



# Scrum Artifacts

أدوات سكروم

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# Scrum Artifacts

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- Sprint Backlog
- Product Increment



### Definition of Done

# Scrum Artifacts



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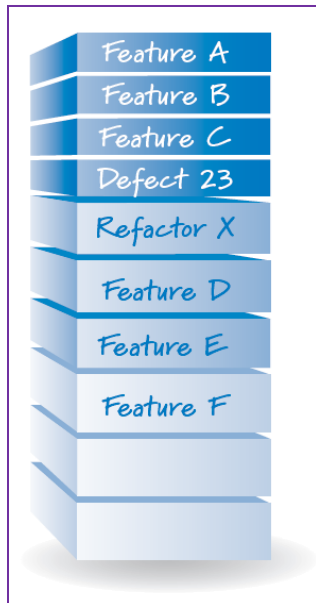
## Artifacts

- # Product Backlog
- # Sprint Backlog
- # Increment

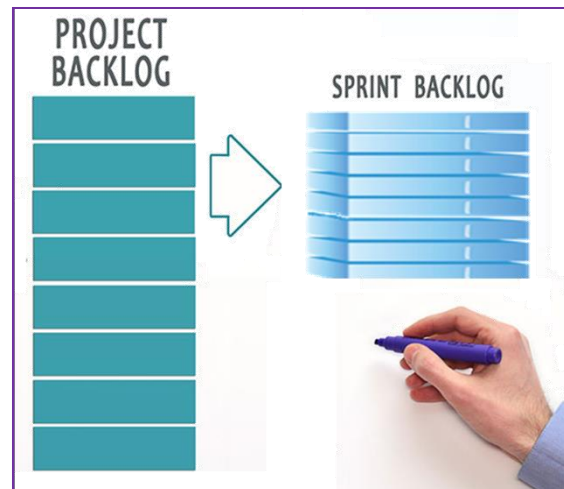
## Artifacts

- A **tangible by-product** produced during product development, Scrum's artifacts represent **work** or **value** to provide **transparency** and opportunities for **inspection** and **adaptation**. Artifacts defined by Scrum are specifically designed to maximize **transparency** of key information so that everybody has the same understanding of the artifact.

