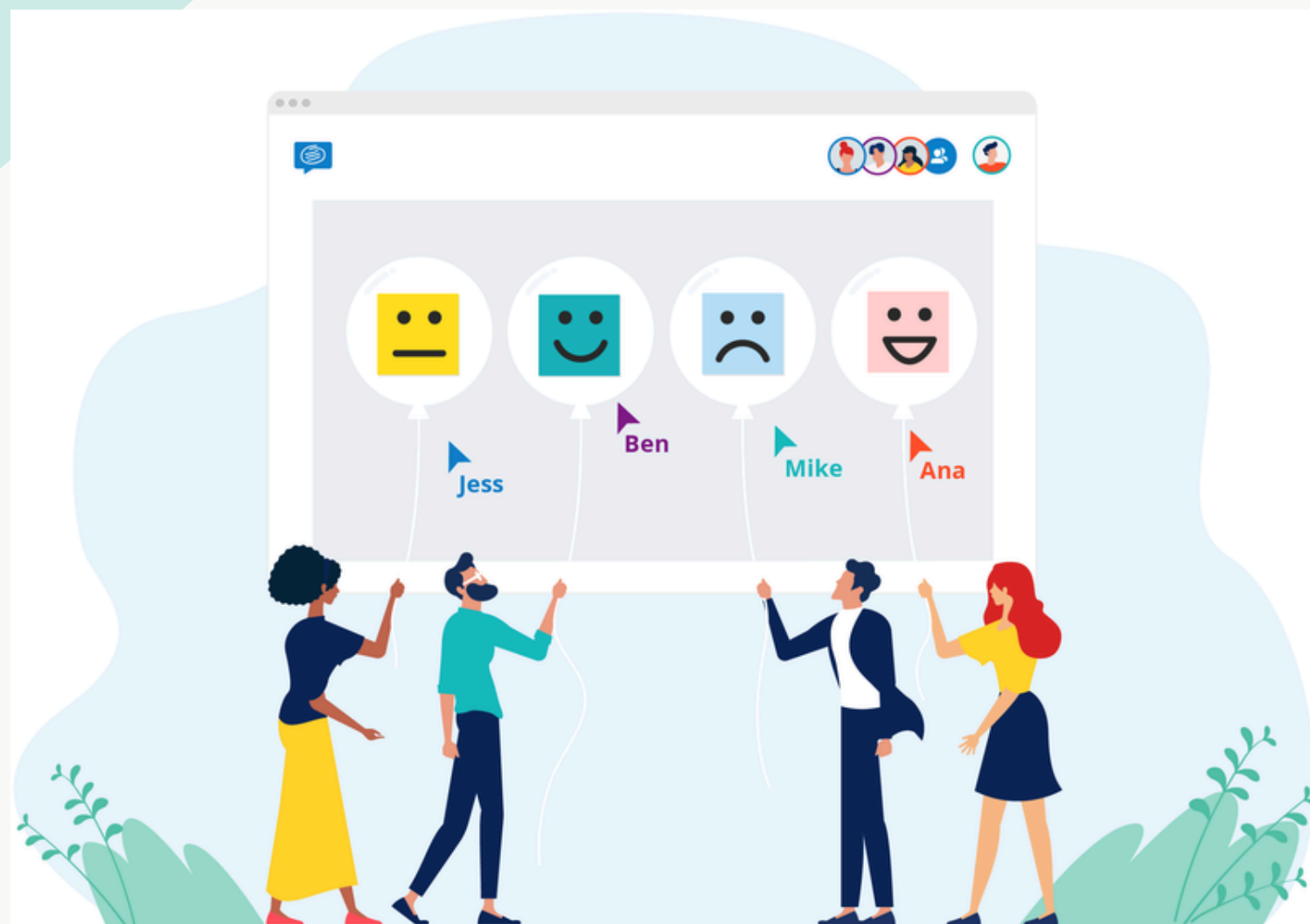


Événements de Scrum

Rétrospective



15 à 30 minutes



Agile Practices for Normal Life: Retrospective

What Went Well?

- More predictability in weekly chores
- Less "fires" to put out based on timeline constraints.
 - i.e. Anything that needed "pre-work" like scheduling appointments, was realized during story refinement and planned for accordingly.
- Tasks defined and ready to go made actually doing said task more straightforward when the time came
- Planning "light" weeks (i.e. if I was going to be on vacation) was easier, and made me feel like I had a plan for NOT doing as much work.

What Didn't Go Well?

- A lot of process
- Using a tool I use at work made personal chores feel MORE like work

What Should I Do Differently?

- Differentiate tooling in work life vs "normal" life
- Share the backlog with others in the house
 - Use a large physical artifact for the backlog to keep it front-and-center



Rôles de Scrum



Product Owner



Scrum Master



Team



Piliers de Scrum

Inspection

Transparence

Adaptation



Merci pour
votre
Attention