

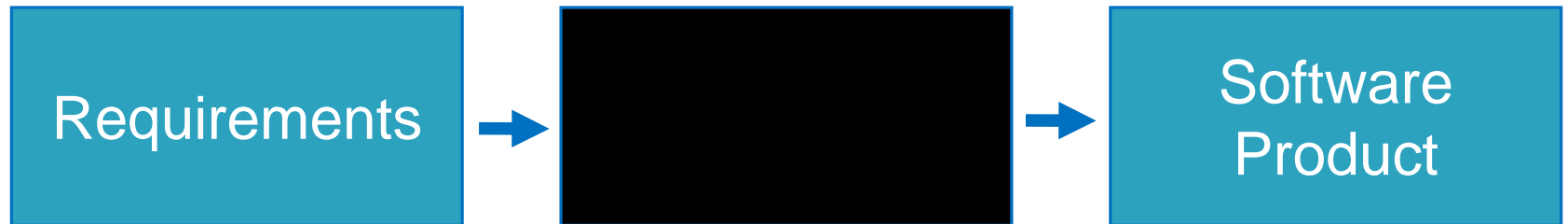
# Management Proiectelor

## Curs 6

[mihai.hulea@aut.utcluj.ro](mailto:mihai.hulea@aut.utcluj.ro)

