SETC Training Corporate Logo

SCRUM Training: The Complete Lifecycle (AGSCRUM, 4 jours)

Description

The course The Complete Lifecycle (SCRUM Training) is a complete study of SCRUM. We start with an overview of various SDLCs and quickly move to the details of SCRUM as it applied to software development. Every aspect of SCRUM is discussed: sprint planning, sprint execution, spring review & the sprint retrospective. How to gather requirements, write user stories, assemble project teams, manage technical debt, risks & changes, and how to create & manage a product backlog are discussed in the context of real-world SCRUM.

Tarifs

- Tarification: $3,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

The Systems Development Lifecycle (SDLC)

- The Systems Development Lifecycle: A Historical Perspective
- Overview of Development Methodologies
- Waterfall Methodologies
- Iterative Methodologies
- Agile Methodologies
- Comparing Methodologies: Waterfall, Iterative, Spiral and SCRUM
- Scrum and Project Management

Object Oriented Development and SCRUM

- About Object Oriented Development
- Applying Methodologies to Object Oriented Development
- What SCRUM is and is not
- The Problems Encountered: How SCRUM Addresses them
- Environmental Factors Affecting Software Development
- Scrum Advantages and Disadvantages

The Foundation of Scrum

- About Complex Requirements and the SDLC
- The Need for Flexibility
- About Change Tolerance and Evolving Deliverables
- The SCRUM Agile Methodology
- Core Principles and Strategies
- Empirical, Adaptive Processes
- SCRUM Product Release Considerations

The Scrum Process Lifecycle

- Overview of the Scrum Process Lifecycle
- Scrum Roles: Who is Responsible for What?
- Pre-Game
- Game: The Art of the Sprint
- Post-game

Scrum Phase I: Pre-Game Planning

- Comprehensive backlog lists
- Definition of the delivery date

Definition of release specific functionality
Selection of the release that will be immediately developed
Product packets to backlog items mapping in the selected release
Project team(s) formation for the new release.
Risk assessment and controls
Review and possible adjustment of backlog items and packets
Validation or reselection of development tools and infrastructure
Estimation of release cost
Training, and rollout
Validation of management approval and funding

Scrum Phase I: System Architecture and High Level Design

Backlog Items
The Domain Model
Refine the system architecture
Identify problems or issues
Design review meeting
Reassign changes

Scrum Phase II: The Sprint

What is a Sprint?
The Agile Sprint
Sprint Characteristics and Deliverables
Develop
Wrap
Review
Adjust

The Sprint Review

The Participants
What is discussed during the review?
Changing the way a backlog item is implemented
Adding new backlog items
The next review meeting

Scrum Phase III: Closure

Closure Overview
Management#39;s Call
System Testing
User Documentation
Training Materials
Marketing

Scrum Controls

Overview of Scrum Controls
Backlog
Release/Enhancement
Packets
Changes
Problems
Risks
Solutions
Issues

Advanced Scrum

Creating Cross-Functional, Self-Organizing Teams

Scrum for Enterprise Projects
Full Lifecycle Development with Scrum
Scrum for Multiple Teams, Multiple Products
Scrum with Distributed Teams
Engineering Practices for Scrum
Testing Practices for Scrum
Evolutionary Design Approaches for Scrum
Tool Support for Scrum
Scrum in Formal Environments
Adopting and Supporting Scrum
Organizational Issues
Teamwork and Team Skills
How to Introduce Scrum
Managing a Scrum Adoption
Optimizing Scrum
Scrum Patterns Anti-Patterns
A Complete Case Study