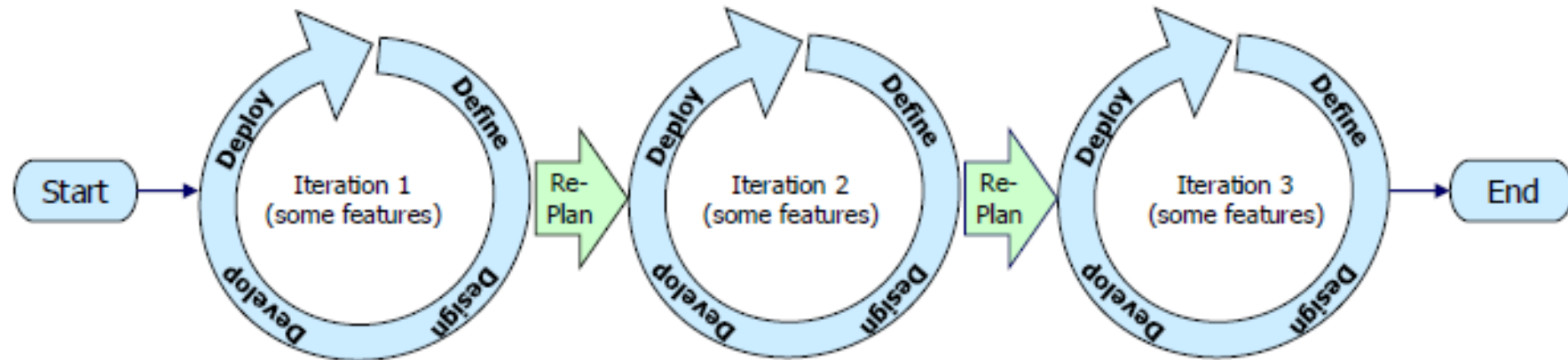


La méthode Agile SCRUM :