# Metodologia Scrum

# Scrum



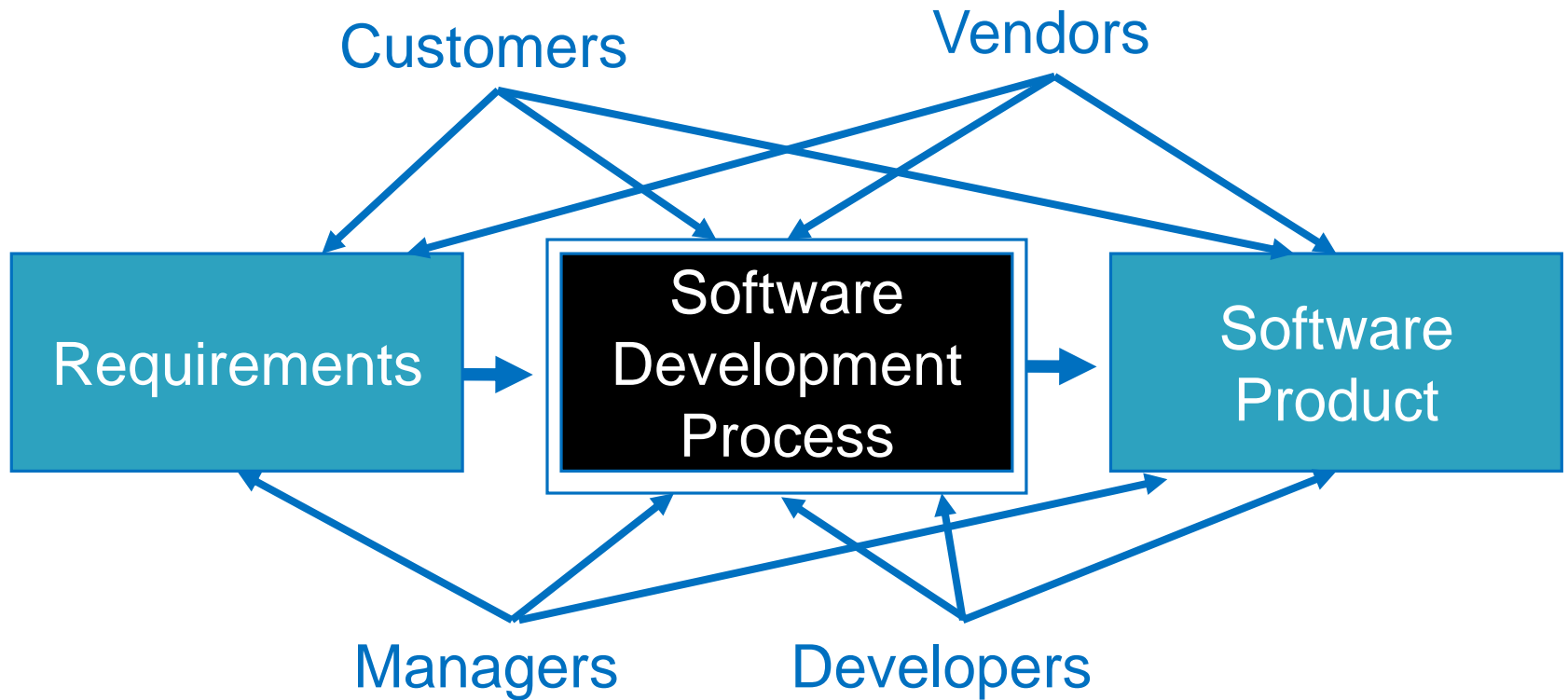
# Difinitie

Scrum este o metodologie agila pentru dezvoltarea de produse:

