

# Agile Scrum – Syllabus

01

## AGILE WAY OF THINKING

- What is Software Development LifeCycle(SDLC)
- Waterfall SDLC model
- Why Agile SDLC model ?
- What is Agile ?
- Agile manifesto
- Agile principles
- Benefits of Agile methods

## ALL ABOUT SCRUM

- Scrum Overview
- Scrum Pillars
- Scrum Values

### **Introduction to Project Planning**

- Project/Release planning
- Sprints

### **Scrum Hierarchy**

- Epics
- Features
- User Stories
- Tasks

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## SCRUM ROLES

- Scrum master
- Product owner
- Individual contributor/Developers
- Scrum teams
- RACI for scrum

## SCRUM CEREMONIES/EVENTS

- Sprint Planning
- Daily Scrum meeting
- Sprint Review
- Sprint Retrospection

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{CODEMINDZ}  
— TECHNOLOGIES —

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## ARTIFACTS

- Product Backlog
- Release Backlog
- Sprint Backlog
- Product Increment
- Definition of Done
- Acceptance Criteria
- Definition of Ready

## AGILE PLANNING

### **Release planning**

- Definition
- Velocity
- Steps in Release planning
- Output of Release Planning

### **Product planning**

- Product Roadmap
- Minimum Releasable features
- Minimum Viable Products

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## AGILE USER STORY ESTIMATION

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- INVEST model
- User stories Format
- User Story Prioritization
- Story points and Ideal time estimates
- Planning poker Estimation methods

## AGILE MONITORING AND CONTROL

- Sprint board/Kanban board
- Burndown chart
- BurntUp chart
- Burndown Bar chart
- Impediment log

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## JIRA TOOL TRAINING

- Jira account creation
- Product Backlog creation
- User Story and Task creation
- Sprint execution
- Sprint board updation

**COURSE DURATION: 15 Hours**

