

### **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35 An Autonomous Institution** 

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# **DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING** SOFTWARE ENGINEERING

## (Agile UX/UI)

**UNIT 3 – SCRUM FRAMEWORK** 

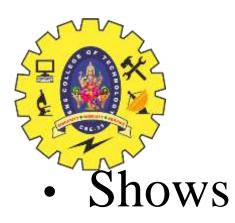
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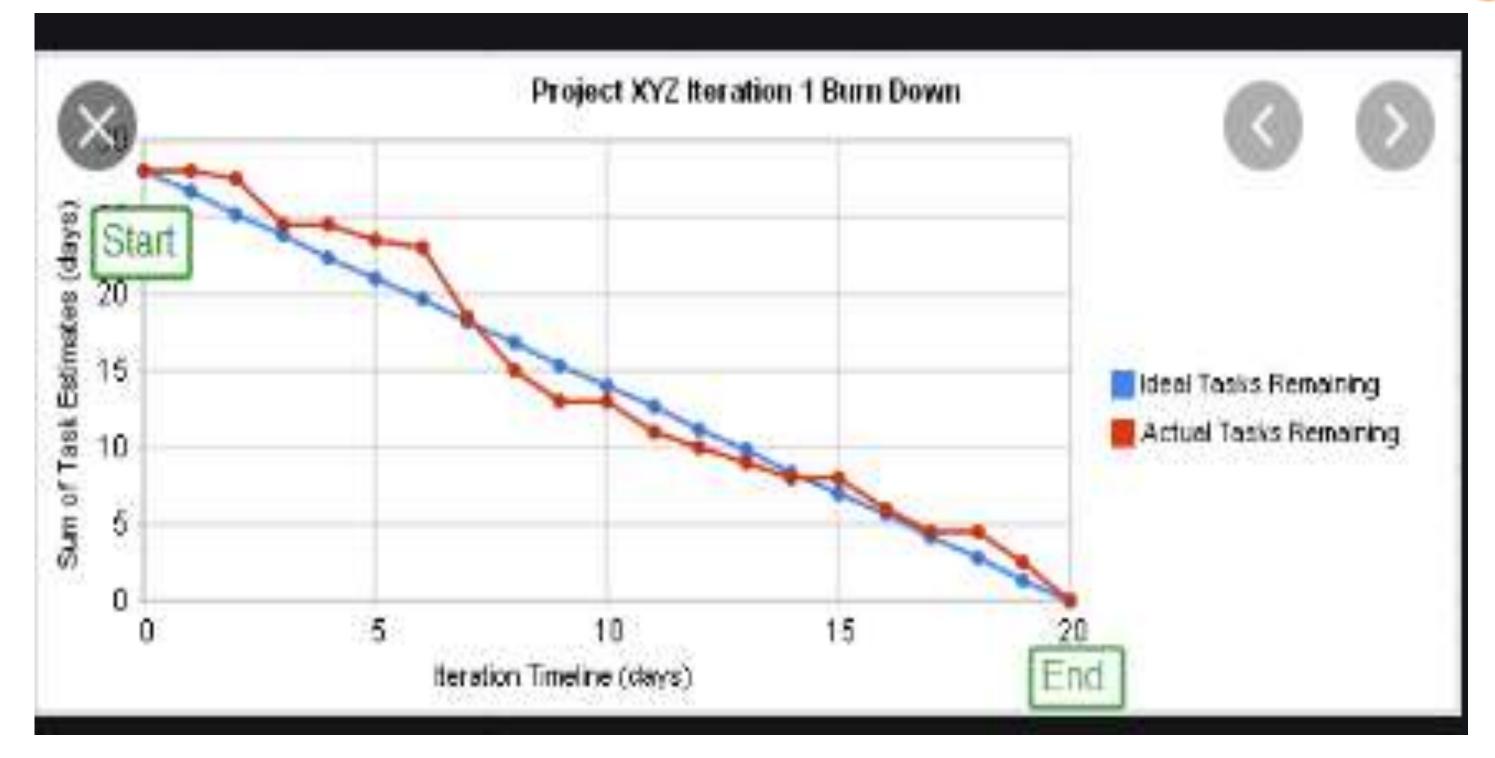


- Total Efforts
- Amount of effort remaining
- Number of days in sprint and days past
- Ideal Trend
- Current Trend Benefit
  - If any deviation ----adjustment





#### Sprint Burndown Chart







### SPRINT RETROSPECTIVE

- Time boxed : 3hrs
- Scrum Team meets to review
  - With respect to progress
  - Relationship among people
  - Tools
  - Communication
- Team Identifies
  - What went well
  - What went wrong
  - Scrum master ensures-meeting is positive and production





### SPRINT PLANNING MEETING

- Sprint planning
  - Time boxed meeting
  - Team selects and understands work to be done in sprint
  - Starts with ordered product backing
- Scrum team discusses to
  - Understand each item
  - Get what is required to complete it

