

# SNS COLLEGE OF TECHNOLOGY



**Coimbatore-35** 

**An Autonomous Institution** 

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING SOFTWARE ENGINEERING

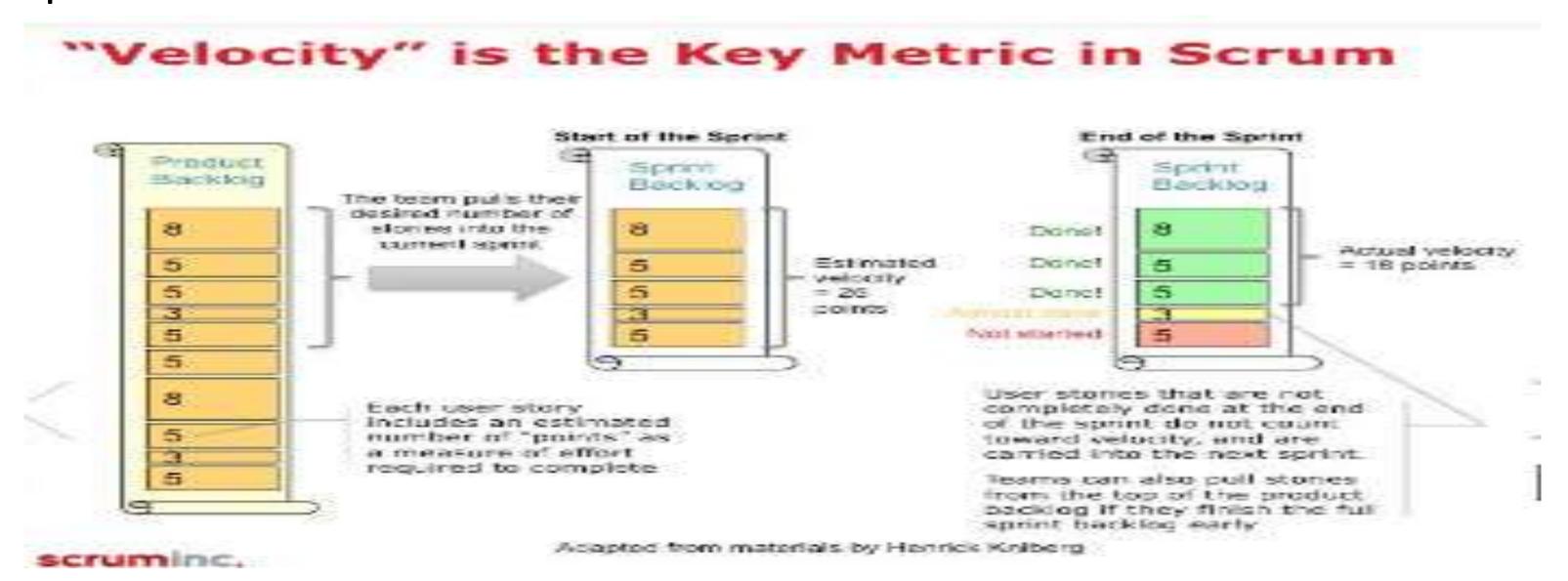
(Agile UX/UI)

UNIT 3 – SCRUM FRAMEWORK

### PROJECT VELOCITY



- Velocity is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in Scrum.
- Velocity is calculated at the end of the Sprint by totaling the Points for all fully completed User Stories.



## PROJECT VELOCITY



- Points from partially-completed or incomplete stories should not be counted in calculating velocity.
- Velocity should be tracked throughout the Sprint on the Sprint Burndown
   Chart and be made visible to all Team members.

# Sprint Burndown Chart

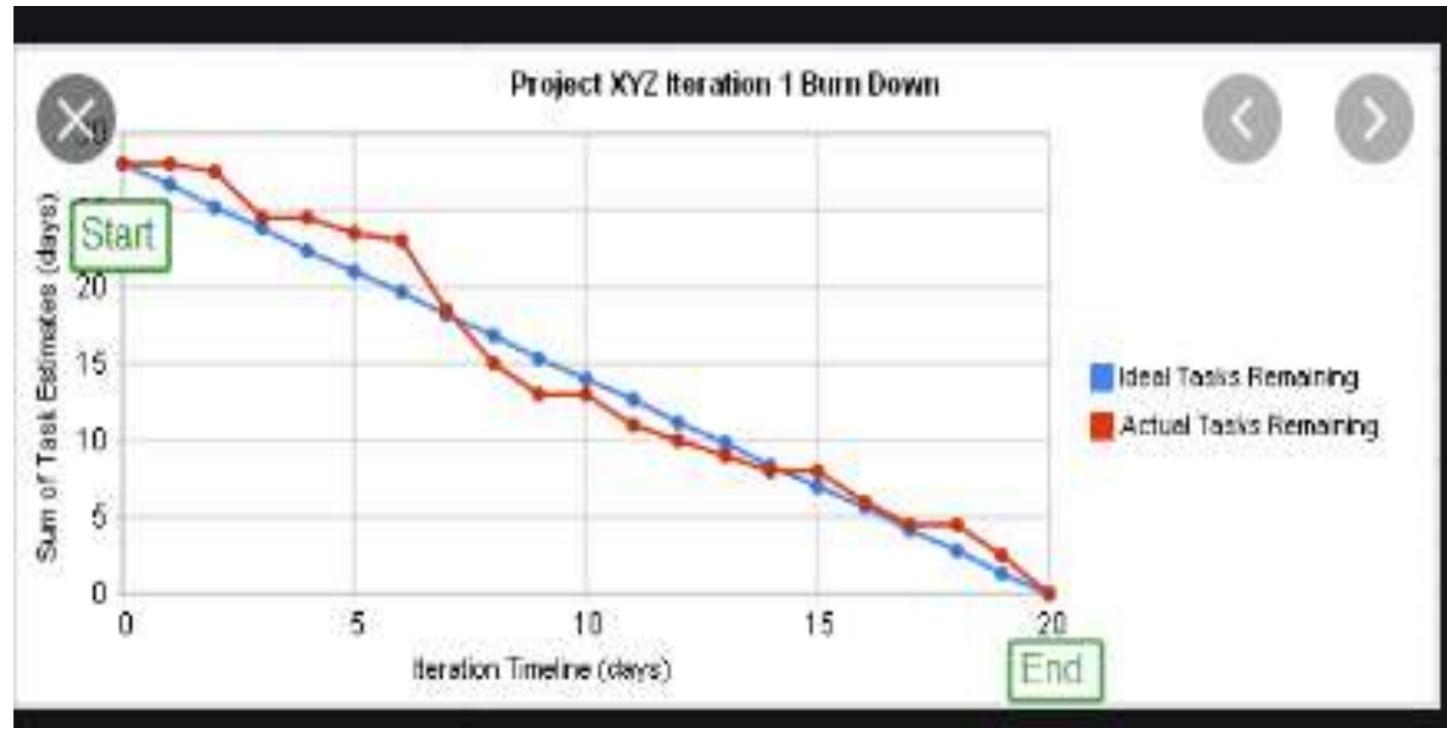


- Shows
  - Total Efforts
  - Amount of effort remaining
  - Number of days in sprint and days past
  - Ideal Trend
- Current Trend Benefit
  - If any deviation ----adjustment



# 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