- Transparenta
- Analiza
- Adaptare



# Problema



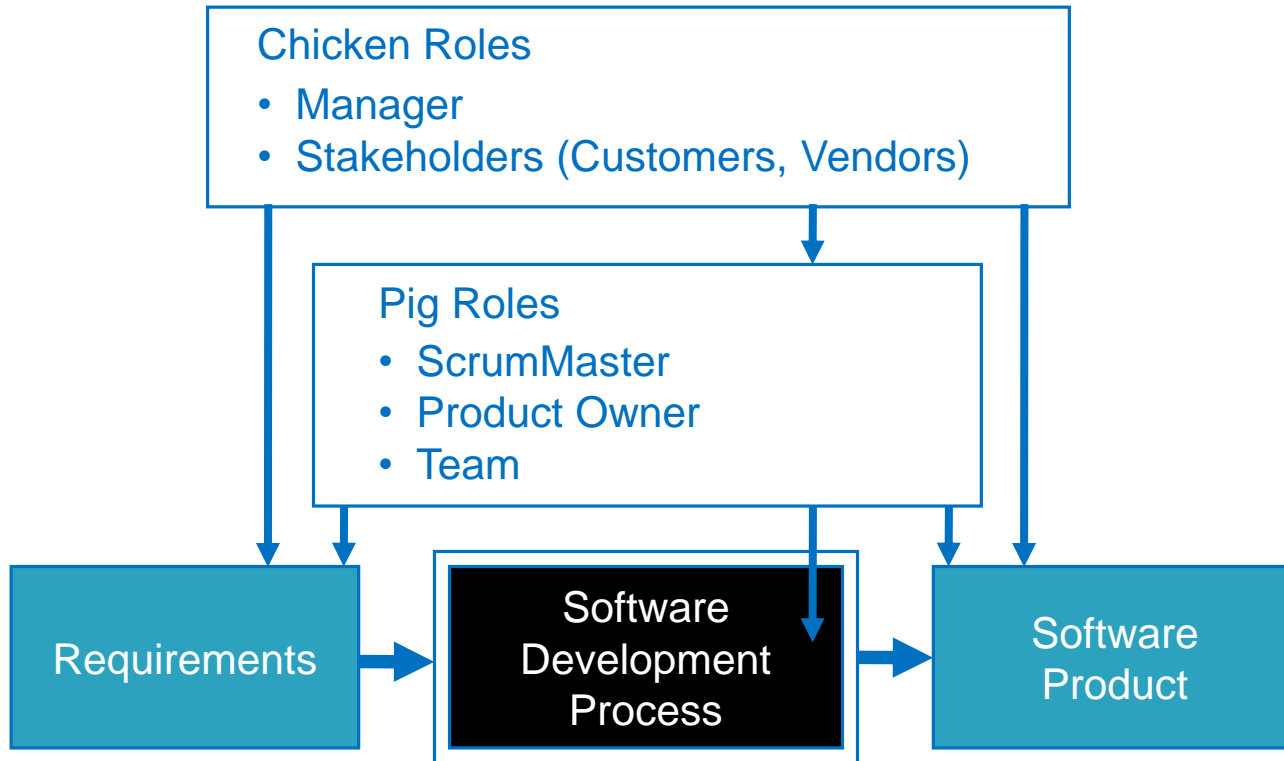


By Clark & Vizdos

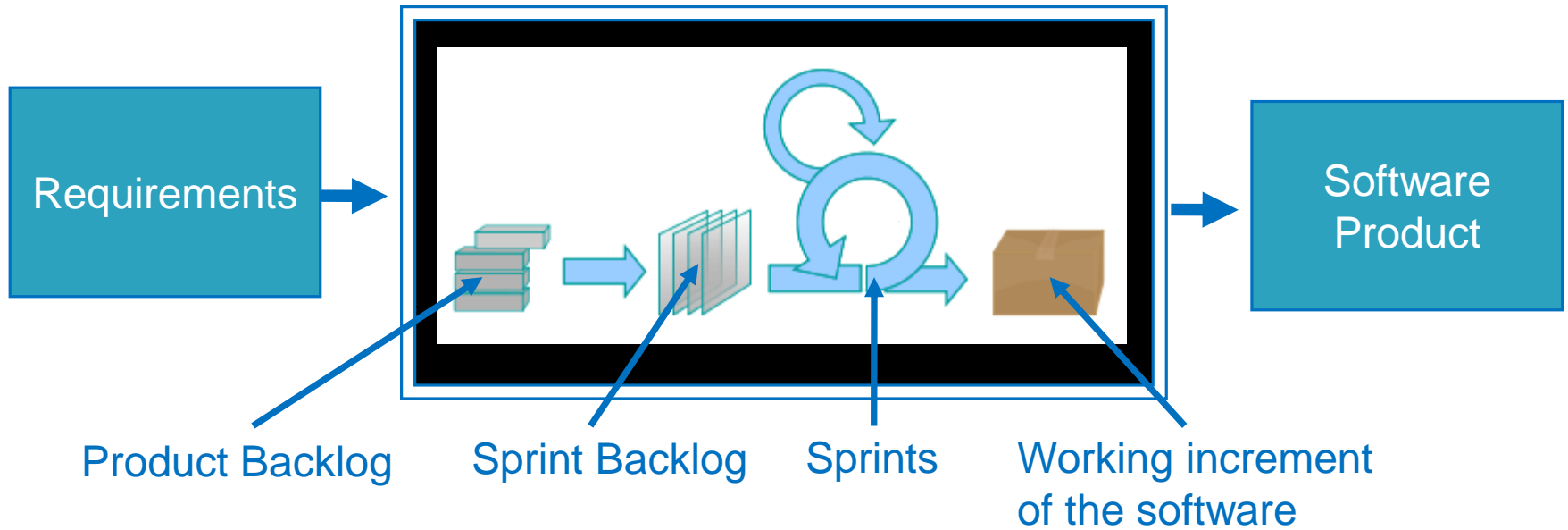


© 2006 implementingscrum.com

# Roluri



# Procesul Scrum



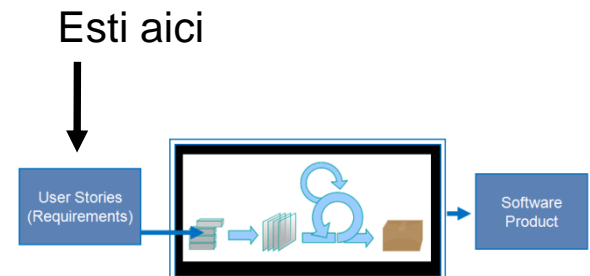


# User Stories

- Un **User Story** - este o modalitate de a captura nevoile clientului fara a utiliza documente formale complexe

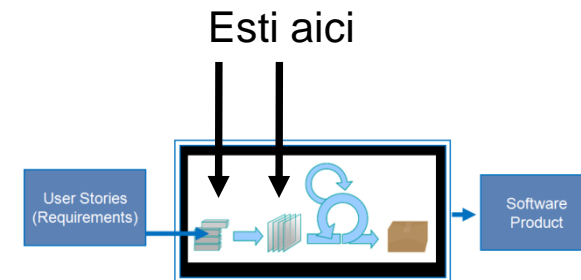
- Sablon user story:

“As a <type of user> I want <some goal> so that <some reason>”