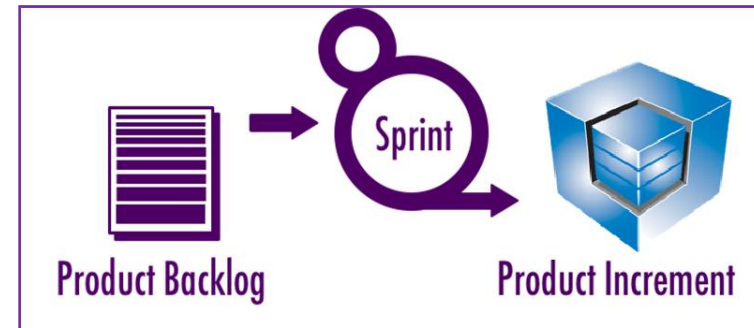
## Product Backlog



## Sprint Backlog



## Product Increment



# Scrum Artifacts



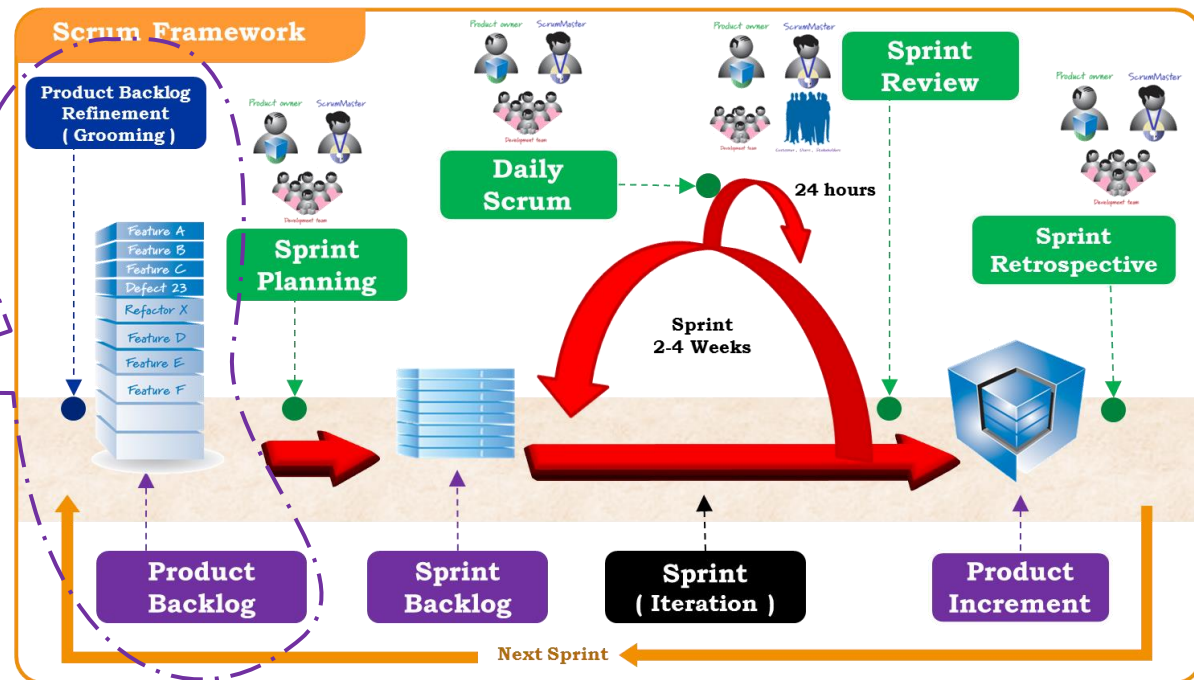
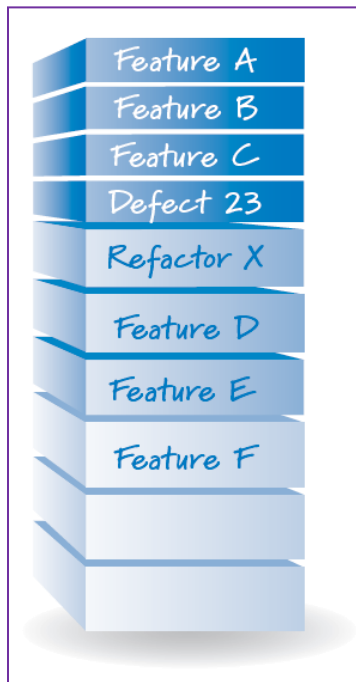
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## Artifacts

- # Product Backlog
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## Product Backlog قائمة المنتج



# Scrum Artifacts

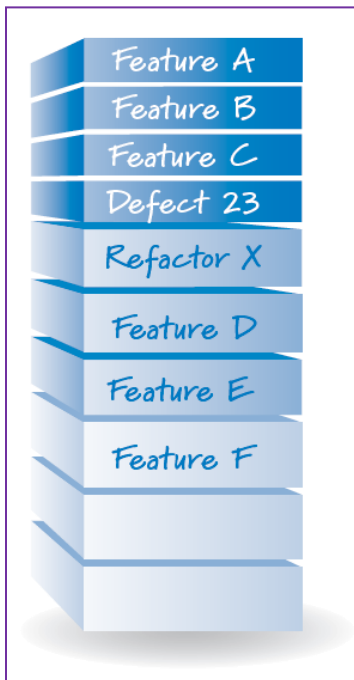


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## Artifacts

- # **Product Backlog**
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## Product Backlog قائمة المنتج

This is the **list of requirements** that is generally managed and ranked continuously by the product owner based on the considerations like **business value**, **risk**, **dependencies** and required **date of delivery**.

It can contain business requirements, features, defects and nonfunctional requirements that are required for a working product.

Ideally each item in the product backlog should be represented in the user story format.

This list is **dynamic** and the team makes sure that the most valuable items (that give the highest **ROI**) are detailed out and worked on first.

