



XP@Scrum model

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Model diagrams

Scrum model images

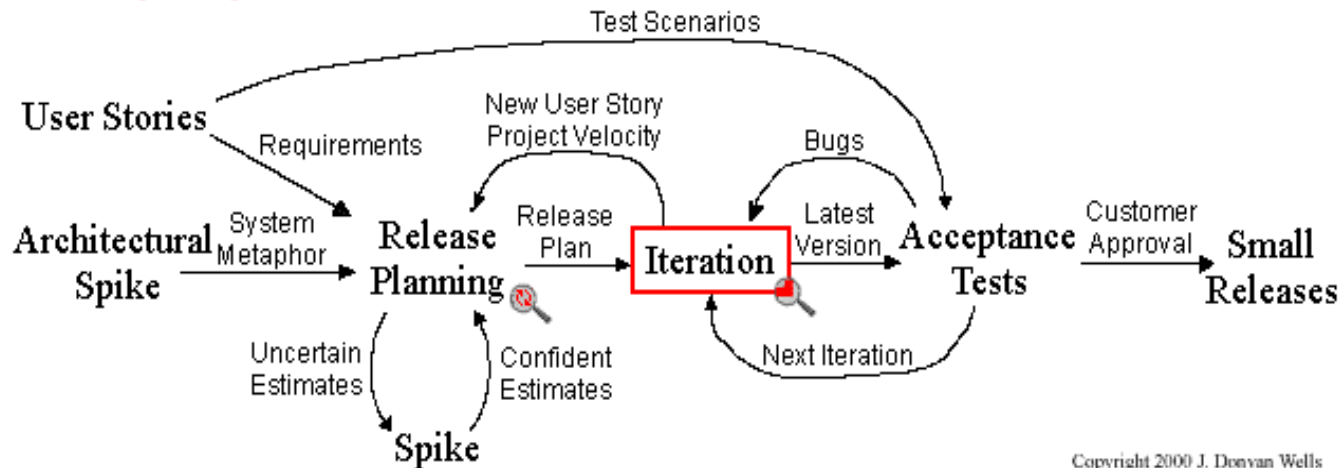


Source: Adapted from *Agile Software Development with Scrum* by Ken Schwaber and Mike Beedle.

