

# Scrum Artifacts

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Systems Analysis & Design

# Learning Objectives

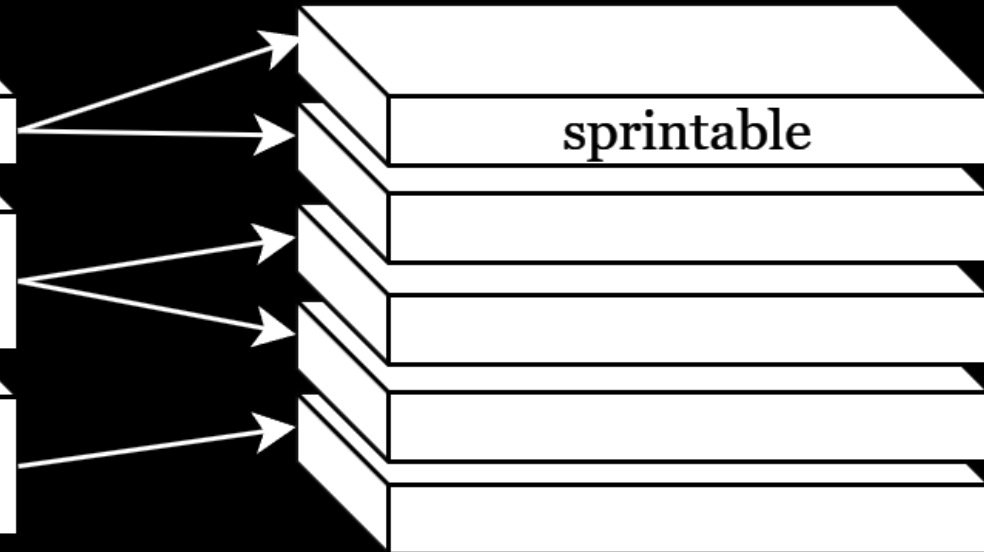
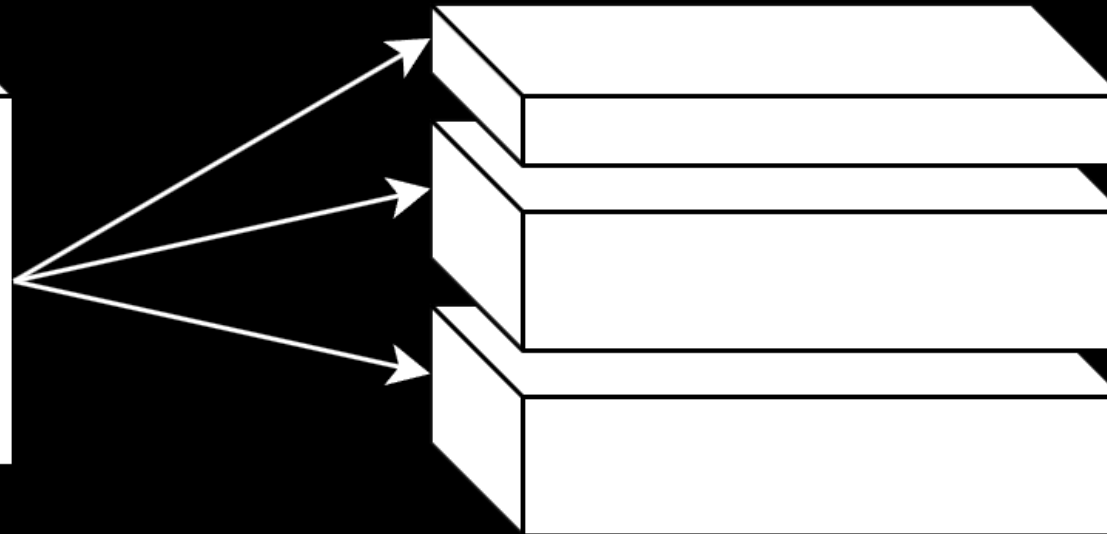
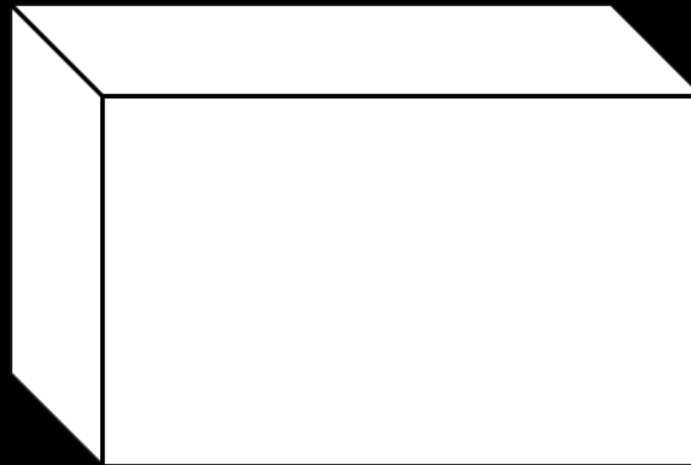
By the end of this session, you will have acquired the following information:

- How the product backlog changes over time
- Planning poker
- Types of Product Backlog Items (PBIs)
- Sprint Backlog
- Definition of Done
- Burndown Chart

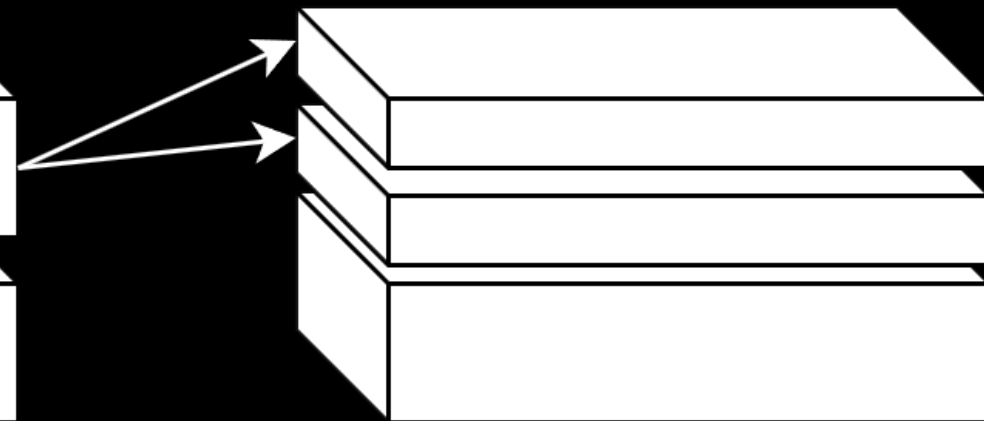
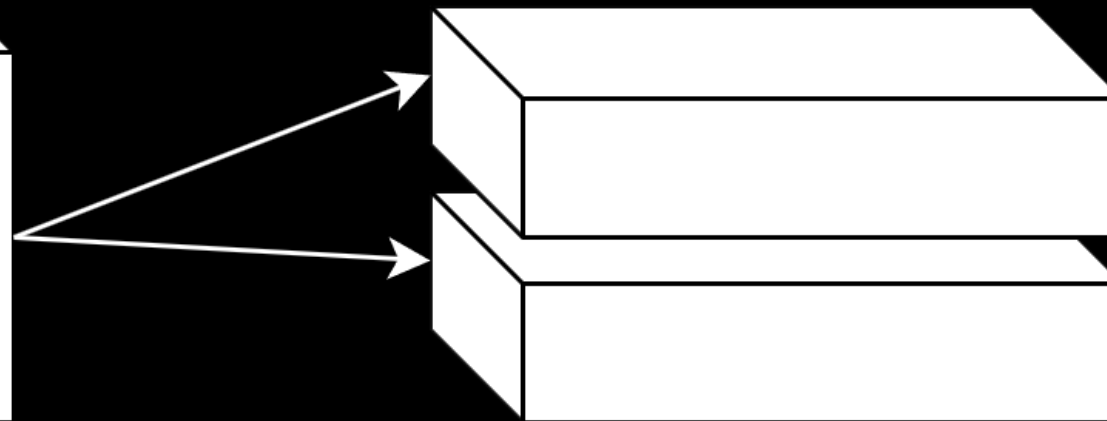
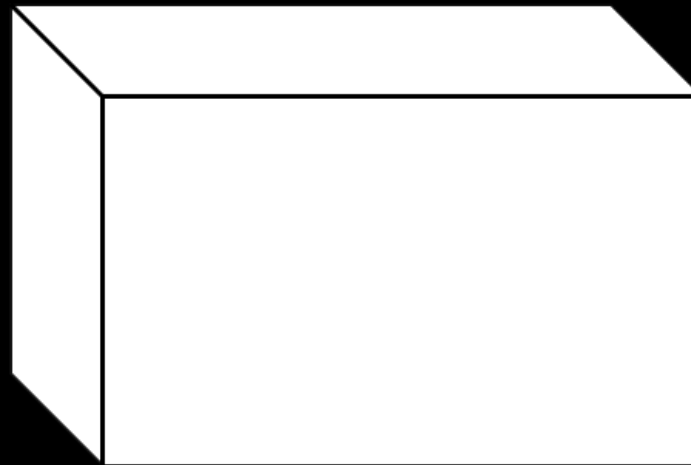
# Product Backlog