The entries in the product backlog are called Product Backlog **Items** and the product owner constantly keeps it in a prioritized order.

# Scrum Artifacts

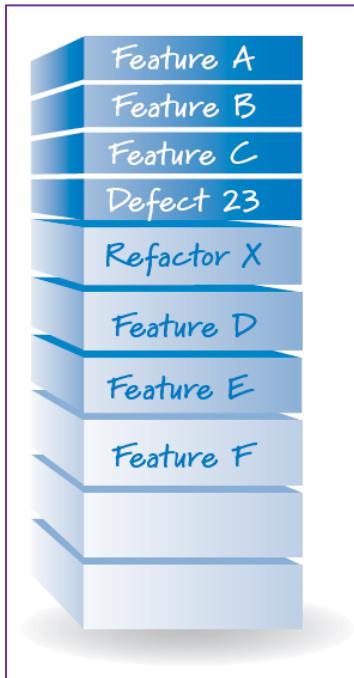


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## Product Backlog

Good product backlogs should be “ **DEEP** “

*Detailed appropriately*  
**E**mergent  
**E**stimated  
**P**rioritized

“ **It never get Frozen** “ or “ **It is never complete** ”



← Relative size estimates  
(typically story points or ideal days)

# Scrum Artifacts

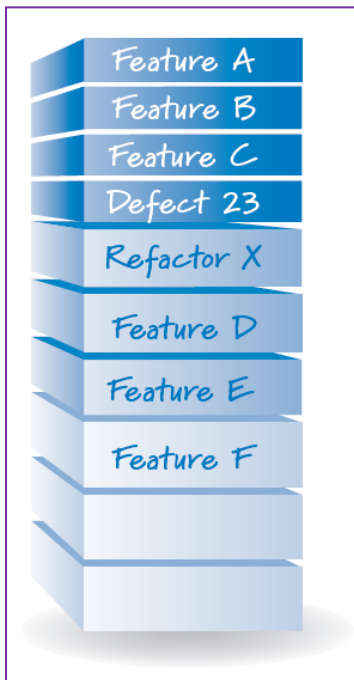


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## Product Backlog

### Monitoring Progress Toward Goals

- At any point in time, the **total work remaining** to reach a goal can be summed.
- At least every **Sprint Review**, The **Product Owner** tracks this total work remaining, compares this amount with work remaining at previous Sprint Reviews to assess progress toward completing projected work by the desired time for the goal which made **transparent to all stakeholders**.
- In **complex environments**, what will happen is unknown. Only what has already happened may be used for **forward-looking & decision-making**.
- Various projective practices upon trending have been used to forecast progress, **cumulative flow diagram**.

# Scrum Ceremonies

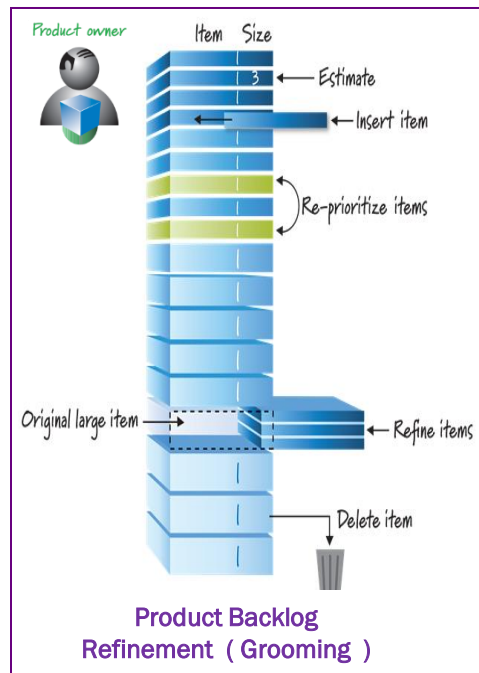


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## Product Backlog

### Product Backlog Refinement -PBR ( Grooming )

- The **Product Owner's** role on a sprint team is to keep everybody working on the most important thing in every sprint.
- Many teams set a time (**2 or 3 days before** the end of the sprint)to make sure that the backlog is in order before the team starts to plan the next **sprint planning session** .
- Product backlog refinement is all about **adding detail** and **estimates** to each backlog item, and **revising the order**.
- Teams usually rely on the estimation that they do during Sprint Planning, but should feel comfortable re-estimating Product Backlog items any time.
- Product backlog items **Prioritization** and **Refinement** is called **Grooming**.
- In general teams typically spend less than **10%** of their time doing this.



