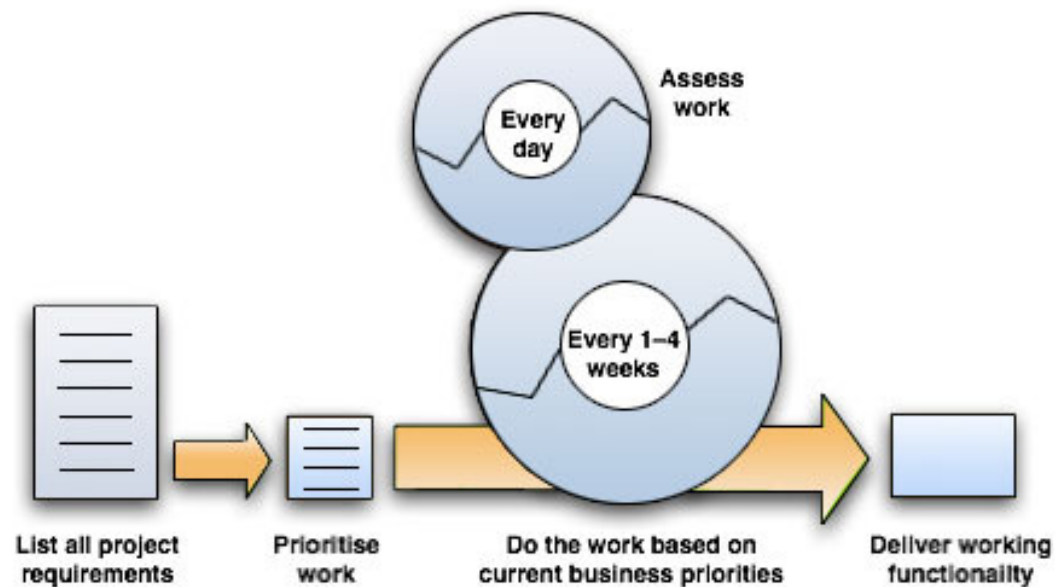


Project management with  
**“Scrum”**

By: Kunakorn Katchawattana

# Contents

- Understand the process
- How to Implement process



Why should we use the agile process?

## We believe

- Software was born for **Change** and **Growth**
- Software are like finger print – no **two** are alike.
- Everything can be **managed**.

