Above the team:
Scrum and Lean

Carl Erickson
Atomic Object
Scrum is an iterative, incremental process for developing any product or managing any work.
Attributes of Scrum
(Ken Schwaber, controlchaos.com)

• Agile process to manage and control development
• Wrapper for existing engineering practices
• Control chaos of conflicting interests, needs
• Maximize productivity
• Scalable from single projects to enterprise
History

- ISVs in the mid 80s doing OO development and seeking dramatic productivity

- “Scrum offers a productive alternative to the micro-management of traditional development processes, and the progressively imposing structure of the Software Engineering Institute's Capability Maturity Model.”
Empirical vs Controlled

Flexible response to unpredictability improves $p(\text{Success})$ to Complexity relationship

Increased probability(success)
The Scrum Cycle

- Daily Scrum Meeting
- Product Backlog
- Sprint Backlog
- Potentially Shippable Product Increment

Duration:
- 24 Hours
- 2-4 Weeks
Scrum and XP

From controlchaos.com
Lean

Creating “fast-flexible-flow”

- respect for people
- continuous improvement
- respect for knowledge
- add value quickly while retaining this ability in the future
Lean Software Dev

- Eliminate waste
- Build quality in
- Create knowledge
- Defer commitment
- Deliver fast
- Respect people
- Optimize the whole
Scope

The main difference between agile and lean

- process that spawn projects
- how a project fits the enterprise
- focus on products, not projects
- considers cross-team knowledge, issues