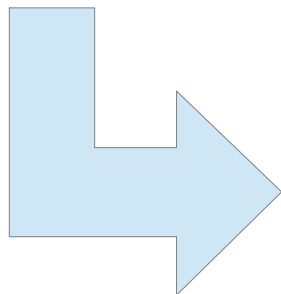
XP model images



Extreme Programming Project

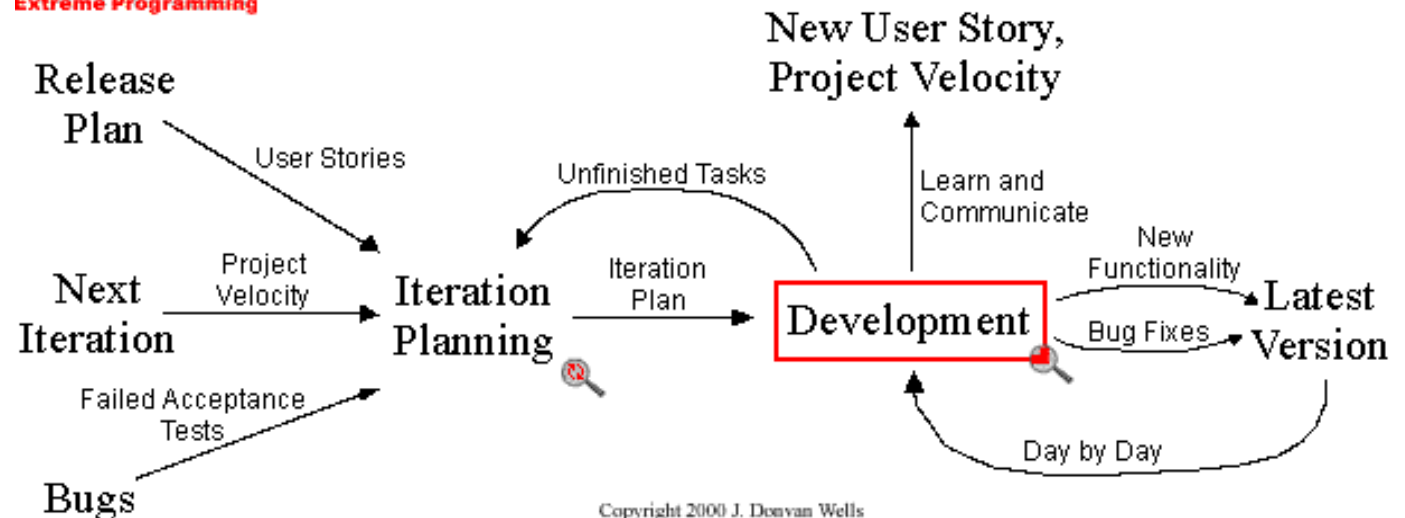


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Iteration

Zoom Out



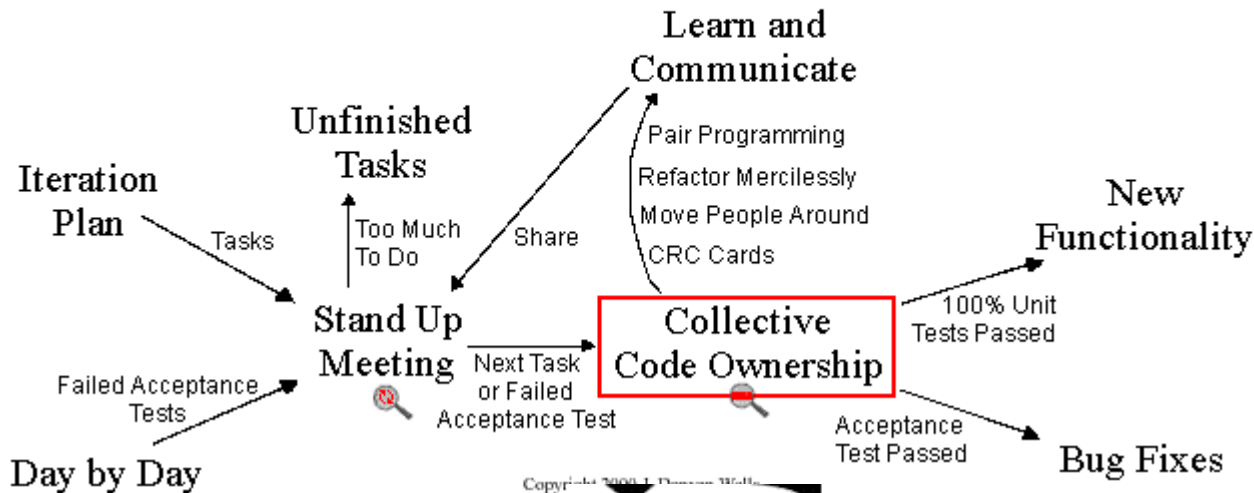
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XP model images



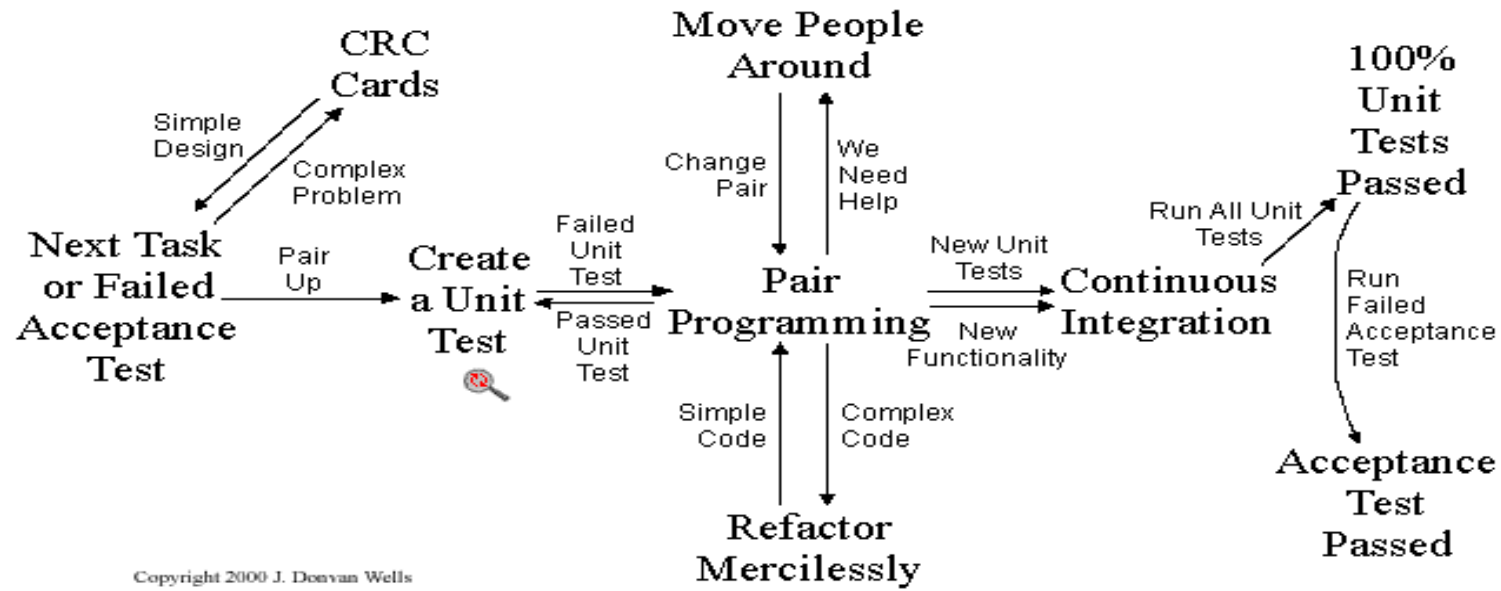
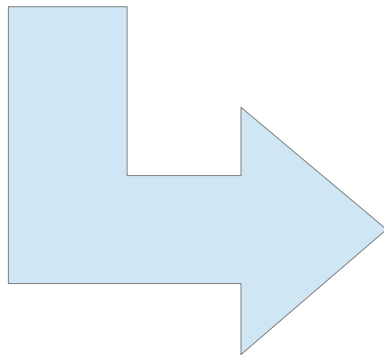
Development