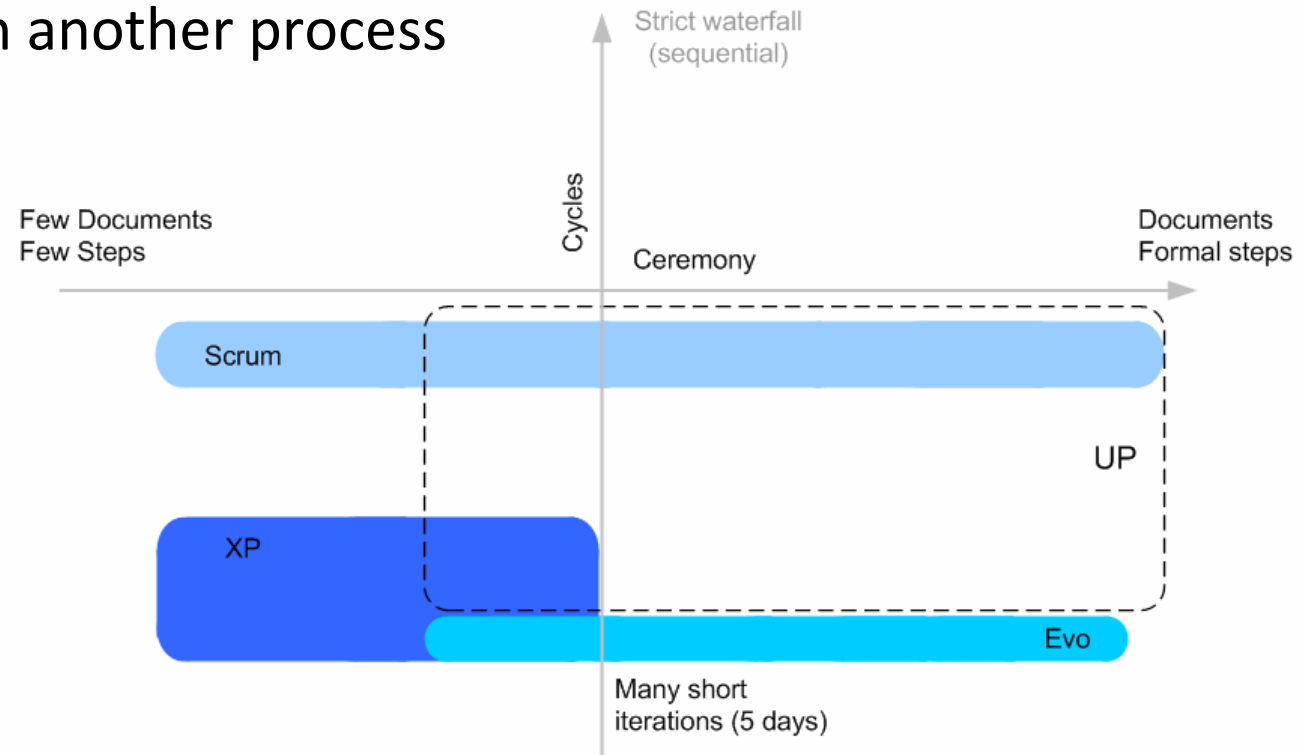
## Our problem

- We cannot **plan** any tasks.
- We cannot **secure resources**.
- We cannot **manage** the change.

## Why should “we” use agile Process

- Quick release, Fast response.
- Allow to edit, open for change.
- Easy process, not complicate.
- Realized.
- Minimal Spec. the creation of all documents as late as possible, creating them just before you need them.

## Compare with another process



Ceremony : Number of artifacts  
Cycles : Time of each cycles that it use

## “SCRUM” process behavior

- An kind of “agile development process”
- Round trip manner (SPRINT)
- Iterative and Evolution process (Iterative and Incremental)
- No limitation about how many documents or specs we have (as long as it use)
- Increase team participate, communicate
- Easy and realize to implements
- Empirical Process approach

## Take as Empirical Process

“**Visibility**” - transparent process

“**Inspection**” - audit at all state

“**Adaptation**” – easy to use and adjust

## Role in “SCRUM”

- **Product Owner** : Persons who effect with this product. (Product Sponsor, Stake holder, User)
- **Team Member** : Developer, Tester, SA
- **Scrum Master** : Person who manage and rule process on “Scrum” approach. (Team Leader)

Let's the pig do...

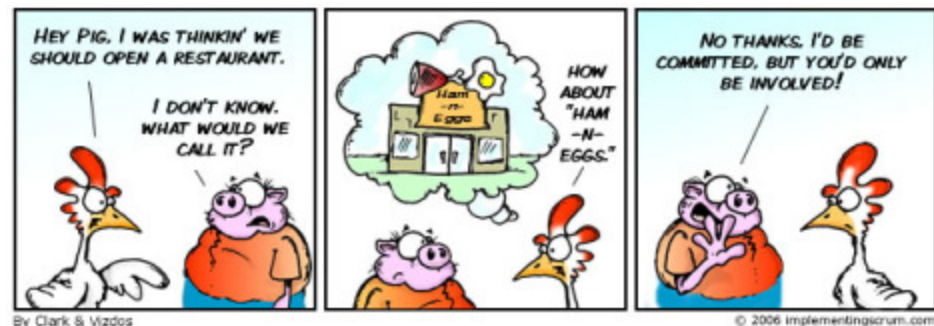
## “Chicken and PIG” theory...

There are several variants as to how the Chicken and the Pig meet and the level of the relationship between the two.

