Goldilocks and the Three Bears

Create a Children's Comic Book of...

Here is the summary: Three bears decide to go for a walk because their breakfast is hot. While they are out, a bad girl, Goldilocks, walks into their house. She goes into the kitchen and tries the food that is in three bowls. The food in the first two bowls is not nice, but the third bowl she thinks is good. She tries their three chairs and likes the third one the best, but breaks it. Then she tries their three beds and falls asleep in the third one. The three bears come home and are angry about baby bear's breakfast, chair and bed. They roar at Goldilocks and she runs home[1].

Product Backlog (already prioritized based on value and written in User Story format)
1. As a parent I can be excited by the cover page so that I will open the book and read it to my child.
2. As a child I can see colourful pictures of the characters so that I can understand the story without having to read it.
3. As a child I can count the characters and items so that I can develop my counting skills.
4. As a sponsor I can showcase my advertisement for home security so that parents will contact me for our services.
5. As a parent I can read the story to my child so that I don't have to make up the words.
6. As a child I can do a fun activity so that I will enjoy this book for a long time.
7. As a parent I can get an content appropriate book for my 4-6 year old child so that they are able to understand it.
8. As a parent I can buy a sturdy book so that it will last for many years.
9. As a sponsor I can see my PSA about being kind to animals so that the next generation will improve on the last.
10. As a parent I can learn about the authors so that I can buy more books from them.

Schedule:

00	*Slides on Scrum*
07	Sprint Planning (decide how much to do)
12	Day 1 in Sprint 1 (work)
17	Daily Scrum in Sprint 1 (what did you do, what will you do, obstacles)
19	Day 2 in Sprint 1 (work)
24	Sprint Review/Demo by each team (show the work)
29	Sprint Retrospective (what went well, what to improve)
32	Sprint Planning (decide how much to do)
37	Day 1 in Sprint 2 (work)
40	Daily Scrum in Sprint 2 (what did you do, what will you do, obstacles)
45	Day 2 in Sprint 2 (work)
47	Sprint Review/Demo by each team (show the work)
--	Sprint Retrospective (what went well, what to improve)
50	*Wrap Up*

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[1] *Source: www.pearson.ch/download/media/9780582428447_FS.pdf*
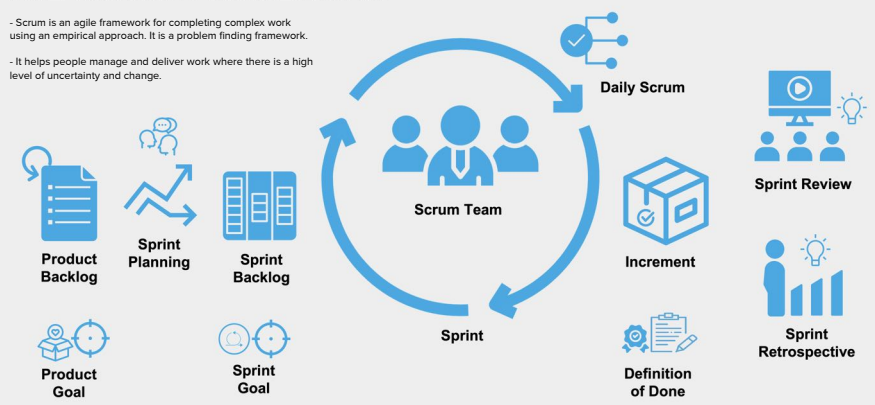
The Simple Guide To Scrum - 1 Pager
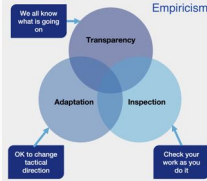
Based On The 2020 Scrum Guide

THE SCRUM FRAMEWORK

- Scrum is an agile framework for completing complex work using an empirical approach. It is a problem finding framework.

- It helps people manage and deliver work where there is a high level of uncertainty and change.

Daily Scrum · Scrum Team · Increment · Sprint Review · Sprint · Sprint Retrospective · Definition of Done · Product Backlog · Sprint Planning · Sprint Backlog · Product Goal · Sprint Goal

Scrum Framework © TheScrumMaster.co.uk

Empiricism — Transparency, Adaptation, Inspection. We all know what is going on. OK to change tactical direction. Check your work as you do it.

Scrum Values — Courage, Focus, Commitment, Respect, Openness

MANIFESTO FOR AGILE SOFTWARE DEVELOPMENT – VALUES
We are uncovering better ways of developing software by doing it and helping others do it.

Individual and Interactions	Over Processed and Tools
Working Software	Over Comprehensive Documentation
Customer Collaboration	Over Contract Negotiation
Responding to Change	Over Following a Plan

Accountabilities - Who ensures that certain things happen.