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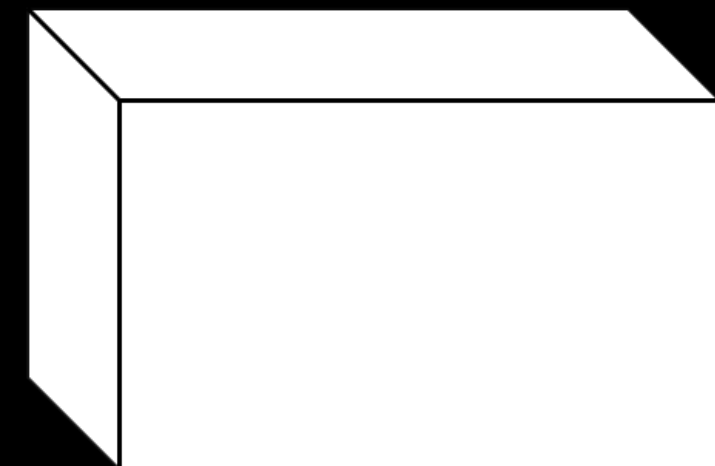
# Time



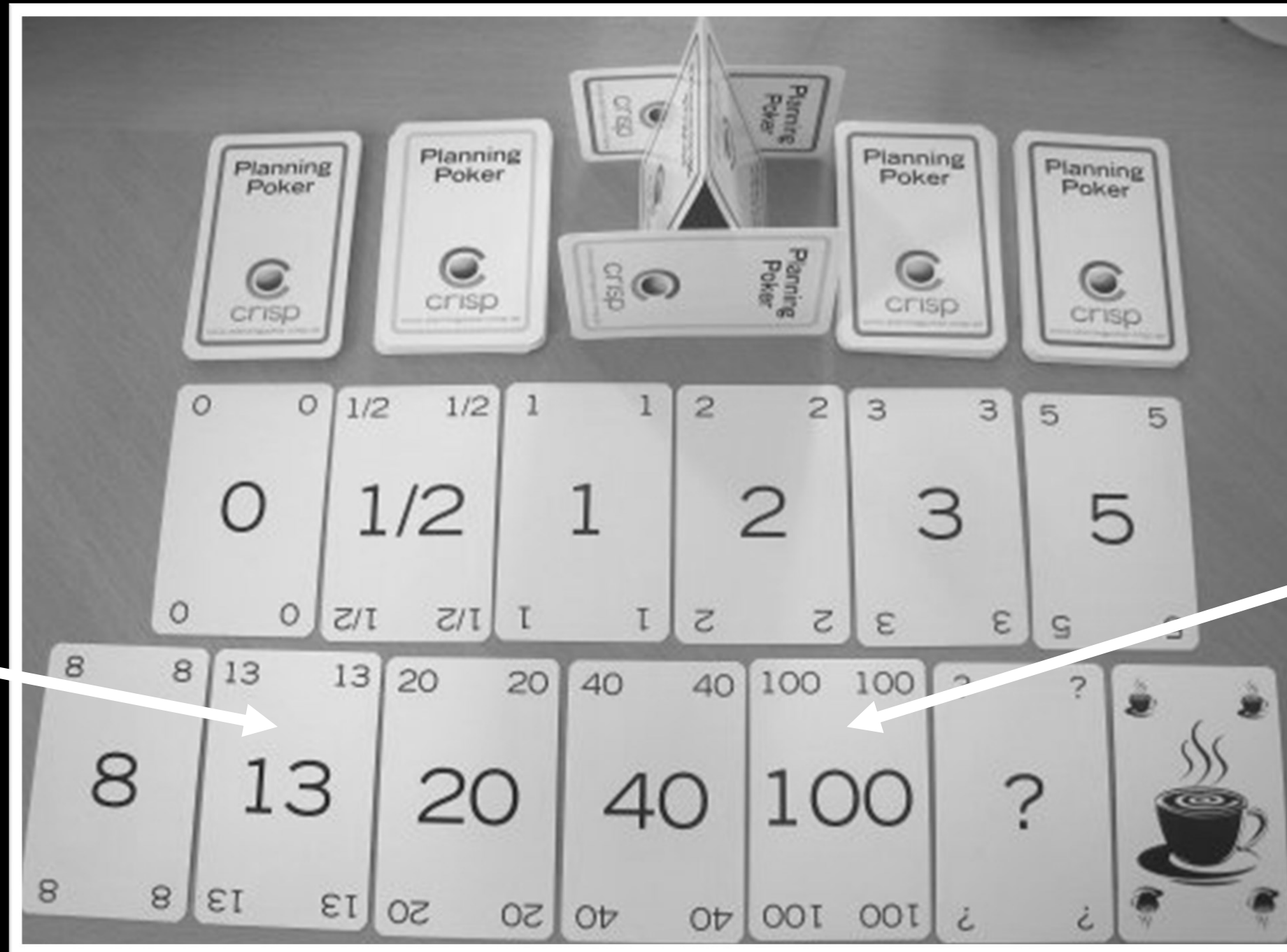
sprintable



Epic

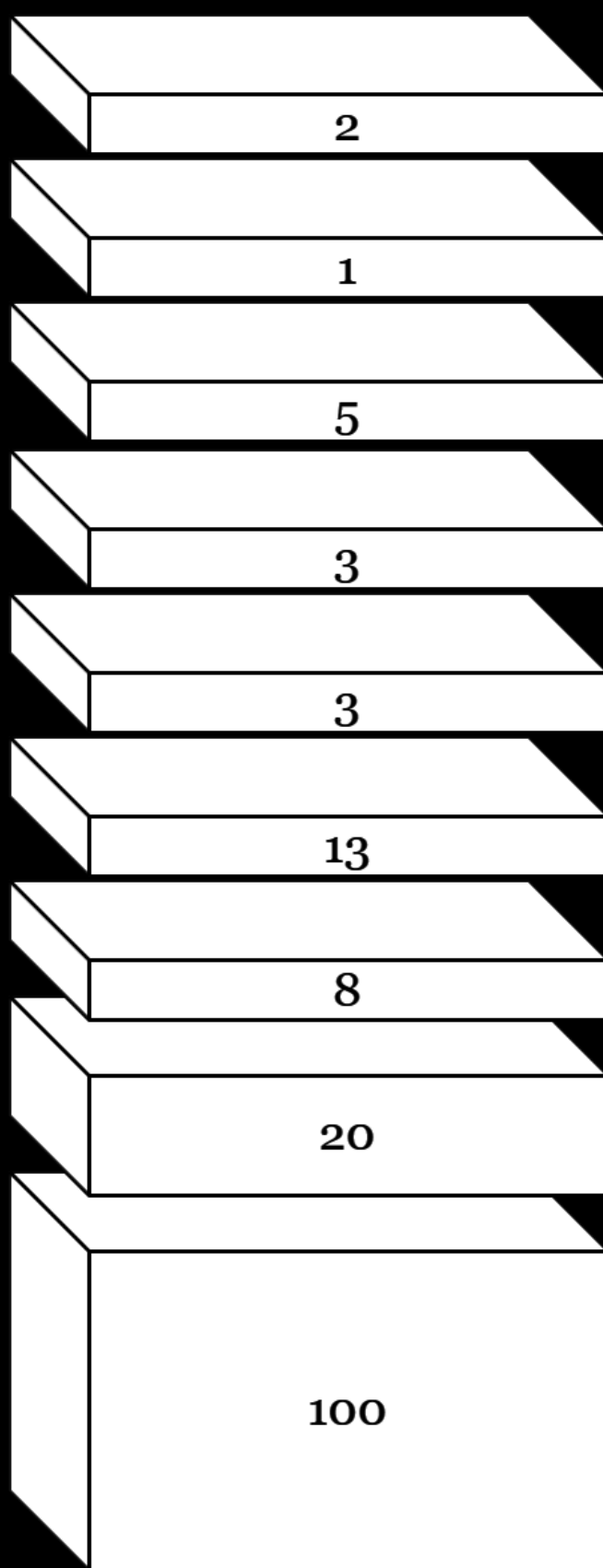


# Planning Poker



The Largest sprintable PBI

Epic



Sprint 1 = 8 story points

# Product Backlog Item

# Types of PBIs

Functional Requirements

Quality Attributes

Defect

Technical Work

Knowledge Acquisition



# Functional Requirements

As a customer service representative,  
