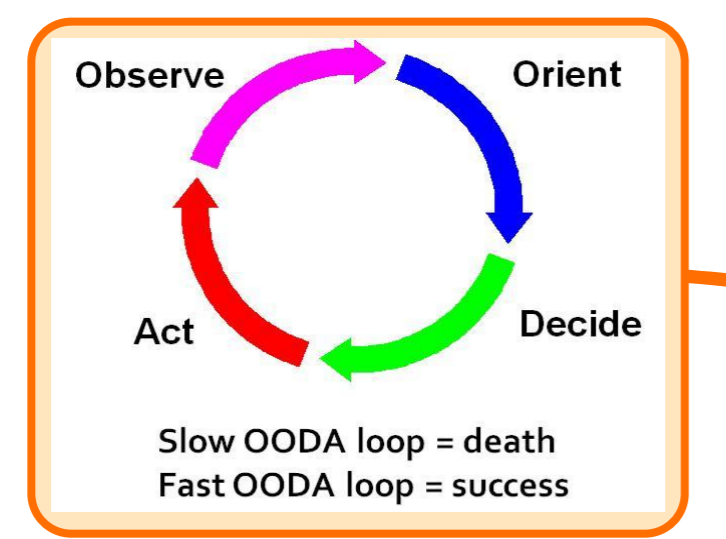


# SCRUM

## 1 WORLD WORKS IS BROKEN

SCRUM: INSPECT (short cycles) & ADAPT  
MNQT wants CONTROL & PREDICTABILITY  
Identify and correct what slow the team  
Bring Teams TOGETHER with a same GOAL  
Planning is Useful, blindly following is STUPID

THROUGH THIS WORK WE HAVE COME TO VALUE:	
Individuals and Interactions	OVER PROCESSES AND TOOLS
Working software	OVER COMPREHENSIVE DOCUMENTATION
Customer collaboration	OVER CONTRACT NEGOTIATION
Responding to change	OVER FOLLOWING A PLAN

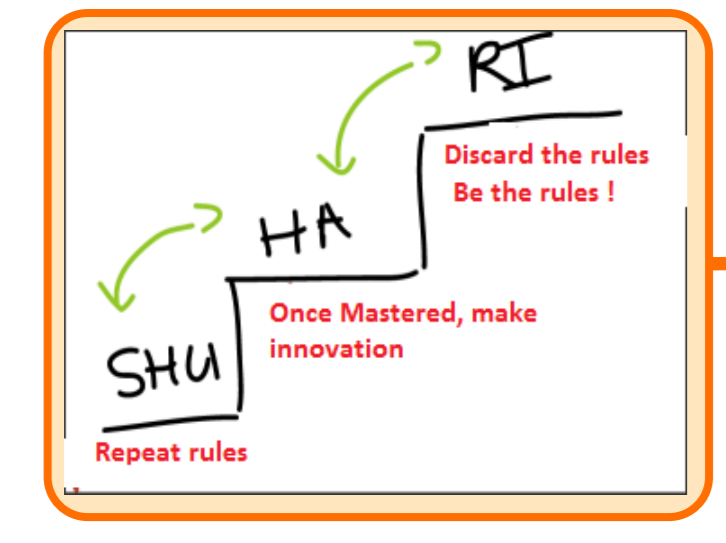


- Product Owner ①
  - Team ②
  - Scrum Master ③
  - Create & Prioritize PB ④
  - Refine & Estimate PB ⑤
  - Sprint Planning ⑥
  - Make Work Visible ⑦
  - Daily Stand-Up ⑧
  - Sprint Demo ⑨
  - Sprint Retrospective ⑩
  - Start next Sprint ⑪
- At the end of each sprint have a demo!

## APPENDIX

## 2 ORIGIN OF SCRUM

Must tell the Team the importance of QUALITY  
MNQT do not DICTATE but should be FACILITATORS



## 3 TEAMS

Transcendent (purpose), Autonomous & Cross Functional  
Synchronicity  
Ask to your team:  
① What did you do since the last time?  
② What are you going to do?  
③ What is getting in your way?  
EVERYONE in the team should know what everybody is DOING  
Works well when SMALL  
7 people +/- 2  
Adding manpower to a late project makes it later!  
Instead of LOOKING for BLAME, REWARDS POSITIVE behavior & fixing tighter  
Don't look for bad people but for BAD SYSTEMS

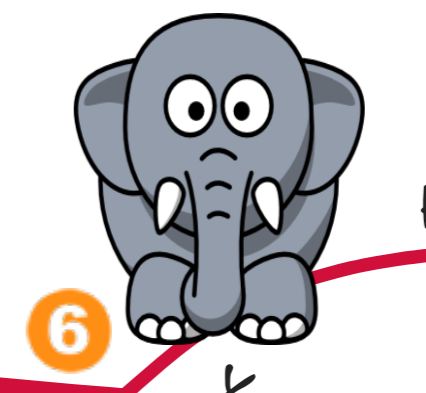


## 4 TIME

Same time Everyday & Everyone  
Daily Stand-up (no more than 15 min)  
Everyone ACTIVELY participate  
Eliminate passivity IMMEDIATELY  
Do you really want to suck forever??  
The more EVERYONE KNOWS EVERYTHING the FASTER the team  
People shouldn't have a special TITLE  
Meet every single DAY & Get everyone TOGETHER in a ROOM  
Team must discuss who will do what and choose the task he wants to do!  
Each SPRINT is the opportunity to do mthg totally NEW  
Discuss how we are performing

## PLAN REALITY, NOT FANTASY

How do you eat an elephant? One bite at a time  
You can't PLAN everything ahead of TIME  
PRIORITIZE the TASKS  
ESTIMATE with FIBONACCI  
Do not be tricked by DELPHI = have your own JUDGEMENT  
If TOO much difference = PEOPLE TALK  
PEOPLE must KNOW that the features they work on will be USEFULL  
Is the story is READY? How we know it's DONE?  
DECOMPOSE in LITTLE TASKS (but complete feature!)



## WASTE IS A CRIME

NO ASSHOLES (cause emotional chaos!)  
BAN STUPID POLICIES!  
DO NOT give ABSURD GOALS  
WORK = DISCIPLINE + FLOW  
Problem: stop everything and meet with ALL the team to solve it  
FIX the problem (bug) IMMEDIATELY  
Multitasking wastes your time & makes you stupid!  
Doing HALF is doing NOTHING  
PLAN avoid MURI (unreasonableness)  
DO avoid MURA (Inconsistency)  
CHECK avoid MUDA (through outcomes)  
ACT motivation to do all that  
Jobs that aren't done & Products that aren't used => WASTE  
Working LATE is not a sign of commitment it is a sign of FAILURE  
NO ENERGY left = UNSOUND decisions  
HEROIC efforts = FAILURE

