

## Advanced Development Team

### Course Summary

#### Description

This course provides an in-depth understanding of the role and responsibilities of the Development Team, and guidelines to help a Team to become more successful. Participants learn how to refine a product backlog, including estimating, soliciting acceptance criteria, and decomposing stories. Students are also introduced to the technical practices that are used on an Agile project.

The course is approximately 50% lecture / discussion and 50% hands-on exercises.

#### Objectives

At the end of this course, students will be able to:

- Estimate User Stories
- Work with a Product Owner to determine the Acceptance Criteria for a Story
- Plan a sprint
- Decompose Epics into User Stories
- Define the tasks necessary to complete a User Story
- Develop definitions of Done and Ready

#### Topics

- Overview of Agile and Scrum
- Scrum Roles and Responsibilities
- Refining the Product Backlog
- Velocity, Estimation and Sprint Planning
- Planning a sprint
- During the sprint
- Introduction to Best Practices
- Putting it all together – the Agile Game

#### Audience

This course is intended for those who want an in depth understanding of how a self-directing team functions on an Agile project. It is intended for Developers, Testers, QA Engineers and Managers who work closely with a Development Team.

#### Prerequisites

Before taking this class, participants should have taken the Scrum Fundamentals course.

#### Duration

Two days

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### Course Outline

- I. Overview of Agile and Scrum**
  - A. When to use Scrum
  - B. Agile Manifesto
  - C. Agile principles
  - D. Overview of Scrum
  - E. Scrum Artifacts and Ceremonies
- II. Scrum Roles and Responsibilities**
  - A. Product Owner
  - B. ScrumMaster
  - C. Development Team
  - D. Other roles (not defined by Scrum)
- III. Refining the Product Backlog**
  - A. The 3 C's of backlog grooming
  - B. Definition of Ready
  - C. Acceptance Criteria
  - D. Decomposing stories into smaller stories
- IV. Velocity, Estimation and Sprint Planning**
  - A. Story points
  - B. Relative vs. absolute estimation
  - C. Velocity
  - D. Planning Poker and other estimating techniques
- V. Planning a sprint**
  - A. The Sprint Planning meeting
  - B. Defining tasks for a story
- VI. During the sprint**
  - A. Inspect and adapt
  - B. Measuring progress
  - C. Definition of Done
- VII. Introduction to Best Practices**
  - A. Test Driven Development
  - B. Acceptance Test Driven Development
  - C. Refactoring
  - D. Continuous Integration
- VIII. Putting it all together – the Agile Game**