However, in every variant, the Chicken suggests that the two involve themselves in a scheme involving ham (or bacon) and eggs (some suggest a breakfast, others suggest a restaurant). In reply, the Pig always notes that, for the Chicken, only a contribution is required (as a chicken can simply lay an egg and then resume normal activities), while for the Pig a "total commitment" (or total sacrifice) is needed (as in order to make ham or bacon, the pig must be slaughtered).

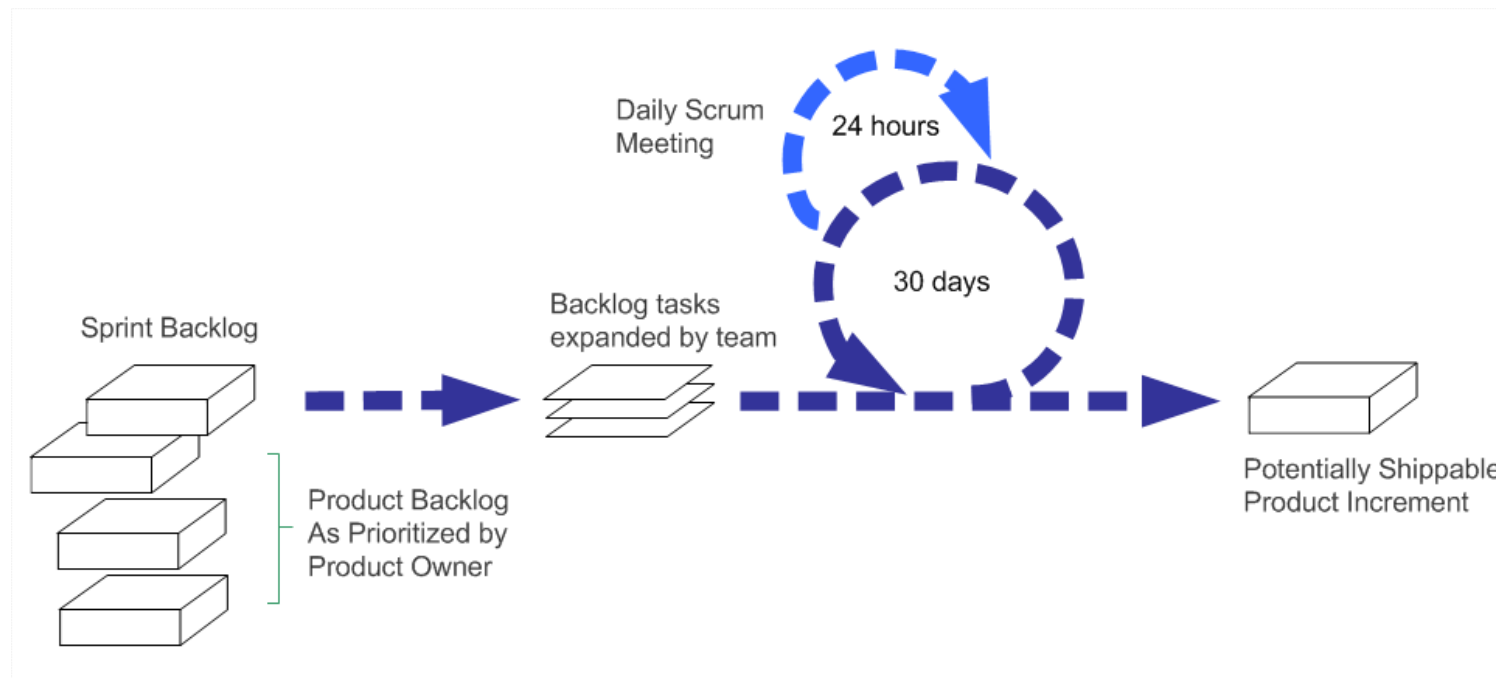
([http://en.wikipedia.org/wiki/The\\_Chicken\\_and\\_the\\_Pig](http://en.wikipedia.org/wiki/The_Chicken_and_the_Pig))