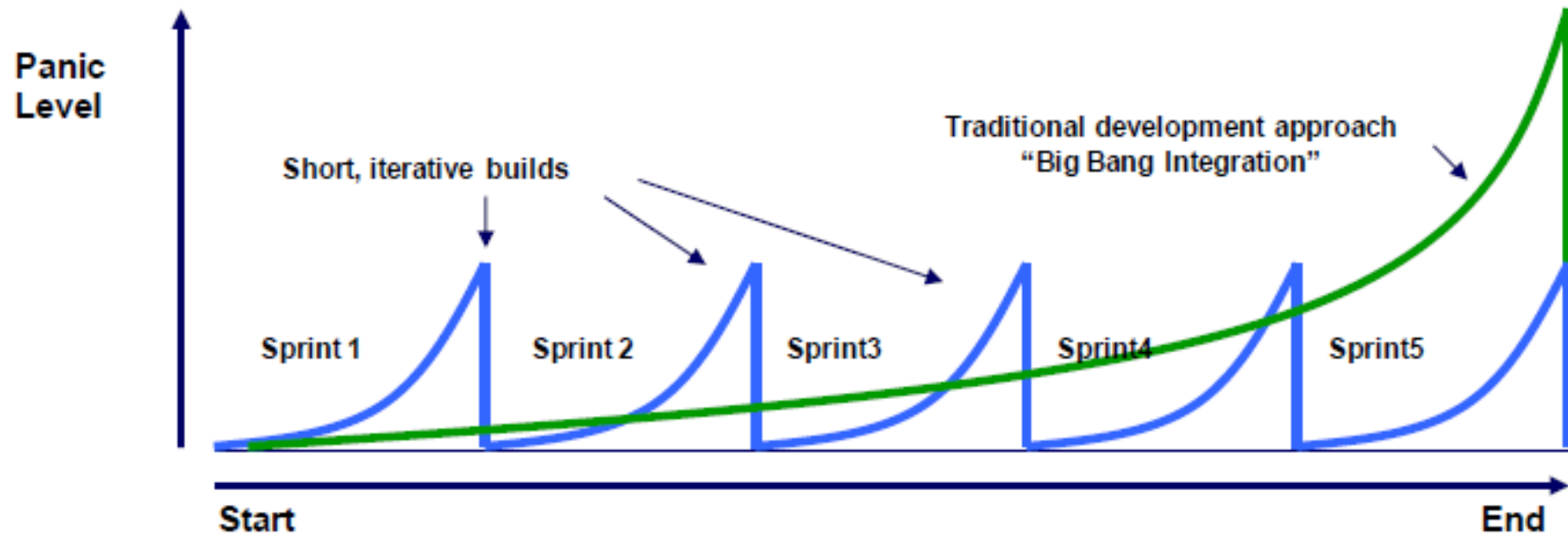
quelques schémas récapitulatifs

La méthode Agile SCRUM : schémas récapitulatifs

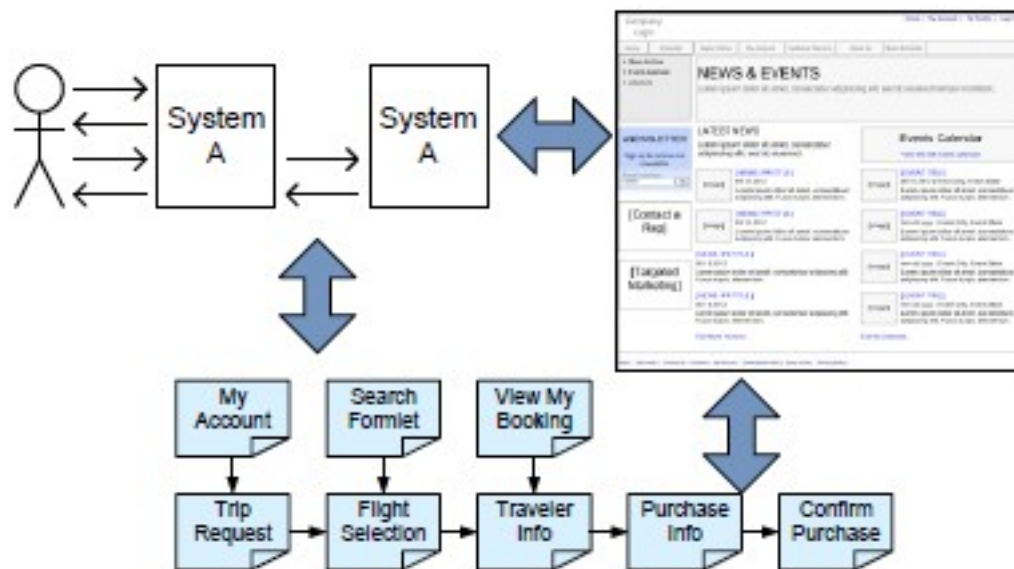
Un développement itératif et incrémental :