Scrum Team
- **Accountable** for creating a valuable, useful Increment every Sprint.
- **Cross-functional** - Has all the skills necessary to create value each Sprint.
- **Self-managing** - Internally decides who does what, when, and how. No sub-teams or hierarchies.
- **Small** - Should be 10 or fewer people to enable effective communication.

Product Owner
- **Accountable** for the Product Backlog, Product Goal and for **maximising the value of the product.**
- One person who represent the needs of stakeholders.
- Can (exceptionally) cancel a Sprint if the Sprint Goal becomes obsolete.

Developers
- **Accountable** for the Sprint Backlog and the technical quality of the product.
- **Committed** to **creating a usable Increment** each Sprint.
- The people who do the work to create the Increment.

Scrum Master
- **Accountable** for the Scrum Team's effectiveness and for establishing Scrum and helping everyone understand and use it.
- One person who helps **create the conditions for effective delivery**
- Provides delivery leadership and act as a servant who helps remove impediments to progress.

Events - Provide structured opportunities for Inspection & Adaptation.

The Sprint
- Container event and includes the other Scrum events and all the work.
- Timebox of 1 month. 2 weeks is most common. Length remains consistent.
- Each Sprint, **a Done Increment is created that achieves a Sprint Goal.**

Sprint Planning
- At the start of each Sprint
- Timebox of up to 8 hours. Attended by the Scrum Team.
- Inspect the Product Backlog, Product Goal & Retrospective Plans
- **Create the Sprint Backlog**

Daily Scrum
- Every working day at a consistent place and time.
- Timebox of 15-minutes. Attended by Developers
- Inspect the Sprint Backlog and progress toward the Sprint Goal.
- **Adapt the plan their next 24 hours.**

Sprint Review
- At the end of each Sprint, before the Sprint Retrospective.
- Timebox of up to 4 hours. Attended by the Scrum Team & stakeholders.
- Inspect the Increment and progress towards the Product Goal.
- **Adapt the Product Backlog** to include new insights.

Sprint Retrospective
- At the end of each Sprint, after the Sprint Review
- Timebox of up to 3 hours. Attended by the Scrum Team
- Inspect how the Sprint went (interactions, processes, tools, Definition of Done)
- **Adapt/create planned improvements** to increase effectiveness.

Artifacts - Provide transparency & opportunity for inspection & adaptation.

Product Backlog
- A **transparent and ordered list of the known and valuable work** (Product Backlog items) that support the Product Goal.
- The single source of work for the Scrum Team.
- May change due to changes in business, market, or technology.

Sprint Backlog
- **The Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), and an actionable plan for delivering the Increment (how).**
- A forecast by the Developers about what will be in the next Increment.
- Makes the work in the Sprint transparent. Modified during the Sprint as more becomes known.

Increment
- A body of inspectable, useable and Done work.
- **Sum of all the Product Backlog items Done during a Sprint and the Increments of previous Sprints.**
- At the end of a Sprint, work that did not meet the Definition of Done is returned to the Product Backlog.

Commitments - Bring transparency and focus to the artifacts.

Product Goal
- Describes a future state of the product. Can serve as a target for planning.
- **A single long-term objective**. Only one Product Goal is active at a time.
- The Increment is a step towards a Product Goal.

Sprint Goal
- The **single objective for the Sprint** created in Sprint Planning.
- Explains why the work in the Sprint Backlog is valuable.
- A good Sprint Goal provides focus, flexibility and purpose.
- Every Sprint must have a Sprint Goal. Created by the Scrum Team.

Definition of Done
- A transparent **description of the quality measures required** for the product.
- Work that is not part of an Increment unless it meets the Definition of Done.
- Created by the Scrum Team.

Other Related Terms

- **Empiricism** - Scrum is founded on empiricism. The pillars of which are: Transparency, Inspection & Adaptation.
- **Timebox** - Maximum permitted time for activity or event.
- **Stakeholders** - People external to the Scrum Team with a specific interest in and knowledge of the product.
- **Refinement** - The activity in which the Product Owner and the Developers add detail to the Product Backlog.
- **Ready** - PBIs that can be Done in one Sprint are deemed ready for selection in Sprint Planning.
- **PBI's** - Product Backlog items.
- **Scrum Values** - Commitment, Focus, Openness, Respect, and Courage.
- **Accountable** - Ensures that certain things happen. May delegate responsibility but always remains accountable.
- **Responsible** - Carries out the activity day to day. May also be accountable for the activity.
- **Commitment** - Dedicated to an activity, a pledge or undertaking.
- **Usable** - Able or fit to be used. It works!
- **Valuable** - Useful or beneficial.
- **Velocity** - An optional indication of the amount of Product Backlog turned into an Increment during a Sprint.
- **Ordered List** - A collection of related objects in which order matters and each object has a unique index.
- **Must** - A mandatory element. Required.
- **Should** - Recommended, but not mandatory. Optional.

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