Zoom Out



Collective Code Ownership

Zoom Out

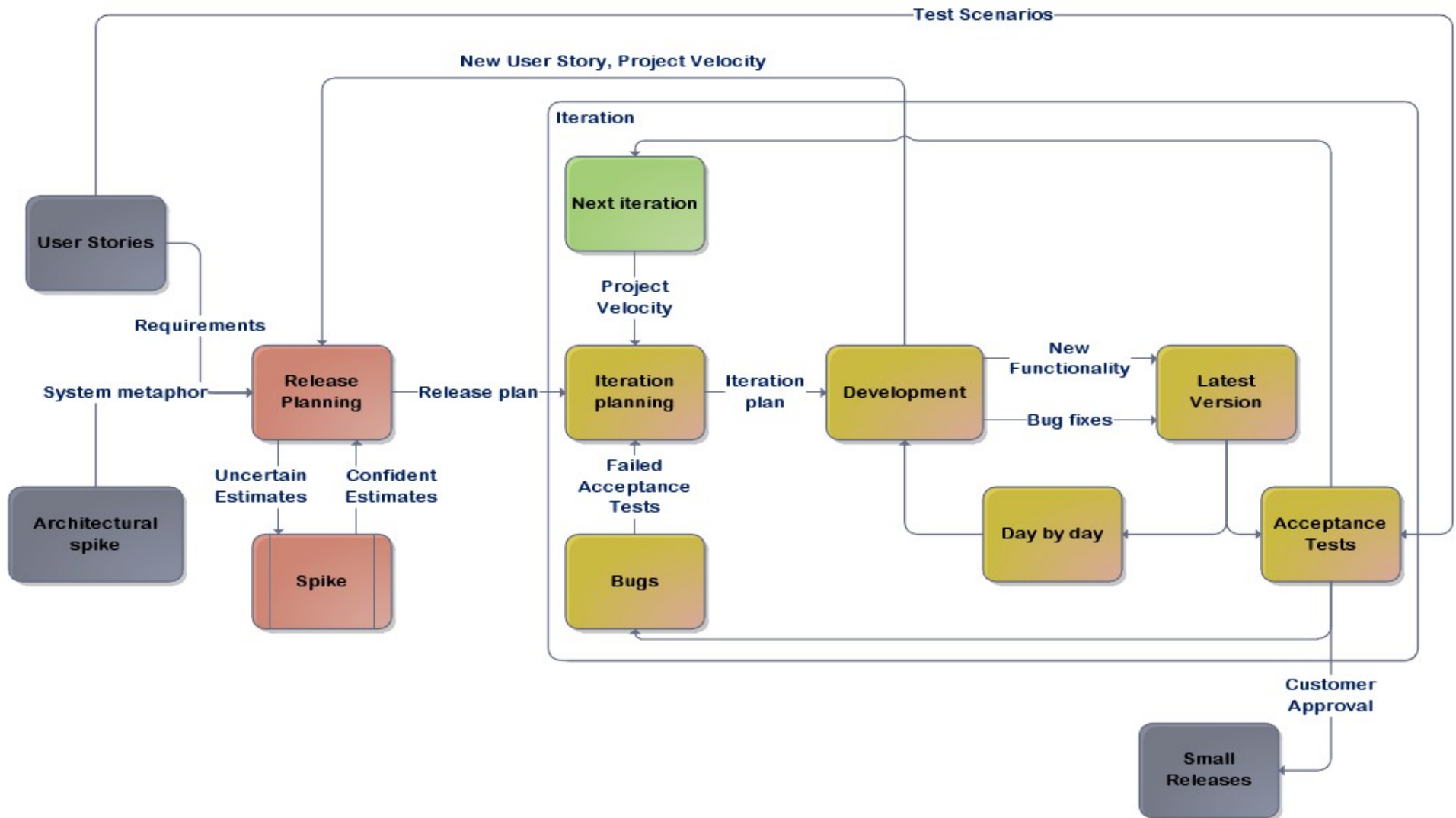


Connecting, enriching and
simplifying the models

Connecting the XP model (I)