I want to create tickets for a customer issue  
so that I can record and manage a customer's  
request for support

# Quality Attributes

**Source:** Server in a server farm

**Stimulus:** Server fails

**Artifact:** Server

**Environment:** Normal Operation

**Response:** System informs operator & System recovers from the fault

**Response Measure:** Time to repair the fault

# Defect

Fix defect #256 in the defect-tracking system so that special characters in search terms won't make customer searches crash

# Technical Work

Move to the latest version of the Oracle DBMS

# Knowledge Acquisition

Create a prototype or proof of concept of two architectures and run three tests to determine which would be a better approach for our product

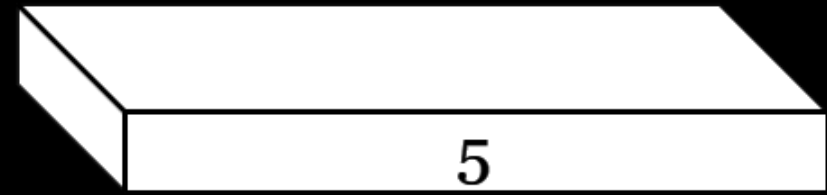
# Sprint Backlog

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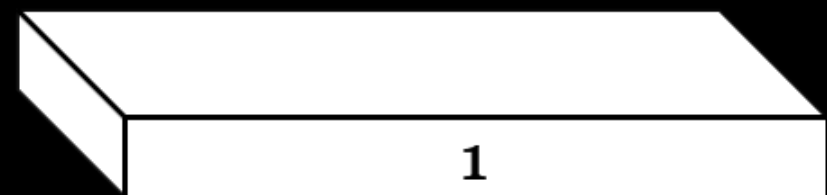