Team Member as “**PIG**”  
Other as “**CHICKEN**”

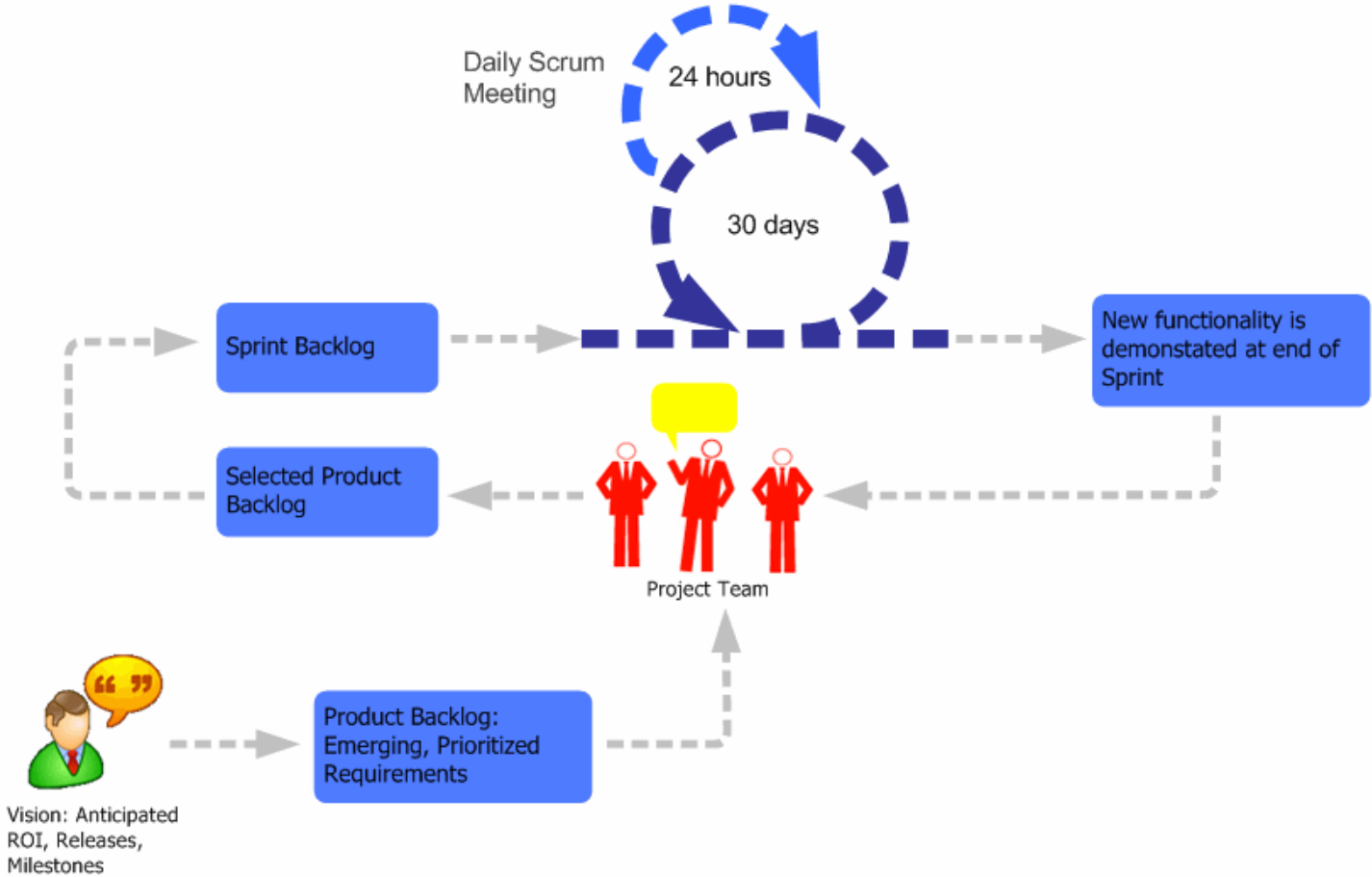


## Heart of “Scrum”

- Sprint
- Project backlog (Project Burn down Documents)
- Daily meeting



# SCRUM Process



## Daily Meeting



“The pig’s meeting”

