

A 15 Minute Standup: Scrum

- Scrum History
- Scrum Vocabulary
- Scrum Benefits
- Open Scrum
- Scrum at Pentaho
- Scrum Tools and Resources

Scrum History

scrum (skrŭm) n.

A disordered or confused situation involving a number of people

- An agile development process, formalized in 1995 by Ken Schwaber
- A Rugby term for restarting the game after an interruption
- Companies Using Scrum:
 - Microsoft, Sun, Siemens, State Farm, IBM, Federal Reserve Bank, Yahoo, Pentaho, and many many more

Scrum Vocabulary

Self Organizing, Chickens, Pigs, Scrum Master, Product Owner, Team, Users, Stakeholders, Stories, Epics, Personas, Backlog, Prioritization, Product Increment, Sprints, Planning, Story Points, Task Breakdown, Standups, Blockers, Burndown, Velocity, Testing, Documenting, Demos, Retrospective, Spikes, Technical Debt

Scrum Benefits

- Formalization of Agile Process
 - “We were scrumming and didn't even know it”
- Iterative and Adaptive
- Avoids features that will never be used by the customer

Open Scrum

- Open Source processes map well to Agile processes
 - Backlogs and Roadmaps
 - Small, self organized teams
- Scrum offers a standard vocabulary
- Special Tools are needed
 - Whiteboard Project Tracking breaks down
 - In Person Standups aren't possible

Scrum at Pentaho

- Still N00bs ... Three Sprints In
- 6 Teams with Shared Resources
 - Platform Team, Analysis Team, Charting Team, Reporting Team, ETL Team, Finalization Team
- Balancing Scrum overhead, lots of meetings
- Clear productivity gains
- Still looking for the perfect solution for managing shared resource time
- Still determining architectural balance

Scrum Tools and Resources

- Mountain Goat Software's Planning Poker
- Scrum Alliance
- Green Hopper – JIRA Plugin
- The Internets

References

- [http://en.wikipedia.org/wiki/Scrum_\(development\)](http://en.wikipedia.org/wiki/Scrum_(development))
- <http://agileworld.blogspot.com/2006/11/history-of-scrum.html>
- http://www.agileadvice.com/archives/2005/05/scrum_gathering.html
- <http://www.scrumalliance.org/articles/14-technical-debt-and-design-death>
- http://community.pentaho.com/newsletter/commletter_01102008.html
- <http://wiki.pentaho.org/display/OpenScrum/Home>