High abstraction level Extreme Programming diagram

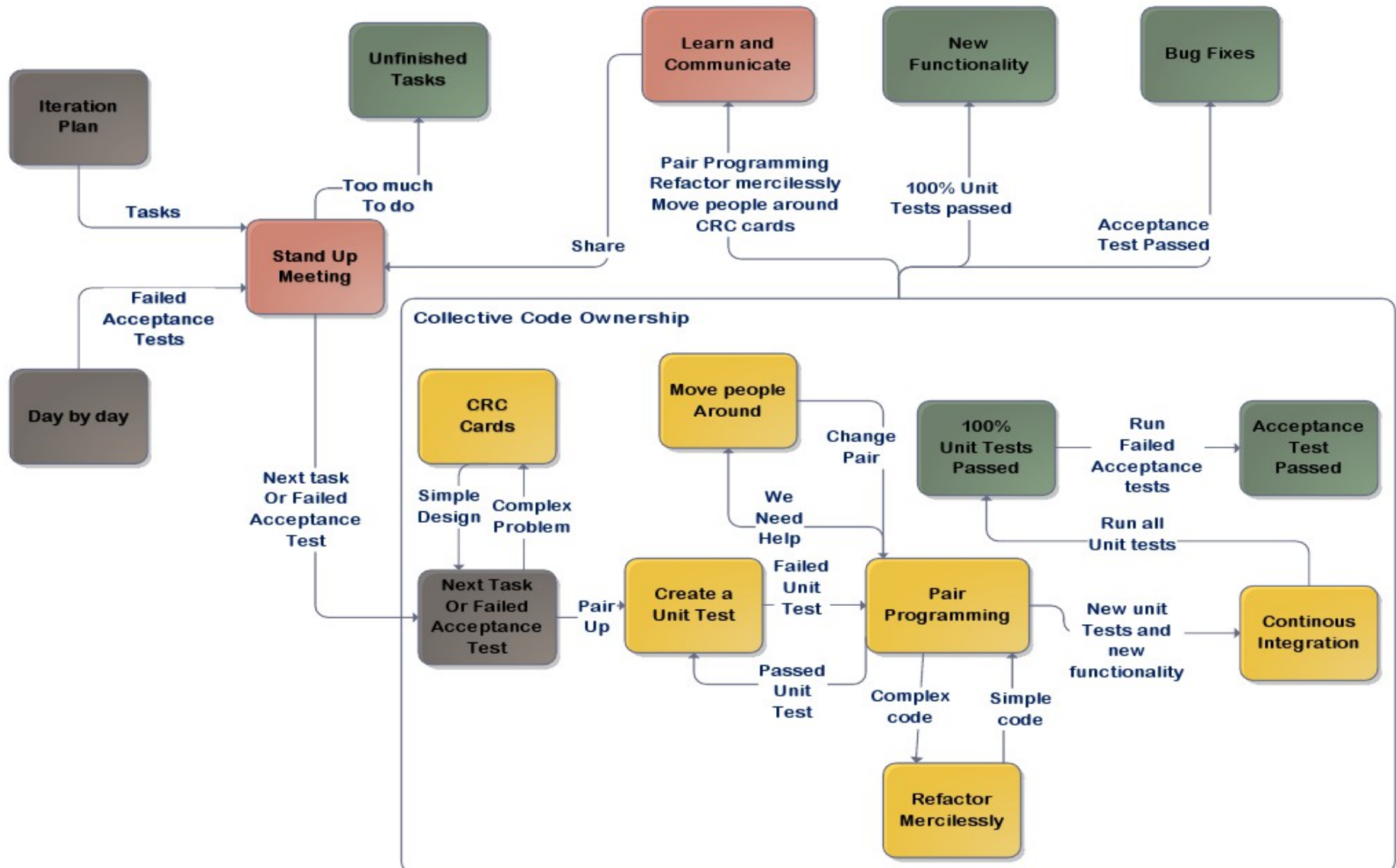
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Connecting the XP model (II)