“Limit the meeting by 3 rules”

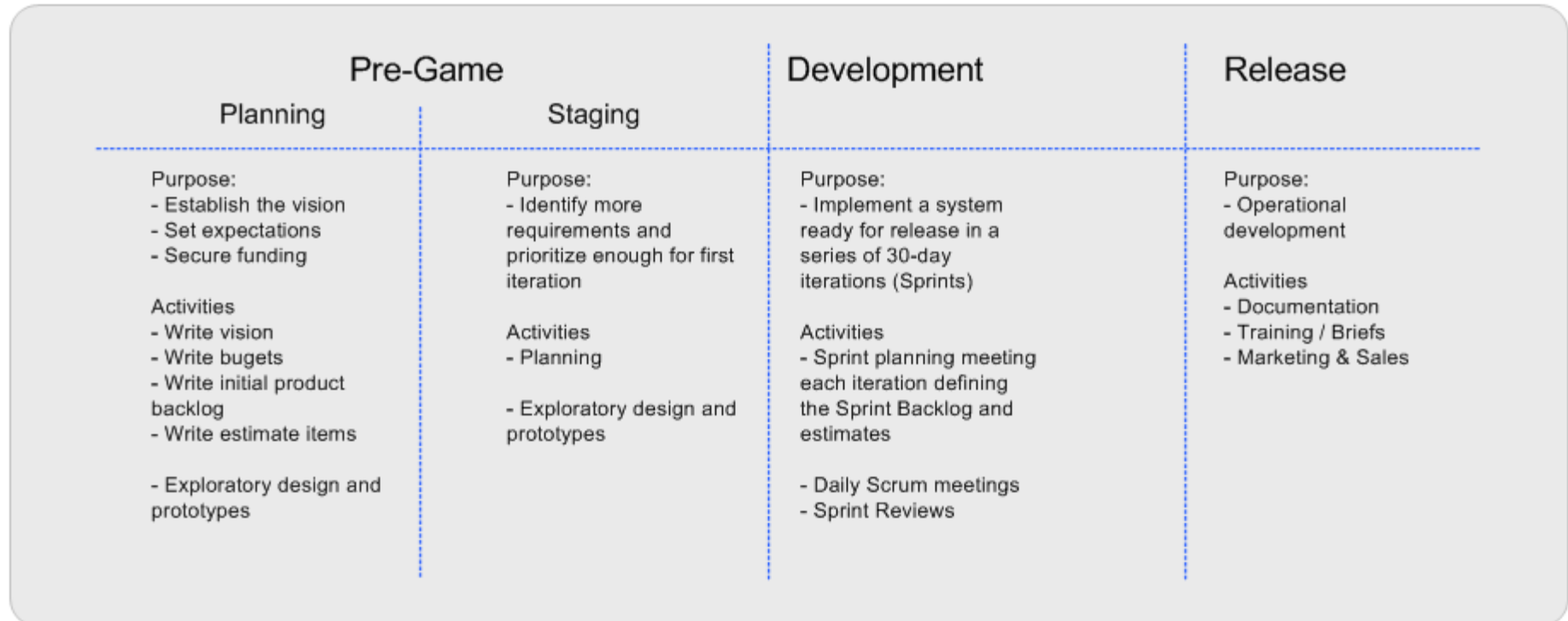
**Rule 1** : Limit meeting time (<15 minutes)

**Rule 2** : Stand up Meeting

**Rule 3** : Limit meeting issues

- What did you do yesterday?
- What will you do today?
- What obstacles are in your way?