Sprint Goal

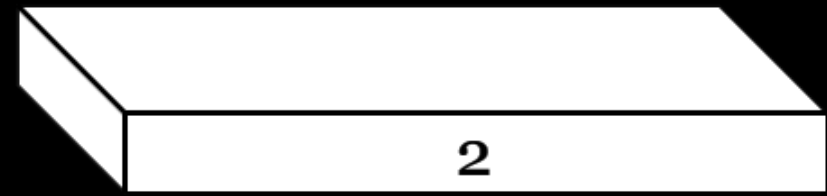
Tasks



5



1



2



# Definition of Done

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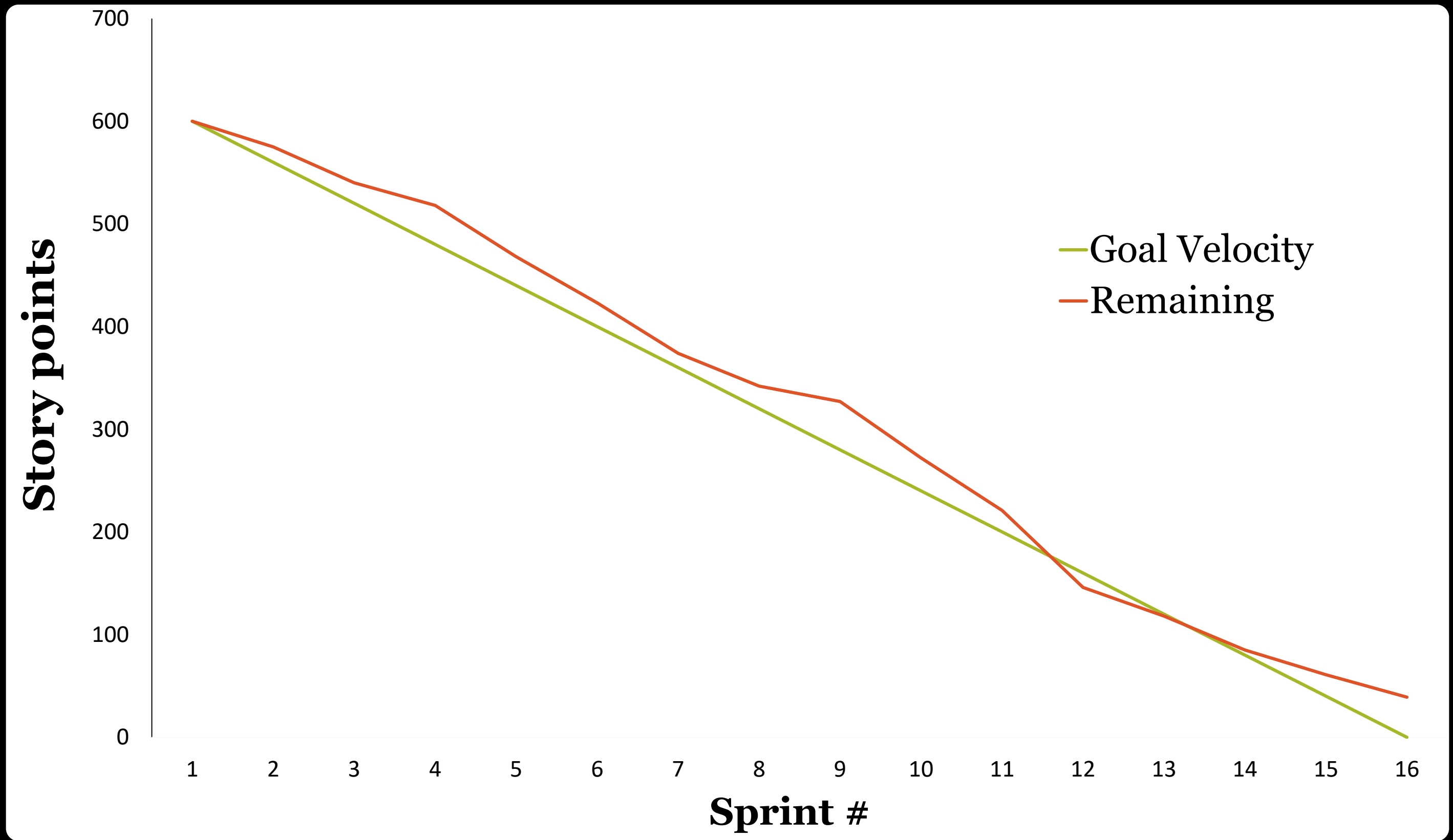


- ✓ The code is complete and according to developers' standards
- ✓ The code is refactored
- ✓ Meet the acceptance criteria
- ✓ Code checked into the repository
- ✓ Unit tests are written and green
- ✓ Deployed to the development environment
- ✓ Approved by QA

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# Burndown Chart

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# Further Resources

- Essential Scrum: A Practical Guide to the Most Popular Agile Process (pages 124-157)
- Software Architecture in Practice (pages 58-63)