Low abstraction level Extreme Programming diagram

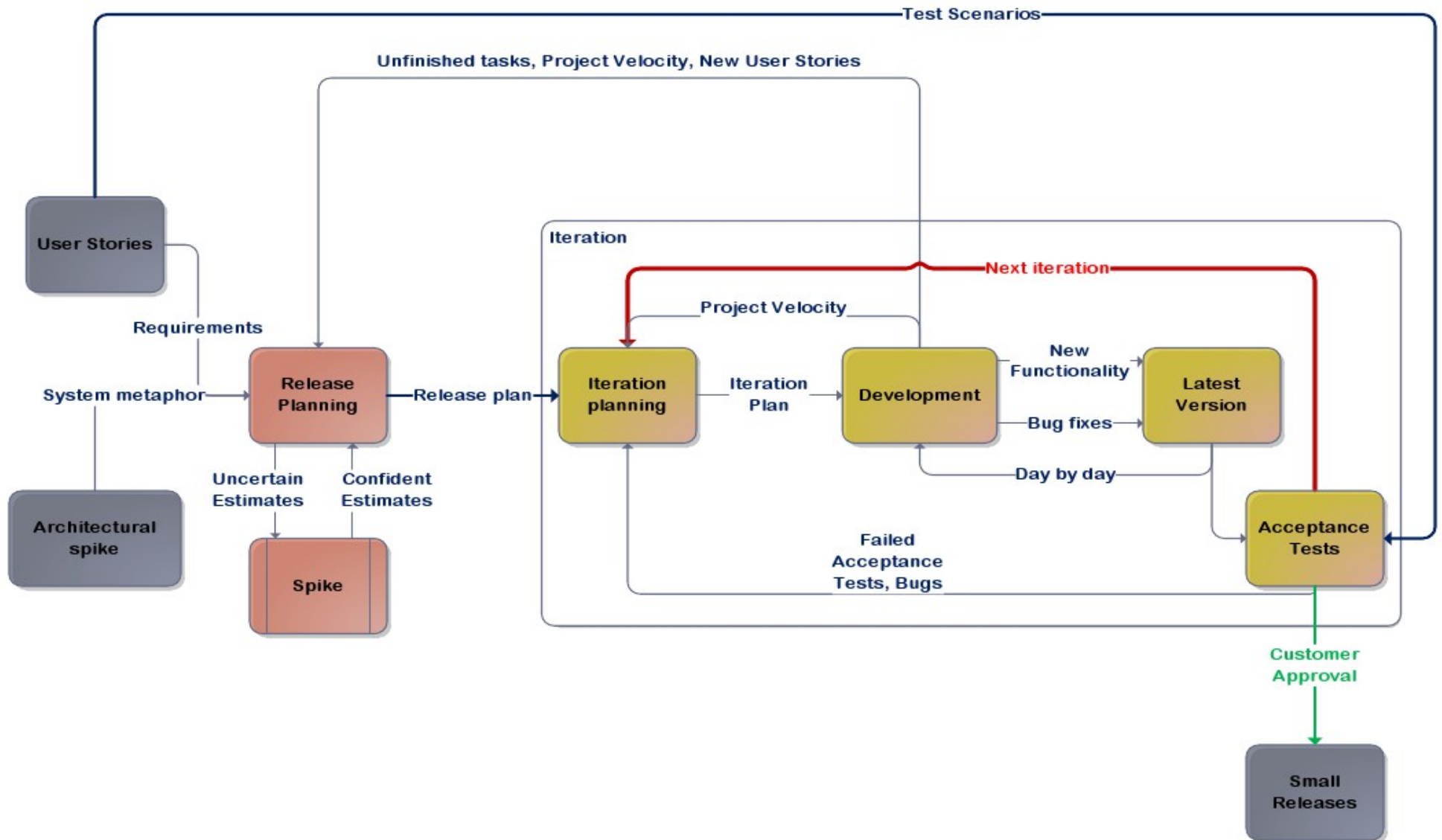
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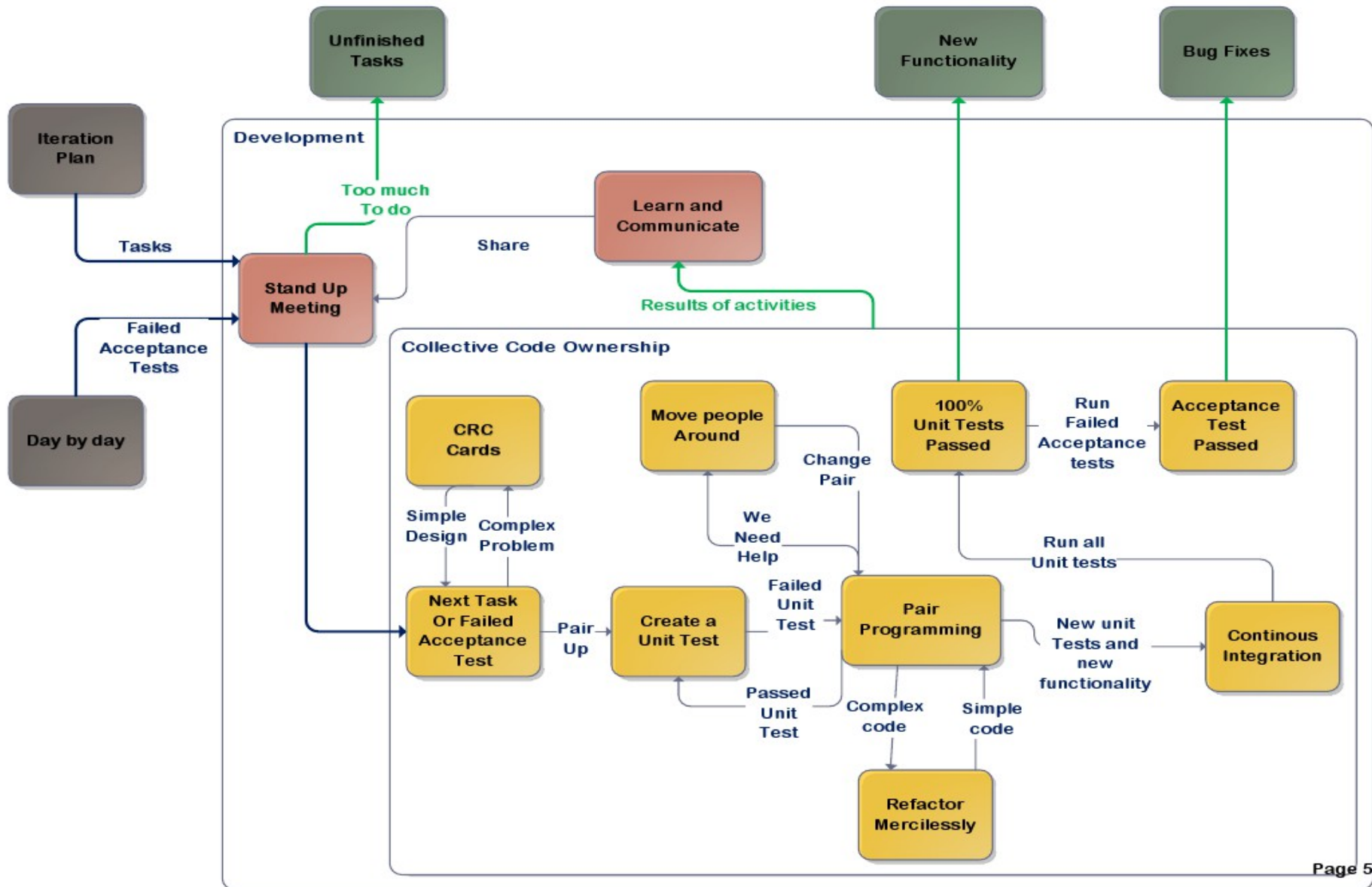
Connecting the XP model modified (I)