# Scrum Artifacts



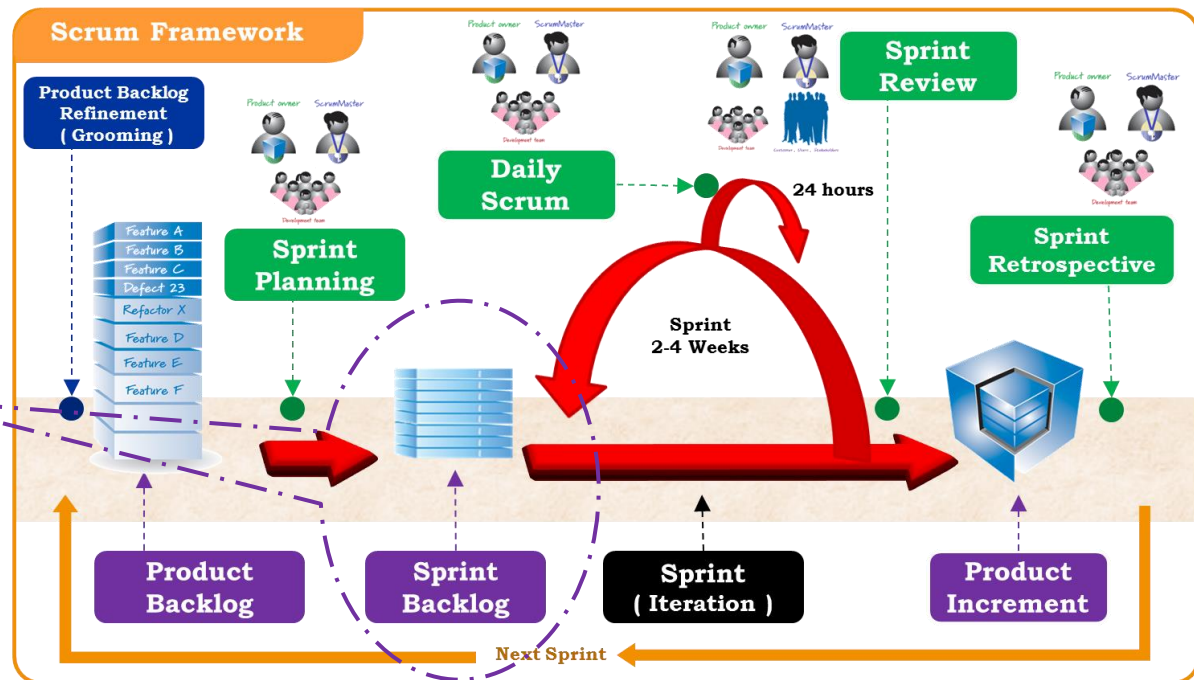
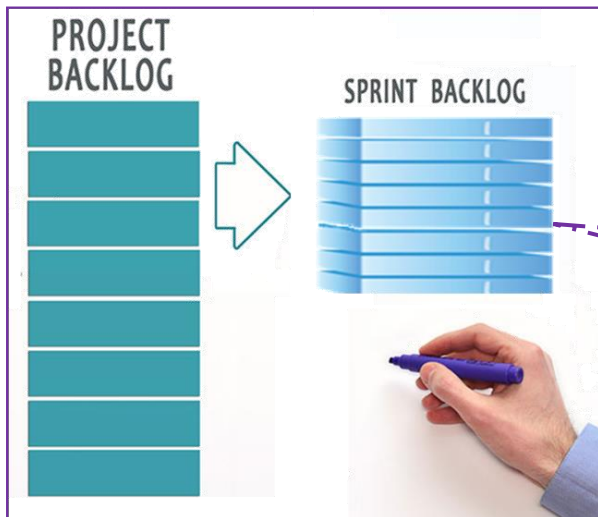
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## Sprint Backlog