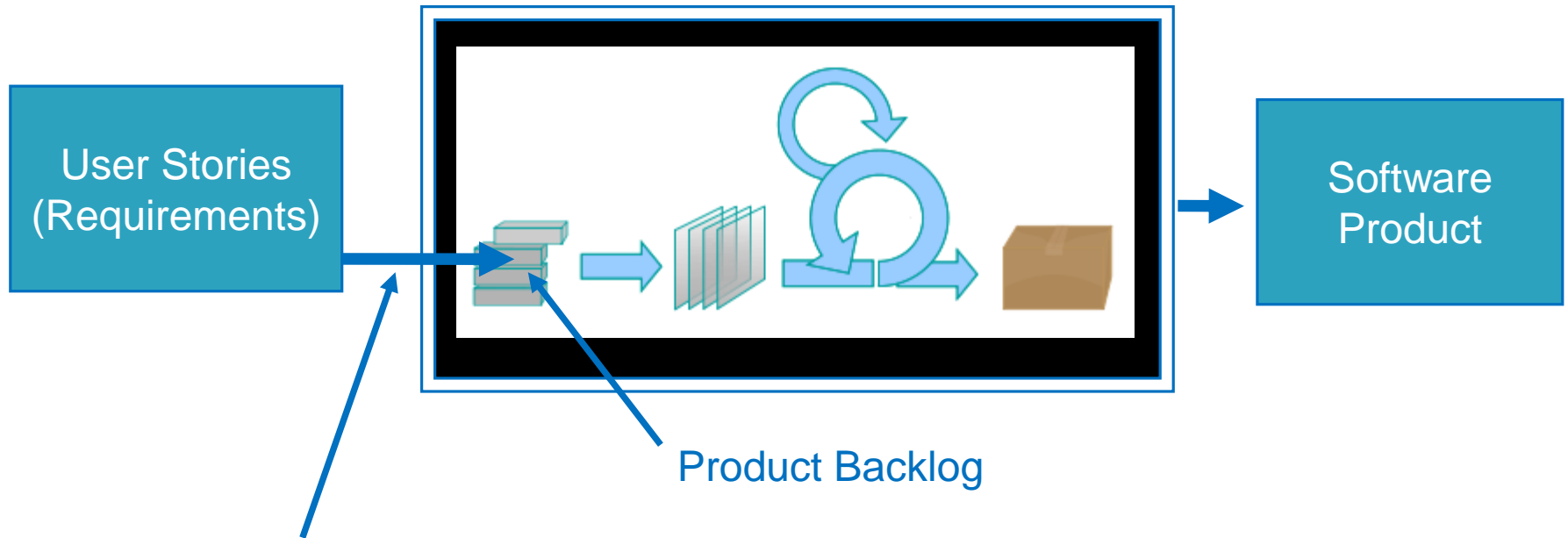


# Concepte Scrum

- **Backlog** este o lista prioritizata a tuturor functionalitatilor dorite de client
- **Sprint** este o lista prioritizata de functionalitati relevante pentru o iteratie de construire a produsului.
- O diagram **Burndown** este o diagram ce masoara cantitatea de lucru ramasa pana la finalizarea produsului.



