Filling holes and solving doubts

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Last week chaos

- Last week many doubts appeared related with XP and Scrum

  - But this is good!

- I started confusing XP and Scrum and mixing concepts

  - Where is the line between XP and Scrum?

  - Is there any clear line?

- There were also some doubts my supervisor ask me and I couldn't respond

- So I decided to start from scratch and read both methods main manuals [2], [5]

Questions to answer

- Test scenarios VS Acceptance criteria?

- Testing in Scrum?

  - Test scenarios inside a Product Backlog?

- Differences between delivery meeting and delivery planning meeting?

- Units of Sprint velocity?

Test scenarios vs Acceptance criteria

- *Acceptance tests: "A formal test conducted to determine whether or not a system satisfies its acceptance criteria and to enable the customer to determine whether or not to accept the system" [1, Cunningham]*

- When we talk about Acceptance tests (Customer tests) we talk about Test scenarios of a functionality and their acceptance criterias

  – Test scenarios are defined steps (test cases) necessary to perform one functionality

  – Acceptance criterias are the customer's conditions of satisfaction for Acceptance tests

Testing in Scrum?

- "Scrum and XP from the trenches" [2] explain in one Section "How do we test?"
  - Minimize the test phase
    - Throught good coding
    - Better tools, more automated
  - Test responsible role
- Totally against the papers that claim the opposite!

Product backlog in Scrum

- Composed by
    - Normal: ID, name, relevance, initial estimation, **how to test it**, notes
    - Extra: Category, Components, Requester, Bug ID
- Testing (maybe better to say validation) is someway included
- Requester
    - Different from Product Owner!
    - Used for several customers approach
        - Requesters can ask for things but not asign priority

Delivery planning meeting vs Delivery meeting

- **Delivery planning meeting**
  - Define acceptance levels
    - Usually a good way is
      - All the elements with level >= 100 must be included in version 1.0
      - 50-99 should be included in 1.0, but we can postpone them into another release
      - 25-49, can be included in version 1.1
      - <25 maybe they are not necessary, based on supositions, speculations
  - Team make their estimations (not compromises)
  - Estimate velocity and define release plan

Example of delivery plan

Importancia	Historia	Estimación
Sprint 1		
130	Plátano	12
120	Manzana	9
115	Naranja	20
Sprint 2		
110	Guayaba	8
100	Pera	20
95	Pasa	12
Sprint 3		
80	Cacahuete	10
70	Donut	8
60	Cebolla	10
40	Uva	14
Sprint 4		
35	Papaya	4
10	Arándano	
10	Melocotón	

What about delivery meeting?

- Delivery meeting is used sometimes to reference, appearently, to the same concept as Delivery planning meeting

    - So I was confused with this two terms and I was taking them as different things!

    - The original references (Jeff and Henrik just talk about planning meeting one)

- I corrected the past error references where delivery meeting appears and only delivery planning meeting is right (except visio)

    - Checked using Jeff and Henrik Scrum guides

    - I realized that is dangerous to use translated documents even if they are official!

Sprint velocity

- Measured in User Story points, usually with a direct relation with ideal days-person metric

- Sprint velocity is right in the XP@Scrum proposed mode since **it is calculated in the sprint planning meeting** and get it from Development/Daily Scrum

  – $$Dedication\ factor_{previous\ Sprint} = \frac{User\ Story\ points_{previous\ Sprint}}{days-men}$$

  (But it can be readjusted)

  – So, $User\ Story\ points_{actual\ sprint} = Dedication\ factor_{previous\ sprint} \circ days-men$

Bonus track

- In Scrum we can have different cycle duration!

  - From 2 to 6 weeks, so what about those fixed 30 days?

  - Favourite for "Scrum and XP from the trenches"[2] is 3 weeks

- They used a wiki apporach to communicate information

- Interesting tools that help Agile

  - Henrik Kniberg personal tool (printing cards)

  - Bug track: Jira, Bugzilla

  - Agile: VersionOne, ScrumWorks, XPlanner

Prototype improvement

- Stats for automatically calculating the sprint velocity and next available User Story points

- Printing cards for using it, or just developing an interface like the above Figure to do it (remote!)
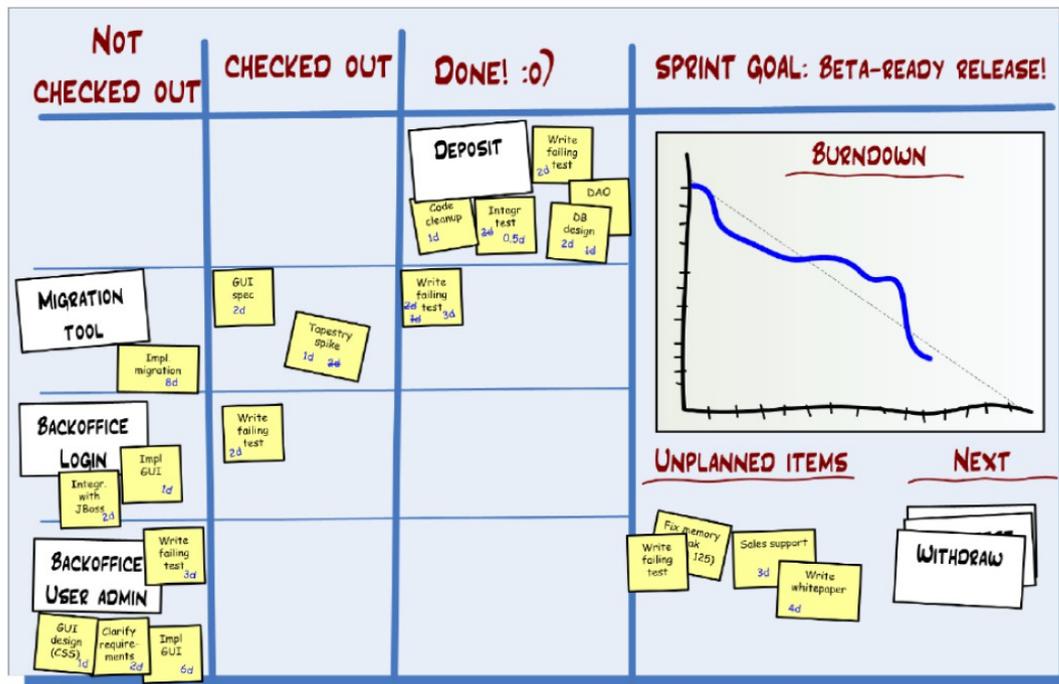
Thougths

- Scrum and XP from the trenches mix XP and Scrum but they don't write a clear line between them
  - So, many Extreme programming concepts can be already inside this explanations
  - People have the idea that XP and Scrum can be mixed without problems
    - Am I wrong thinking that there could be a difference?
      - Regarding some papers not, regarding manuals probably
  - Scrum use to include concepts of XP and XP includes concepts of Scrum!
    - They go in the same way?

References

- [1] Cunningham & Cunningham, Inc.
  http://c2.com/cgi/wiki?AcceptanceTest

- [2] Kniberg, H. (n.d.). Scrum y XP desde las trincheras.

- [3] Sutherland, J. (n.d.). Scrum Handbook.

- [4] Sutherland, J. (2011). The Scrum Guide, (October)

- [5] Beck, K. (1999). Extreme Programming Explained. Philosophy (p. 224)

試合しましょう！