High abstraction level Extreme Programming diagram

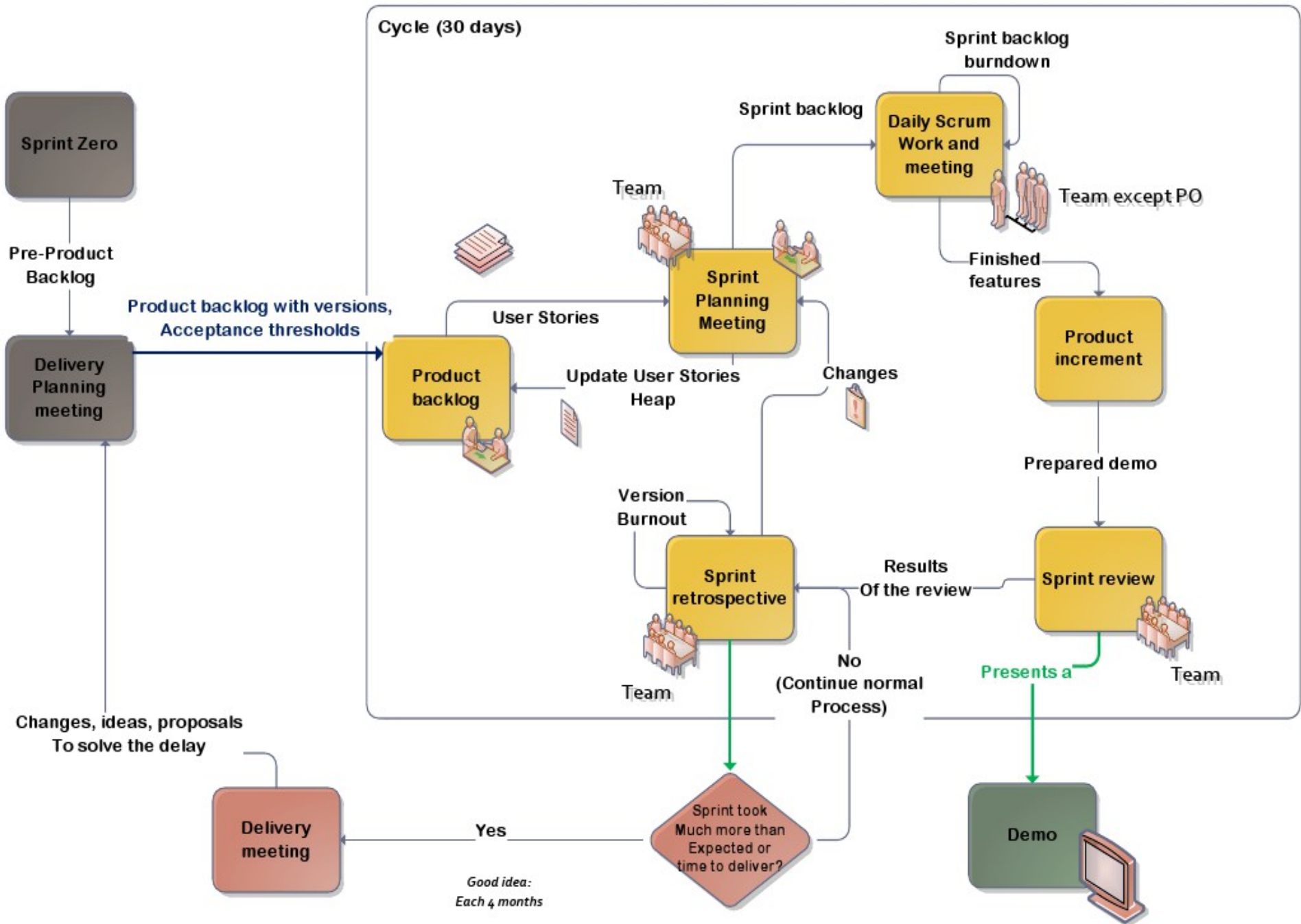
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Connecting the XP model modified (II)



Scrum model image improved



Defining the XP@Scrum model

Terminology changes

- Development → Daily Scrum
- Iteration → Sprint
- Release planning → Delivery meeting
 - Release plan → Delivery plan
- Iteration planning → Sprint meeting
 - Iteration plan → Sprint plan
- Latest Version → Product increment
- Stand Up meeting → Daily meeting