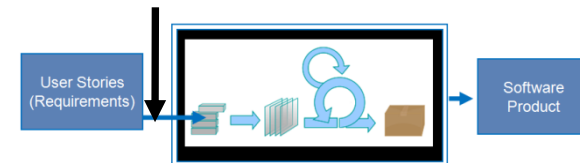
# User Stories -> Product Backlog



Doar product owner gestioneaza backlog-ul

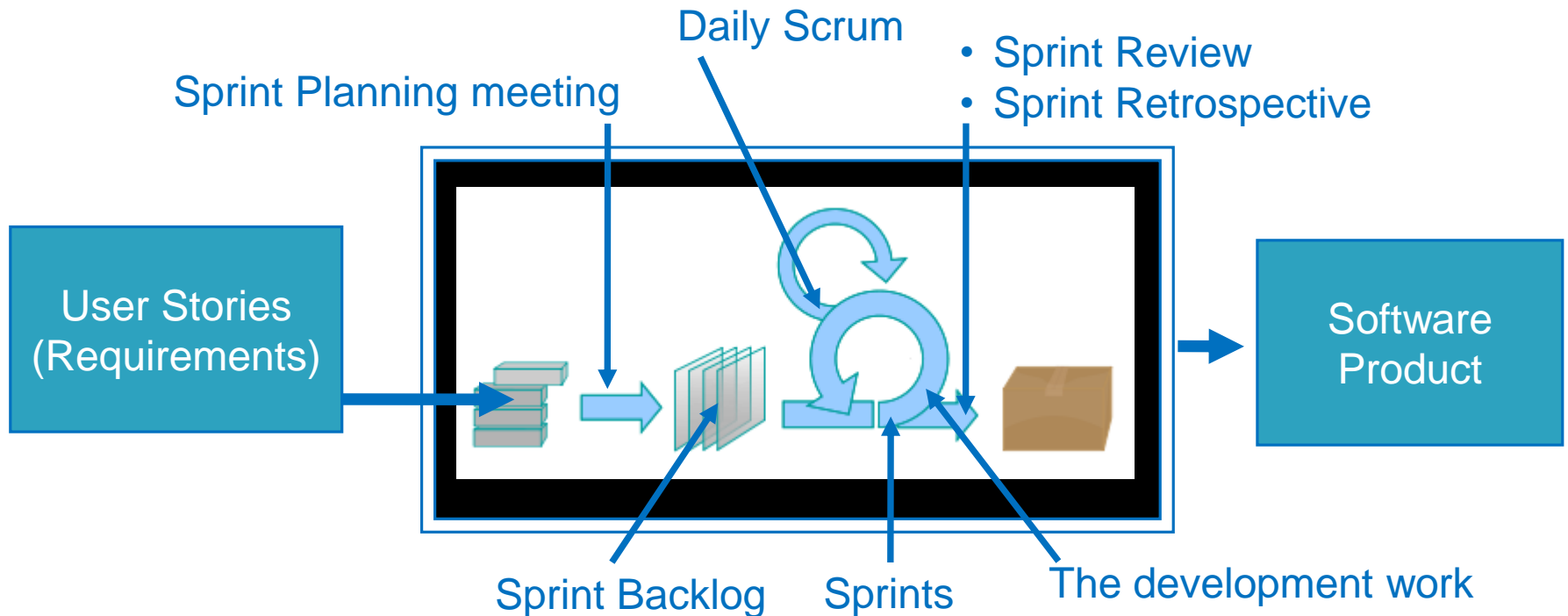
# Product Owner

- Product owner-ul gestioneaza backlog-ul.
- Acesta este o singura persoana si nu un comitet
- Product owner-ul nu poate fi scrum master-ul
- Product owner-ul comunica indeaproape cu stakeholders si cu echipa de proiect pentru a se asigura ca echipa livreaza functionalitatile dorite in ordinea dorita



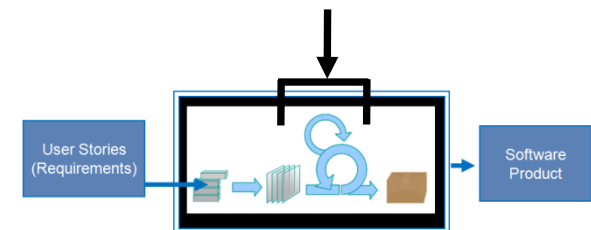
# Sprints

Un sprint este o iteratie si este compusa din: sprint planning meeting, munca de implementare, daily scrum, sprint review si sprint retrospective



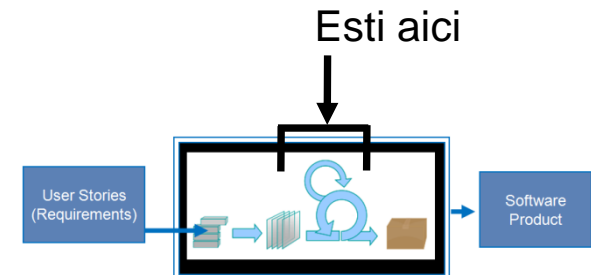
# Scrum Master

- Ajuta echipa in procesul de organizare conform metodologiei Scrum
- Poate fi un membru al echipei
- Nu trebuie sa fie Product Owner