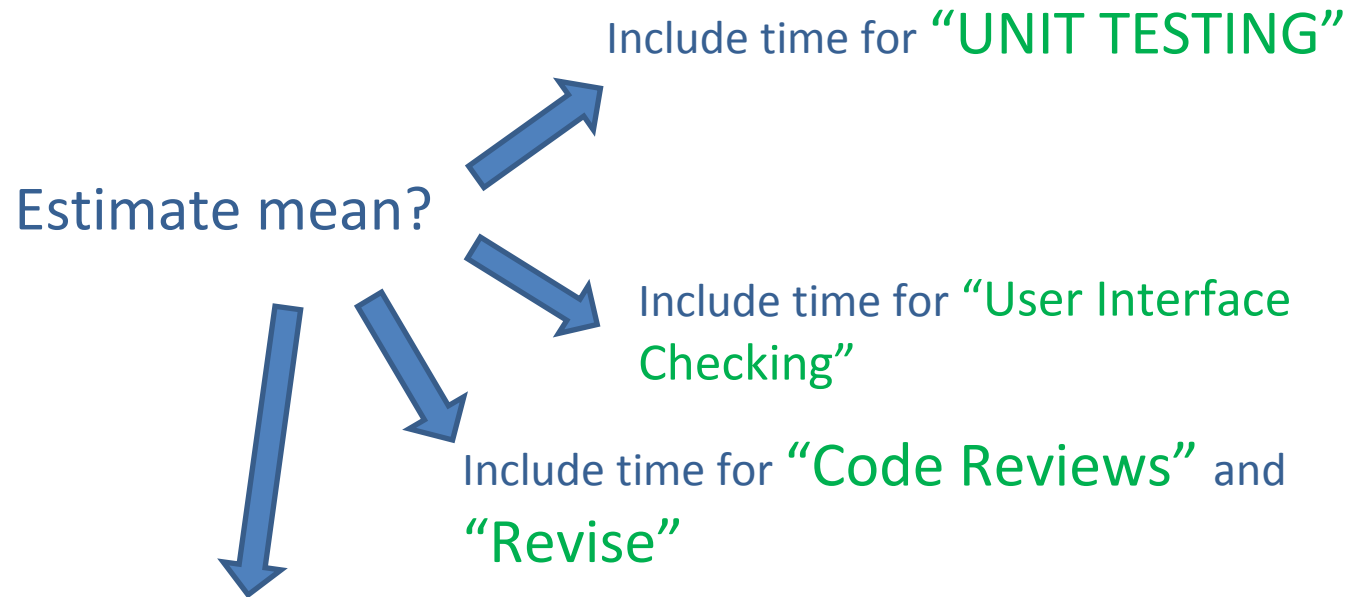
## SCRUM's Life Cycle



Let's our **PIG** planning

Planning meeting steps

- **SA** explains expectation, features.
- **Dev** (for each) fill the days and Tell their “Reason”.
- **Senior** Dev or SA judge.