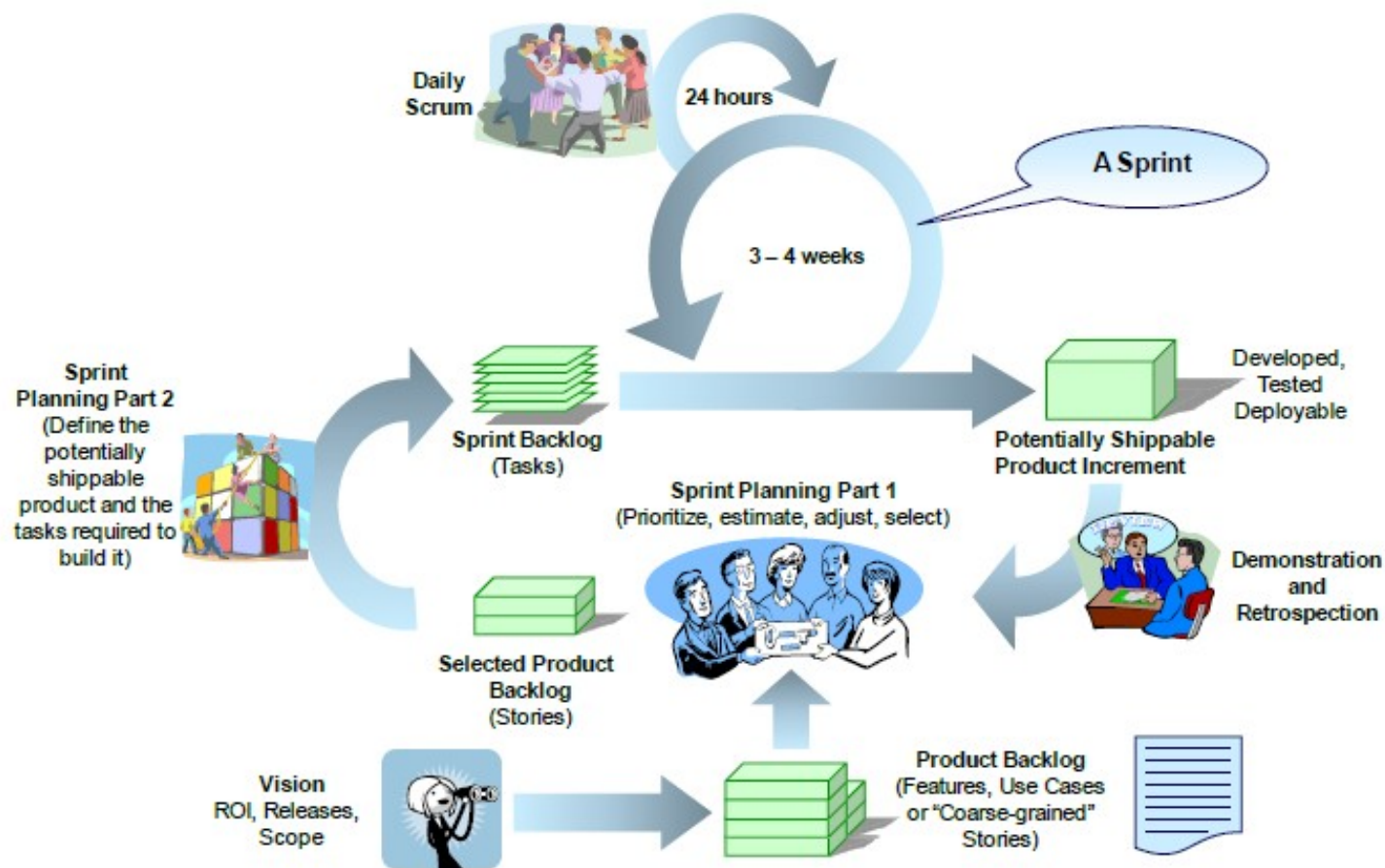
Des intégrations, tests et déploiements fréquents :



Définitions et conceptions centrées sur l'utilisateur (use cases, user interface prototype and flow diagrams)