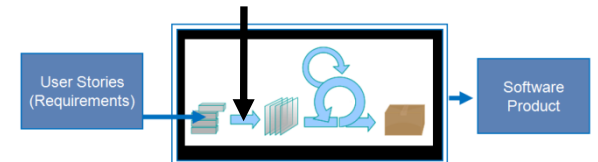
# Echipa

- Echipa de proiect livreaza in sprinturi successive functionalitatile dorite ale produsului.
- Echipa se auto organizeaza
- Nu exista ierarhii in cadrul echipei de proiect
- Dimensiunea ideala este intre 4 si 10 membri



# Sedinta Sprint Planning

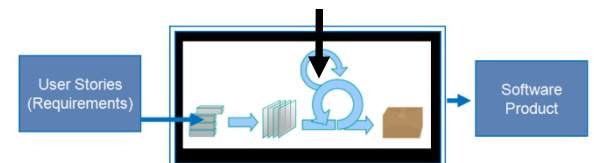
- Este sedinta de planificare a iteratiei (sprintului)
- Product owner-ul prezinta prioritatile din backlog echipei
- Product owner-ul si echipa decid impreuna ce functionalitati vor fi livrate in urmatoarea iteratie





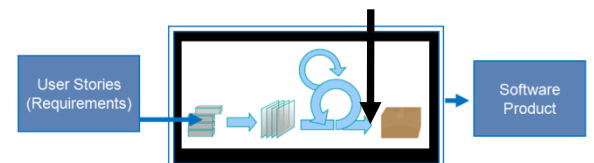
# Sedinta Daily Scrum

- Sedinta zilnica de 15 minute
- Fiecare membru al echipei explica:
  1. Ce a realizat de la ultima sedinta
  2. Ce va realiza in continuare
  3. Ce impedimente exista



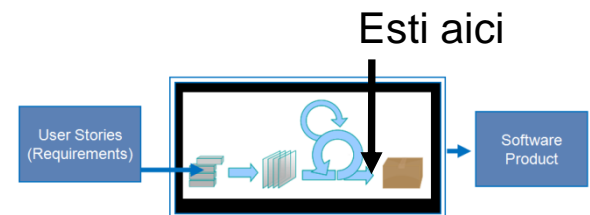
# Sedinta Sprint Review

- Echipa demonstreaza functionalitatile care au fost implementate si raspunde la intrebari
- Product owner-ul identifica ce a fost realizat si ce nu din lista de functionalitati selectate in cadrul iteratiei
- Product owner-ul discuta starea curenta a backlog-ului



# Sedinta Sprint Retrospective

- Scopul sedintei este de a inspecta modul in care s-a desfasurat ultimul sprint din perspectiva echipei si a proceselor
- Sunt identificate posibile modalitati de imbunatatire a modului de desfasurare a activitatii



# User Story: Definiton of Done

- Testele automate au fost executate cu succes
- Testele manuale au fost executate cu succes
- Poate fi demonstrata in cadrul sedinte Sprint Revoew

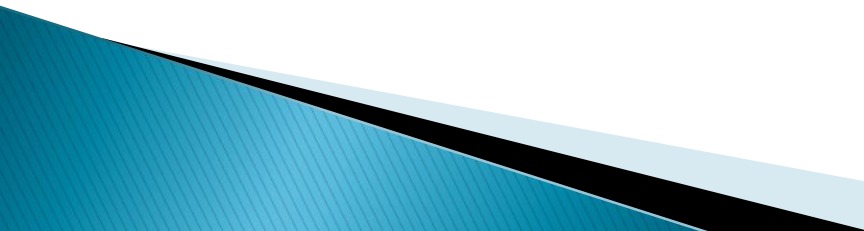
# Story Point

- Un story point este o masura relativa de estimare a complexitatii (duratei de executie) a unei functionalitati.
- Story point-urile sunt utilizate pentru a masura viteza echipei (numarul de puncte pe iteratie).
- Metoda alternative estimarea direct in ore

