



# **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.

## "Velocity" is the Key Metric in Scrum





# 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 backlog
- Scrum team discusses to
  - Understand each item
  - Get what is required to complete it