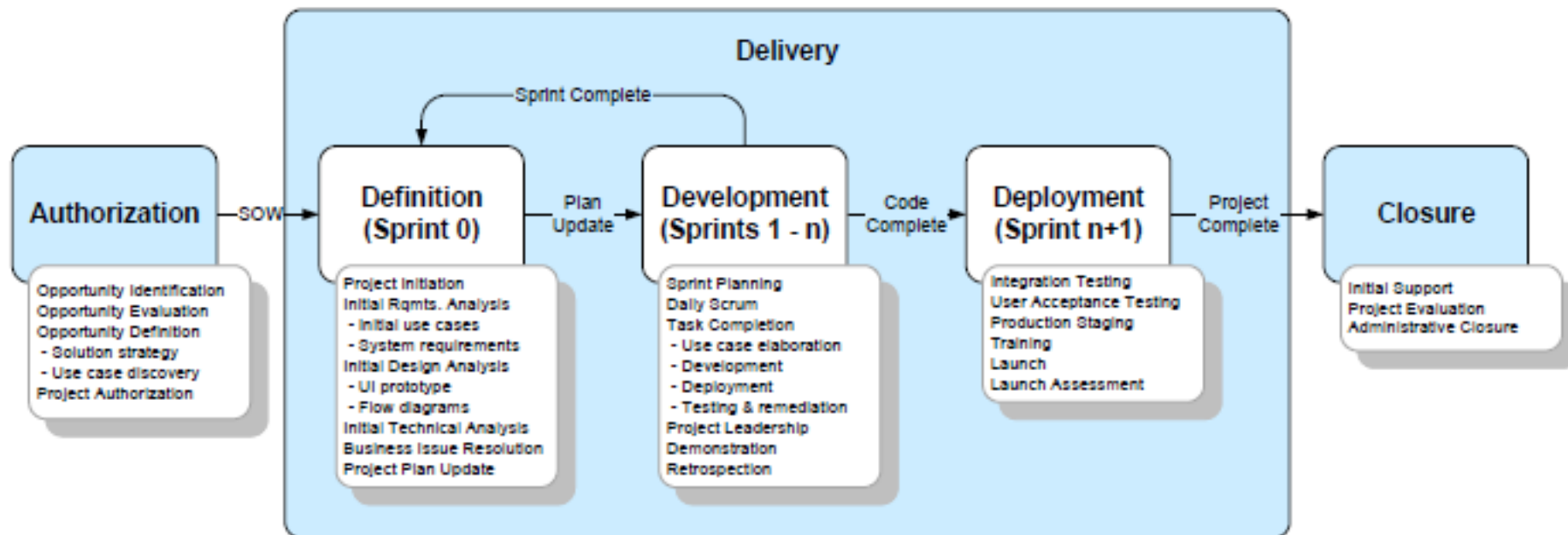


Vue d'ensemble de la méthode SCRUM :

