

Mastering Agile and Scrum (2 Days)

PART 1

- Introduction
- Driving factors behind Scrum & Agile Development
- Scrum Time Boxes, Roles and Artifacts
- Requirements Development
- Product Backlog Development and Ranking
- Definition of Done
- Estimation

PART 2

- Task Breakdown
- Sprint Design Considerations
- Velocity Estimation (Capacity Analysis)

PART 3

- Release Definition
- Release Criteria
- Tracking
- Tools for Agile Project Management

PART 4

- Sprint Planning
- Daily Scrum Meeting
- Sprint Review
- Retrospective Meeting
- Sample Project

PART 5 --Scrum Requirements Management

- Introduction
- Management of Uncertainty
- Project and Process Types
- Product Owner Role
- Scrum Master Role
- Scrum Basics

PART 6 -- Basic Requirements-Management Skills

- Product Vision
- Story Mapping
- Group Prioritization Strategies
- Release Slicing
- Writing User Stories
- Writing Technical Stories
- Writing Defect Reports

PART 7 -- Planning Large Requirements and Long Time Scales

- Requirements Decomposition and Epics
- Roadmaps
- Architecture Planning
- Release Planning
- Sprint Backlog Creation

PART 8 -- Planning Complex Projects with Multiple Teams

- Scrum Program Management Hierarchy
- Coupling and Team Definitions
- Dependency Analysis for Multiple-Team Implementations
- Planning Hybrid Projects
- Tools for Agile Project Management
- Retrospective