LIGHT FRAMEWORK - COMPLEX PROBLEMS

SCRUM

Lightweight framework helping generate value through adaptive solutions for complex problems. Founded on empiricism and lean, provides an environment for intelligence of its players.

Events in Scrum are opportunities to inspect, adapt and enable transparency.

The Sprint is a container for all the events, not longer than one month. The value is created by the work done in a sprint.

Sprint Planning takes max of 8 hours. Initiates the sprint by creating a plan to address a valuability of the sprint, deciding what can be done and how.

Daily Scrum is held at the same time and place for 15 minutes to inspect work progress and adapt the Sprint Backlog if necessary.

At the **Sprint Review** the outcome of the sprint is inspected and taken into account to discuss progress toward a product goal. Maximum timebox is 4 hours.

Sprint Retrospective

Product Backlog

Sprint Planning

Sprint Backlog

Daily Scrum

Increment

Sprint Review
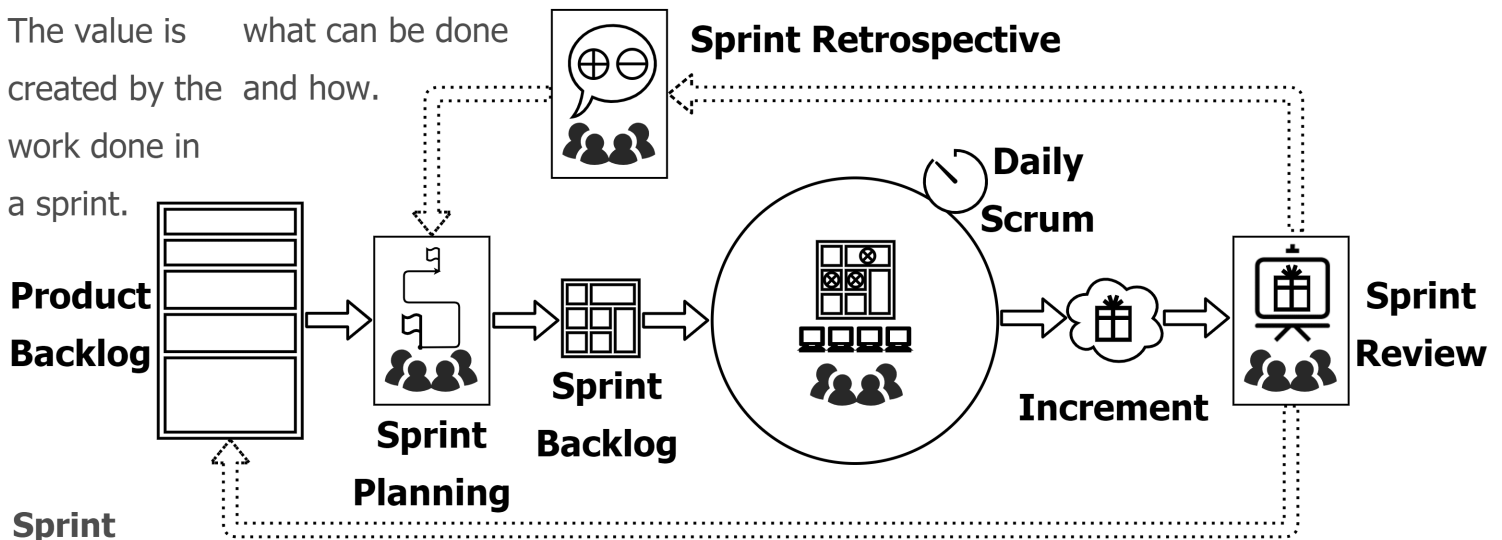
Sprint Retrospective is maximum of 3 hrs long. People, interactions, processes, tools, and the DoD is inspected in order to create a plan for improving quality.

Scrum Artifacts represent work or value while maximizing transparency.

Product Backlog is an ongoing ordered list and the only source of work. It should reflect a product goal. At the top are the most defined items which can be done within one sprint.

Sprint Backlog includes selected items from Product Backlog, delivery plan and the Sprint Goal. The Sprint Goal is a single objective to which developers commit.

Increment is presented at the Sprint Review as a stepping stone toward the Product Goal. To provide the transparency and meet the quality standards the DoD must be met.