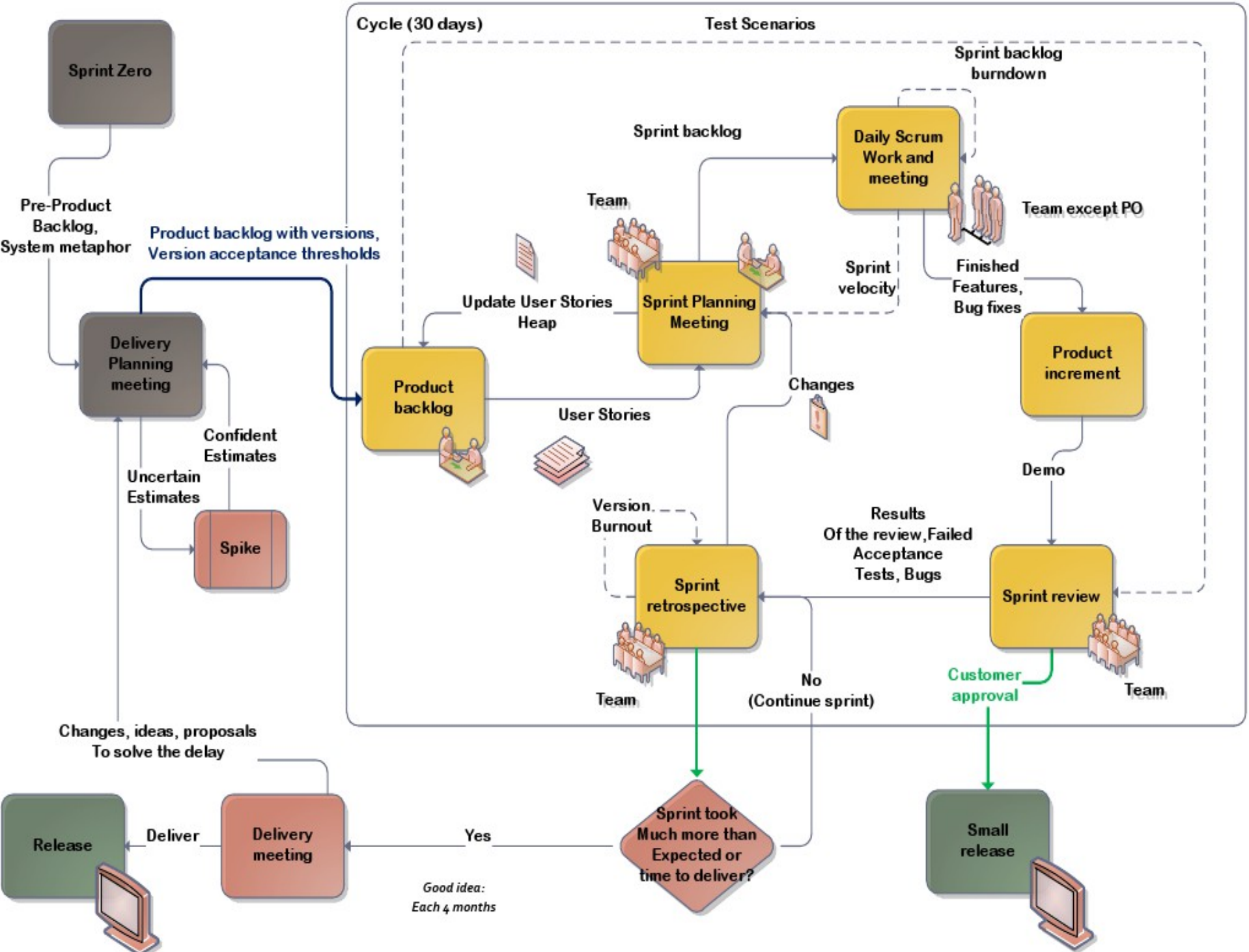
Comparison summary (I)

 → We can include XP way of life without problems

Flexible production?	More or less	More or less	None of them use high level portfolio. Evaluation of results and plannification depending on it (Scrum) Move people around. Collective ownership. (XP)
Lean/JIT production?	Yes	Yes	
Process improvement?	Yes	Yes	People are encouraged to develop their own practices
Workforce?	Yes	Yes	Move people around, pair programming (XP) members selected depending on expertise (Scrum)
Leadership?	Scrum master is a coach	-	Motivated individuals, with good environment and trusted. Shared responsibility for efficeince (XP and Scrum)
Decision making?	Yes	Yes	Shared responsibility (Scrum XP)
Worklife quality?	Insulated project from external pressure	No overwork	
System metaphor?	No*	Yes	*But Sprint zero in Scrum
High level discipline is necessary?	?	Yes	
Introduction in an organization?	Yes	No	
Acceptance criterias?	No	Yes	
Interation?	1 month	2 weeks	
Non-functional requirements	Yes	No	Not clear distinction between non-functional and functional (XP)

Comparison summary (II)