# Scrum Artifacts

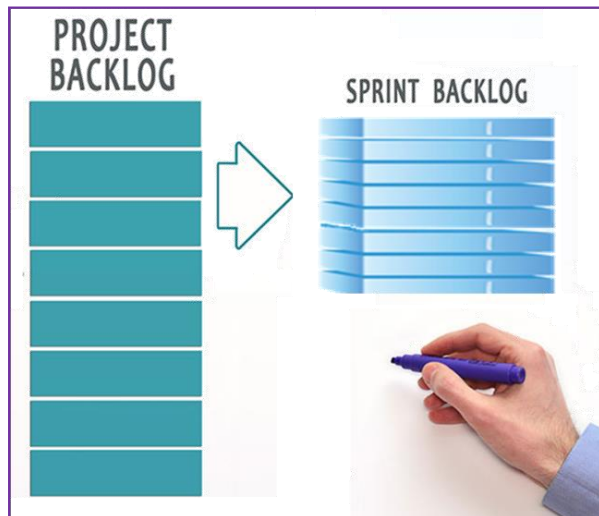


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## Sprint Backlog

- At **sprint planning meeting**, items from the product backlog are prioritized and based on their estimates size or complexity are slotted into the timeboxed sprint, this list of items is called the **sprint backlog**.
- As a **Sprint Goal**, the development team **commits to complete** these prioritized items and deliver a potentially shippable increment at the end of the sprint.
- The Sprint Backlog makes **visible** all the work that the Development Team identifies as necessary to meet the **Sprint Goal**.
- The Development Team **modifies** the Sprint Backlog throughout the Sprint, and the Sprint Backlog **emerges** during the Sprint. This **emergence** occurs as the Development Team works through the plan and learns more about the work needed to achieve the Sprint Goal.

# Scrum Artifacts

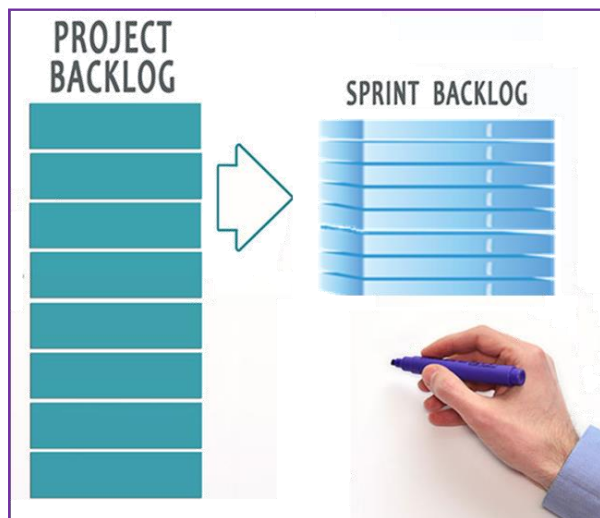


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## Sprint Backlog

- Each Task has information about **estimated** amount of work remaining on the task on any given day during the Sprint.
- As each **day progresses**, the team members are expected to update the sprint backlog on the amount of remaining effort, thereby making it visible how close the current estimate matches to the original estimate.
- Each ongoing **task** identifies those **responsible** for doing the work.
- **Only** the **Development Team** can change its Sprint Backlog during a Sprint.

