

Agile Development with Scrum

Duration: 2 Days

Course Description

This workshop-loaded course helps students understand what adopting agile practices (Scrum in particular) will mean for their organization and themselves. The course defines the concepts and terminology of iterative development: developing and delivering portions of a total product according to a well-defined schedule and partitioning of product features. The business case for iterative development is thoroughly covered. The principles and practices that define an agile approach to software development are discussed: delivering continual value to the customer, flexible and rapid response to change, short time-boxed iterations, and rapid feedback on project state. The course covers each of Scrum's practices and the structure and flow of how a Scrum project is conducted according to agile principles. Extensive exercises allow the students to plan a release, estimate user stories and tasks, plan and populate a sprint, and understand how to conduct and end a sprint, with special consideration of software deployment options.

Audience

Anyone who needs to understand the agile development processes, Scrum in particular, and the relationship between iterative development and agile development.

Prerequisites

Experience in software development, project management, or business or systems analysis is desirable, but not mandatory.

Course Outline

Iterative Development

- The iterative philosophy
- Structure of a typical iteration
- The business case for iteration

Agile Development

- Agility – What does it mean?
- The Agile Manifesto
- The 12 agile principles
- Agile practices

Planning a Sprint

- Mapping a sprint backlog to tasks
- The spring planning meetings
- Velocity-driven planning
- Commitment-driven planning

Executing a Sprint

- The task board
- The daily Scrum
- Accumulating the burndown
- Team self-management

Scrum

- Scrum practices
- Structure of Scrum
- 3 work products
- 3 project roles
- 4 project meetings
- Aborting a sprint
- Finishing early or late
- Testing with the sprint
- Bugs in an iteration
- Ending the sprint
- Deploying the software

User Stories & Requirements

- What is a user story?
- What does a user story look like?
- Where do user stories fit in?

Planning a Scrum Project

- The product backlog
- Mapping features to product backlog
- Identify user stories from features
- Estimating effort for user stories

Agile Estimation

- Story points & ideal days
- Estimating actual effort
- Velocity
- Velocity & actual time
- Estimating with planning poker

Effect on Stakeholders

- Business Analysts
- Developers
- Project Managers
- Testers
- Documentation Writers

Scaling Scrum

- Planning for dependencies
- Planning for multiple-team projects

Agile Alternatives

- Extreme Programming
- Agile Unified Process

For more information about this and other offerings

Please contact Sterlink Data Systems at (416) 859-6470 or email us at training@sterlink.ca