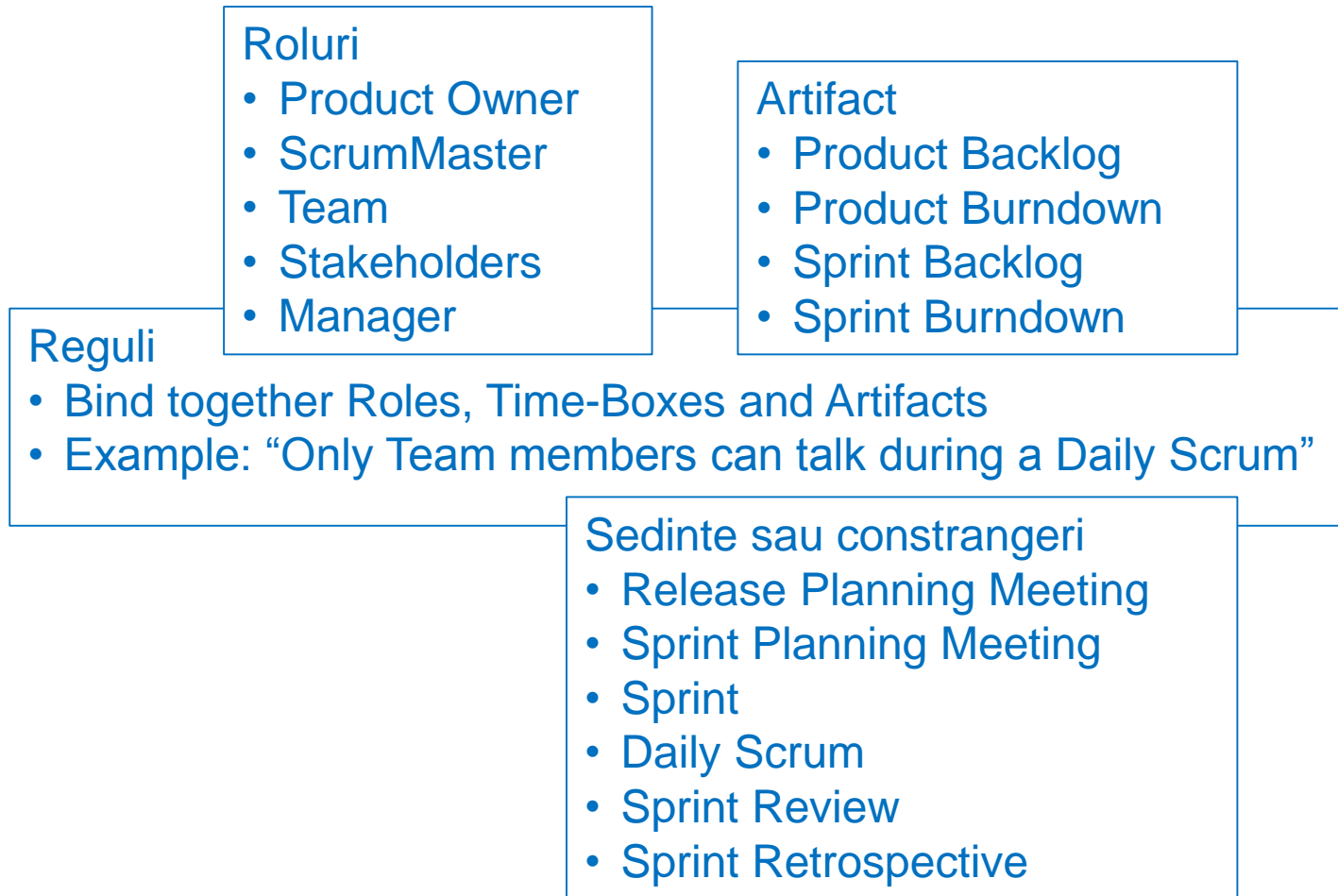
# Planning Poker

Card(s)	Interpretation
0	Task is already completed.
1/2	The task is tiny.
1, 2, 3	These are used for small tasks.
5, 8, 13	These are used for medium sized tasks.
20, 40	These are used for large tasks.
100	This is used for very large tasks.
$\infty$	The task is huge.
?	I have no idea how long this task is going to take.
☐	I am hungry, let's have some pie.

# Sedinta Backlog Grooming

- ▶ Nu este obligatorie
  - ▶ E sedinta informala
    - Eliminarea user stories care nu mai sunt de actualitate
    - Actualizare prioritati
    - Estimare user stories
    - Corectare estimari
    - Reorganizarea user stories in cazul in care sprinturile urmatoare o impune
- 

# Structura Scrum





Video tutorial metodologia scrum:

<https://www.youtube.com/watch?v=XU0IIIRltyFM>



Sfarsit