# Scrum Artifacts

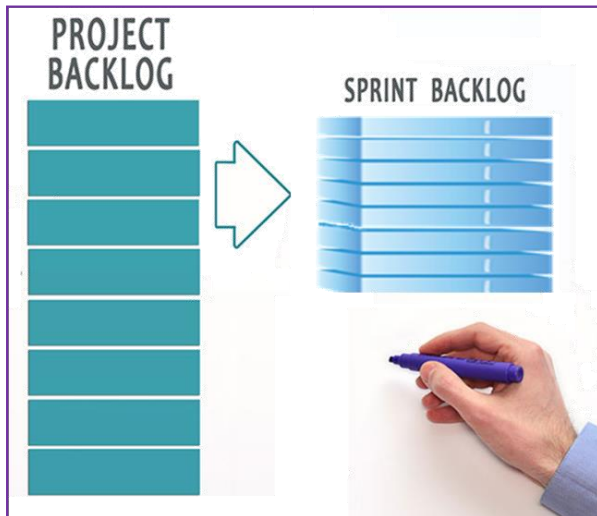


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## Artifacts

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## Sprint Backlog

### Monitoring Sprint Progress

- At any point in time in a Sprint, the total work remaining in the Sprint Backlog can be **summed**.
- The Development Team **tracks** this total work remaining at least for every **Daily Scrum** to project the likelihood of achieving the **Sprint Goal**.
- By tracking the remaining work throughout the Sprint, the Development Team can **manage its progress**.
- Various practices upon trending have been used to forecast progress, like **burn-down**, **burn-up** charts

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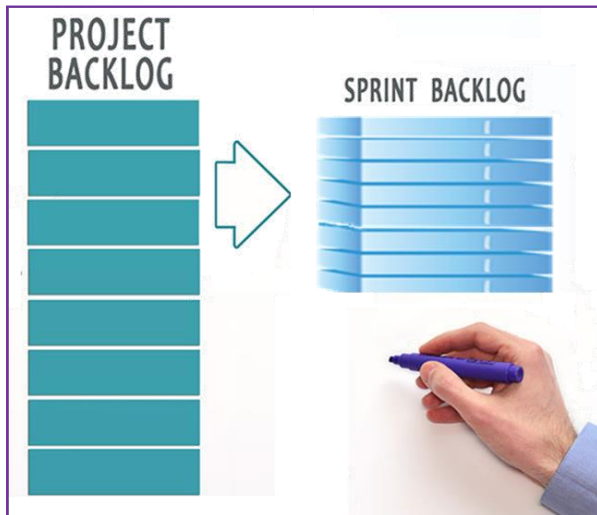


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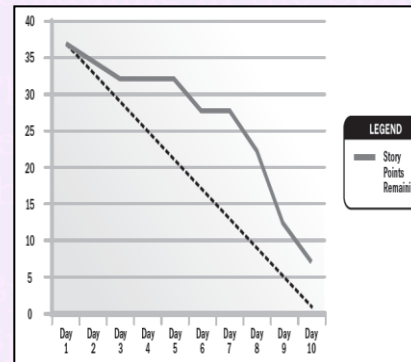
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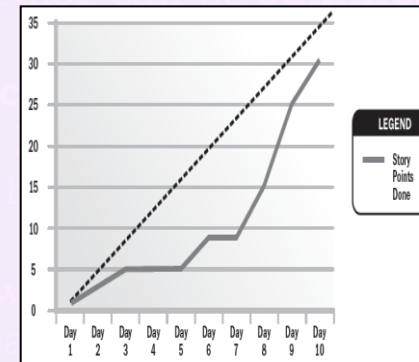
## Sprint Backlog

### Monitoring Sprint Progress

#### Burn-down Chart



#### Burn-up Chart



- Various practices upon trending have been used to forecast progress, like **burn-down**, **burn-up** charts.