Flexible production?	More or less	More or less	None of them use high level portfolio. Evaluation of results and plannification depending on it (Scrum) Move people around. Collective ownership. (XP)
Lean/JIT production?	Yes	Yes	
Process improvement?	Yes	Yes	People are encouraged to develop their own practices
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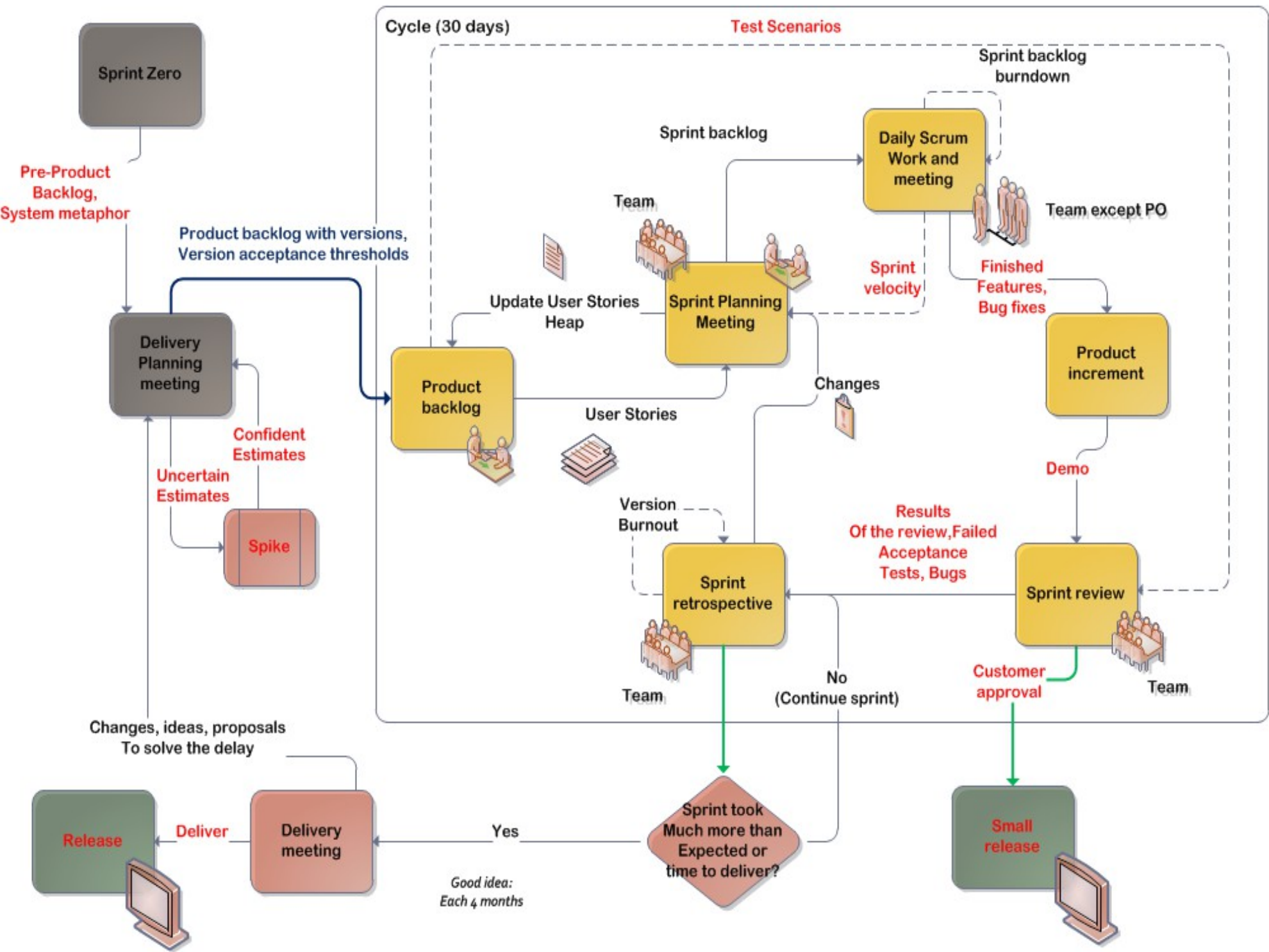


Changes

- Included Architectural Spike in Sprint Zero
 - And produces a system metaphor
- Test scenarios have to be included in the product backlog and used in the Sprint review
- We include the “Spike” in the delivering planning meeting
- Suggested 4 months for releases

Changes

- Demo and releases creates a conflict
 - Let's call demo what we present before being customer accepted
 - Let's call small release a customer approved demo
 - Let's call release to a sum of small releases well prepared and packaged for production environment
- Failed acceptance tests and bugs are included in the process



Final considerations

- Incidents, errors, problems are considered as a new User Story with special priority
 - Idea took from Scrum from the trenches book
- I didn't connect Project Velocity to the delivery meeting but I think they should be connected
- Sprint Zero looks widely used but not official Scrum
 - Do I keep it, or directly change to Architectural Spike?
- I didn't show in the presentation the engineering and management practices but they are all included
 - Scrum management practices and XP engineering practices
 - The report will have them explained and connected

For this week

- Correcting issues, solving doubts and improving if possible the model
- Formal report about this light systematic review and the results

Ojo

- Test scenario vs Acceptance criteria?
- Incluir test escenarios dentro de un product backlog?
- Dentro del concepto de delivery meeting, o entrega release o ve los cambios
- Sprint velocity que unidades tiene