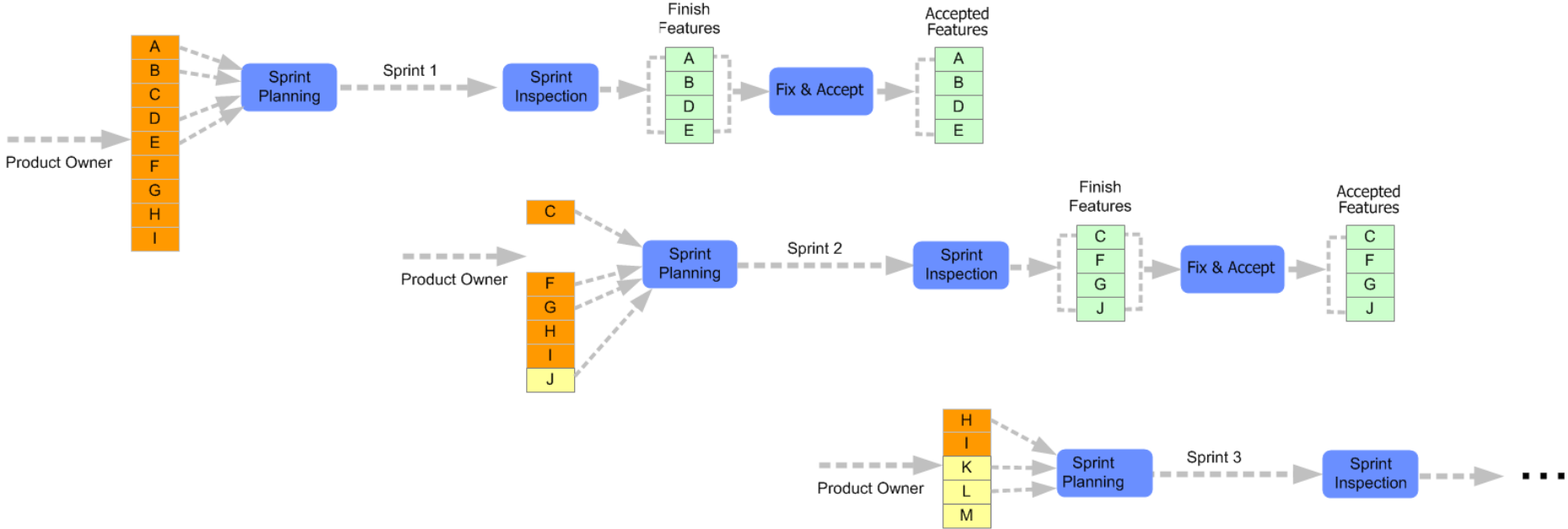
## Make the SPRINTS

- 30 calendar days
- ~ 15-16 man days (except build and test)
- ~3-4 days for test

M	T	W	T	F	Sa	Su
			1	2	3	4
5	6	7	8	9	10	11
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Build day

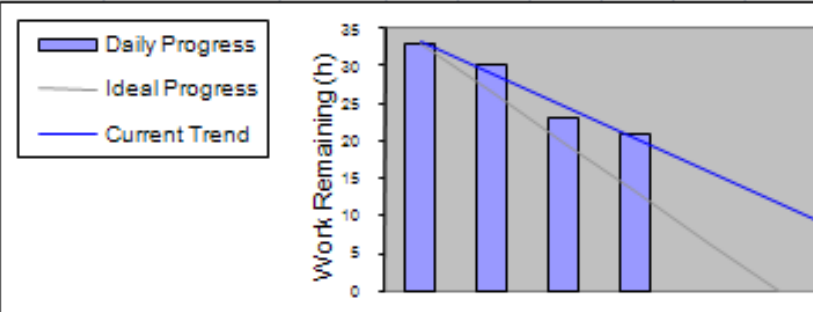
# What is SCRUM's work



Sprint 1 Backlog

Sort Sprint Tasks

Update Task Slips



Sprint implementation days		Effort				Remaining on implementation				
Trend calculated based on last		Days	Totals	Est.	1	2	3	4	5	
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5	
Example task	1	Danny Dev	Done	5	5	2	0			
Example task 2	1	Tina Tester	Ongoing	7	7	7	2	2		
Example task 3	2	Danny Dev	Ongoing	12	12	12	12	10		
<Delete these example lines>	2		Planned	9	9	9	9	9		

## How to Implement process

### Practical Scenario;

#### Meeting your team

Tell them about the **problems**

Tell them about **objective**.

Tell them about the **process** (as minimum)

Tell them about **how do they work** (daily meeting, project burn down...)

Tell them, when do we **start**.