# Scrum Artifacts



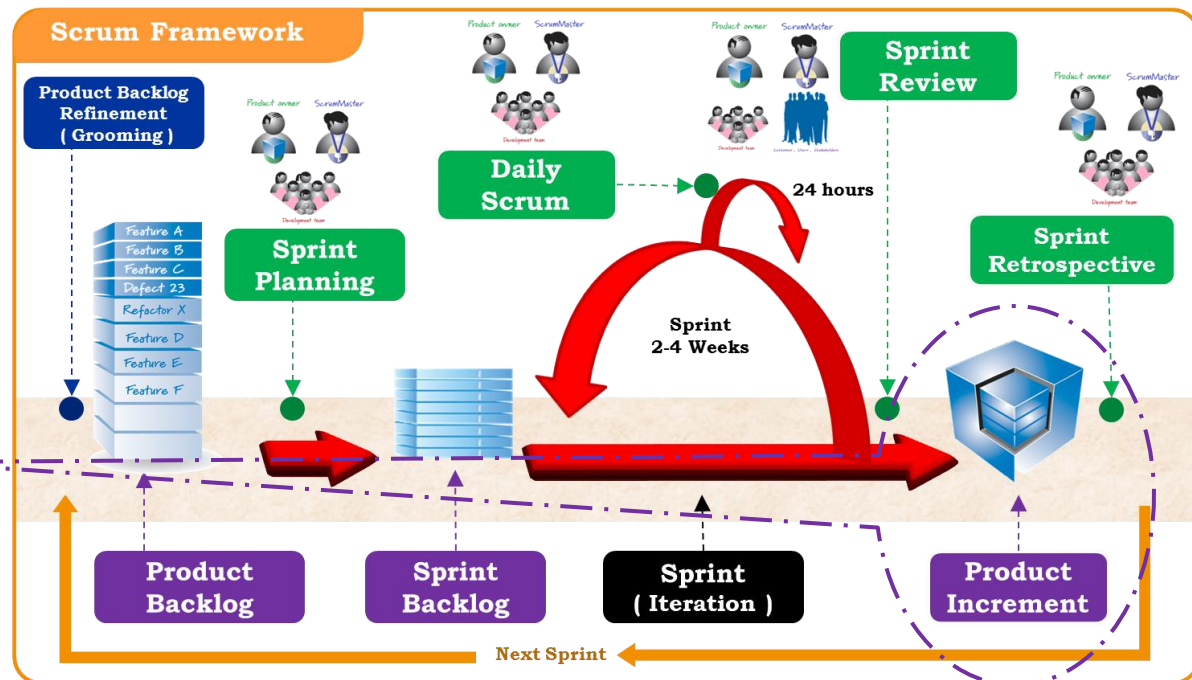
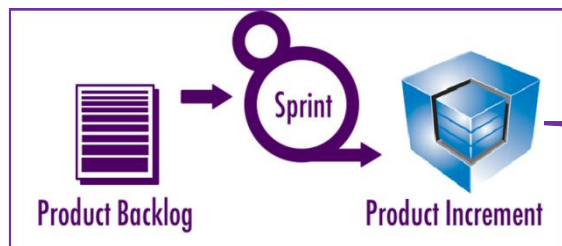
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## Increment



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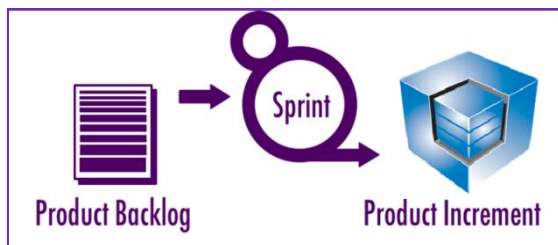
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## Artifacts

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## Increment

- The Increment is the **Sum of All** the Product Backlog items **completed** during a **Sprint** and the value of the increments of all previous Sprints.
- This is the most important Scrum artifact. At the end of the sprint, the component should not only pass the **acceptance criteria** laid down by the product owner, but also fulfill the team's **Definition of Done**.
- The product increment must be of high enough quality to be given to users ( **useable condition** ) (Potentially shippable product)
- Note that each iteration produces a **version** that is integrated with or that is on top of the existing product.



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## Definition of Done “ DOD ”

Done 



- Everyone must understand what **done** means
- This varies significantly per Scrum Team, members must have **a shared understanding** of what it means for work to be complete, to ensure transparency
- This guides Development Team in knowing how many Product Backlog items it can select during **a Sprint Planning Meeting.**
- The purpose of each Sprint is to deliver Increments of potentially releasable functionality that adhere to Definition of **“Done.”**



# Scrum Artifacts



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## Summary

### Scrum Artifacts

- ∞ **Scrum Artifacts**
  - **Product Backlog**
  - **Sprint Backlog**
  - **Product Increment**
- ∞ **Definition of Done**

