

This 3 day, instructor-led course introduces students to Scrum, a popular, effective agile product development methodology. Students learn why Scrum is effective, and how to use Visual Studio Team System in supporting the process, minimizing risk and maximizing the flow of value. This course is structured as a Scrum Sprint, to provide the student a hands-on Scrum experience with Visual Studio Team System. This course utilizes the EMC (formerly Conchango) Scrum For Team System process template, the industry leading process template for implementing Scrum within Visual Studio Team System.



### AT COURSE COMPLETION

This course teaches students how to use Scrum and Visual Studio Team System to do the following:

#### PLANNING

- Organize requirements into a prioritized backlog
- Create a realistic release plan
- Plan an iteration effectively
- Produce useful estimates

#### EXECUTING

- Manage daily progress during an iteration
- Manage bugs and impediments effectively
- Identify and correct problems early
- Deal with unexpected changes
- Deliver customer value early and often

#### IMPROVING

- Gather customer feedback at regular intervals and incorporate it into ongoing development
- Evaluate the process at regular intervals and actively improve it

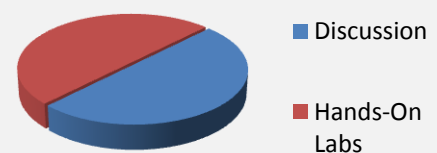
### AUDIENCE

This course is suitable for any member of a new or existing software development team, product owners responsible for defining and prioritizing requirements, and scrum masters responsible for facilitating the team. Typical students include System Analysts, Software Developers, Software Architects, Software Testers, Team Managers, Product Managers and Project Managers.

### PREREQUISITES

Before attending this course, students should have experience working on a team-based software development project. Ideally entire teams attend and experience the course together, as much discussion centers around how the process and tools should be implemented for their specific situation.

### LECTURE / HANDS-ON LAB BALANCE



## MODULE 1: SCRUM OVERVIEW

This module provides a conceptual framework, starting with a general discussion of Agile software development and then drilling down on the specifics of Scrum.

- Scrumdamentals
- Scrum Roles
- Scrum Ceremonies
- Scrum Artifacts

## MODULE 2: FIRST LOOK AT VISUAL STUDIO TEAM SYSTEM

This module provides an overview of Visual Studio Team System, with an emphasis on the components that facilitate the Scrum process. This module also includes an overview of the Scrum for Team System process template from EMC.

- Visual Studio Team System (VSTS)
  - Scrum Roles vs. Visual Studio Editions
- Process Templates
  - Anatomy
  - EMC's Scrum for Team System
- Team Projects
  - Planning
  - Creating
  - Securing
- Work Item Areas
  - Setting up an Enterprise Backlog
- Work Item Iterations
  - Releases vs. Sprints
- Teams and Environments
- Resources

## MODULE 3: GETTING STARTED

This module walks the student through the process of getting a project up and running using Scrum. Special attention is paid to effectively managing a Product Backlog.

- The Product Backlog
  - Prioritizing
  - Estimation
  - Conditions of Acceptance
- Product Backlog Work Item Type
- Relevant Reports
- Limitations and Considerations

## MODULE 4: SPRINT PLANNING

In this module the student learns how to conduct a Sprint Planning session.

- The Sprint
  - Sprint Types
  - Sprint Lengths
- Sprint Planning
  - Calculating Team Capacity
  - Decomposing a Product Backlog Item
  - Estimating Story Points
  - The Sprint Backlog
  - Sprint Tasks
- Sprint and Sprint Backlog Work Item Types
- Scrum Task Board
- Relevant Reports

## MODULE 5: MANAGING THE SPRINT

This module focuses on the daily life of a Scrum team. Particular attention is paid to the effective use of Team System tools in support of daily activities in the team.

- The Daily Scrum Meeting
- Managing Bugs
- Managing Impediments
- Cancelling a Sprint
- Implementing an Early Warning System using Project Alerts
- Relevant Reports

## MODULE 6: SPRINT WRAP-UP

This module covers the activities that occur at the end of each Sprint. The Sprint Review provides the team the opportunity to solicit feedback from other stakeholders, while the Sprint Retrospective allows the team to adapt and improve their development process.

- Sprint Review Meeting
  - Supporting queries
  - Supporting reports
- Sprint Retrospective Meeting
  - Sprint Retrospective Work Item Type

## MODULE 7: PLANNING THE NEXT SPRINT

Scrum is all about inspection and adaption, such as during the Sprint Review meeting. This module covers the types of feedback that can follow the meeting and how to act on it. Discussions include how to handle work that is incomplete or work that hasn't yet started. This will lead into an understanding of how and when to groom the Product Backlog for the next Sprint.

- Sprint Review Feedback
  - Effects
  - Release Sprints
- Handling Incomplete Work
  - Definition of Done
  - Rolling-over Work into the Next Sprint
- Grooming the Product Backlog

## MODULE 8: CUSTOMIZING SCRUM FOR TEAM SYSTEM

This module shows the student how the EMC Scrum for Team System process template can be customized to address the specific needs of a team's process and engineering practices. This module also covers how to modify existing Team Projects.

- Customizing vs. Extending
- Customizing the Process Template
- Team Foundation Power Tools
  - Process Editor
- Common Scrum for Team System Customizations

## MODULE 9: ADVANCED SCRUM TOPICS

This module addresses additional topics important to the successful implementation of Scrum in your organization.

- Extending Scrum
  - Feature-Driven Development (FDD)
  - eXtreme Programming (XP)
  - Lean Software Development
- Scaling-Up Scrum for Large Projects
  - Scrum and the Project Management Office
- Agile Patterns and Anti-Patterns

## COURSE DESIGNER

This course was designed by Richard Hundhausen of Accentient, Inc. Richard is a Certified Scrum Master, a Visual Studio Team System MVP, and has worked closely with Ken Schwaber (the father of Scrum) and EMC/Conchango. Richard authored the book, "Working with Visual Studio Team System" and is an experienced developer and trainer.

For more information visit [www.accentient.com](http://www.accentient.com).