#### Try the process

Use the time. (~3 Sprints) with simple and separate project

#### Move process to the jugular

Add more step and details into our process

Reviews and Refresh, - Repeat and adjust

Caution 

**Staff Turn Over**

**3-9 Months will be “Difficult”**

**Conflict will occur**

**Product Management job will be changed and harder.**

**Do not change SCRUM,** (Scrum is not process that you modify to fit your company)

# “Sample”

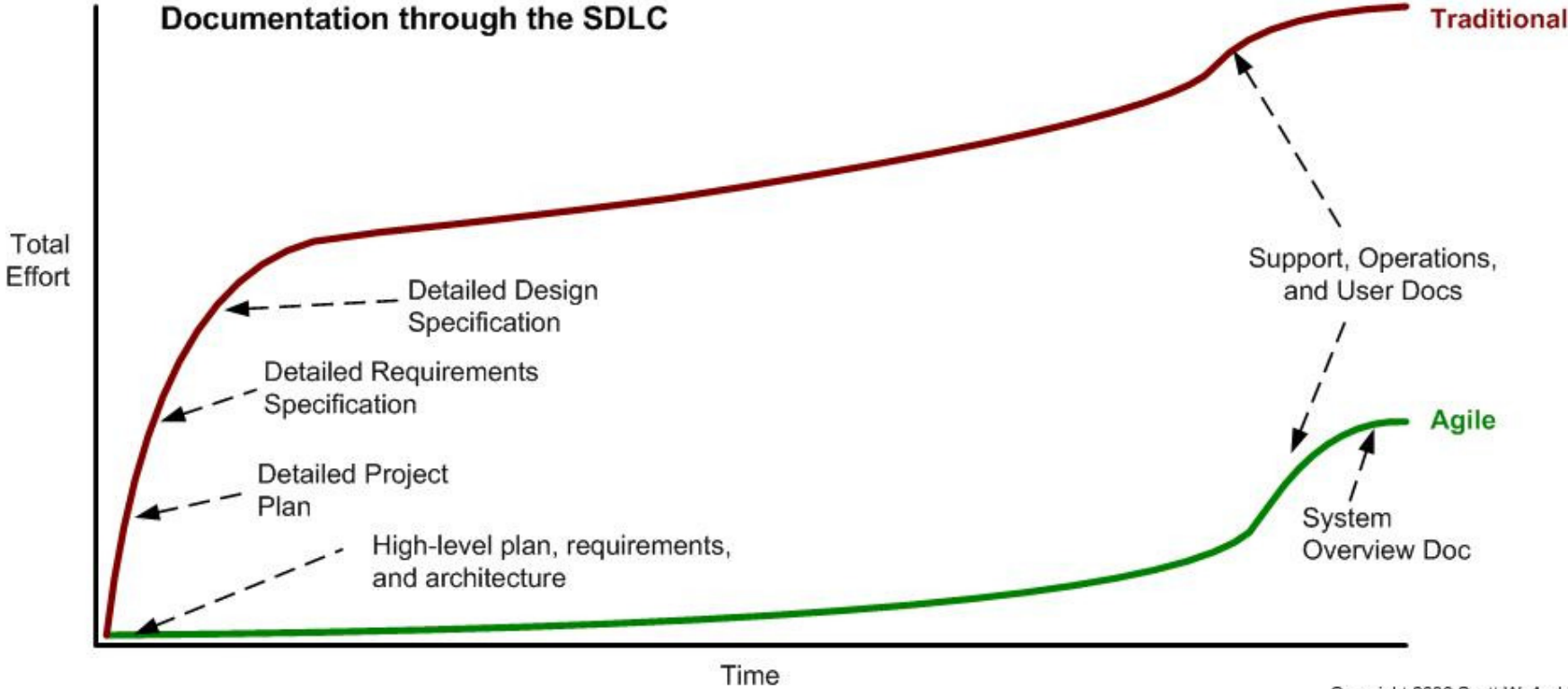
Software document

Software release package

Thank you



Documentation through the SDLC



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Business Development Team

Understand the process