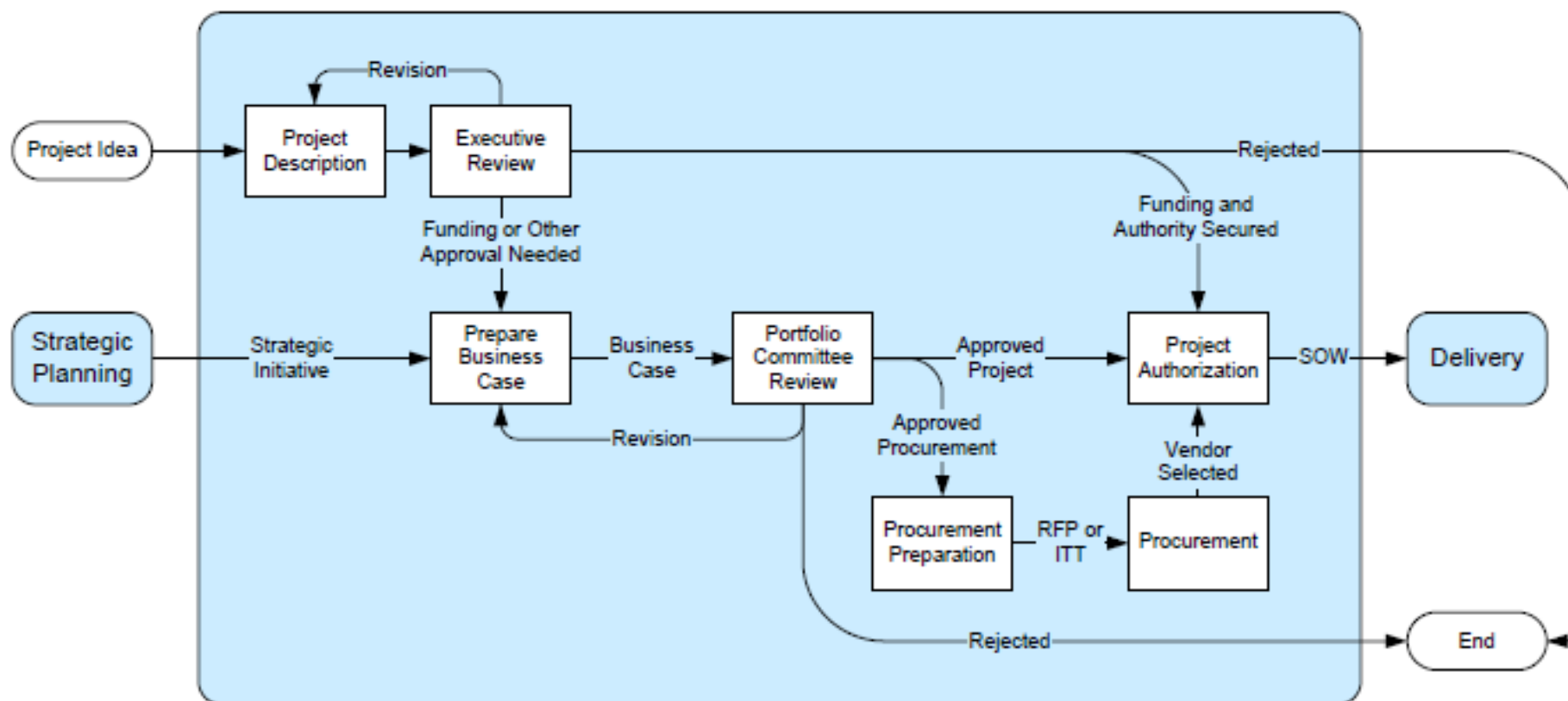


Flux d'un projet « SCRUM »

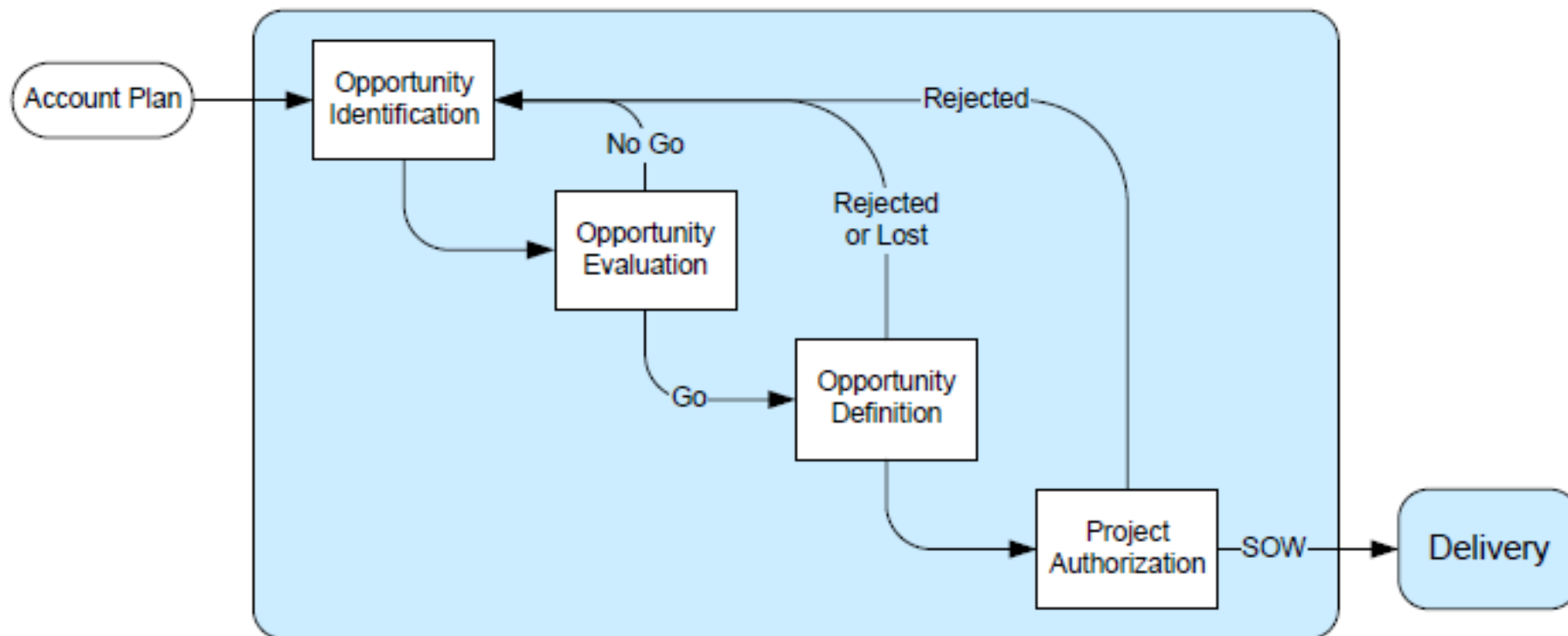
- tout d'abord un sprint de définition (initialisation)
- puis le cadre basique Scrum
- et en dernier un sprint de déploiement (clôture)

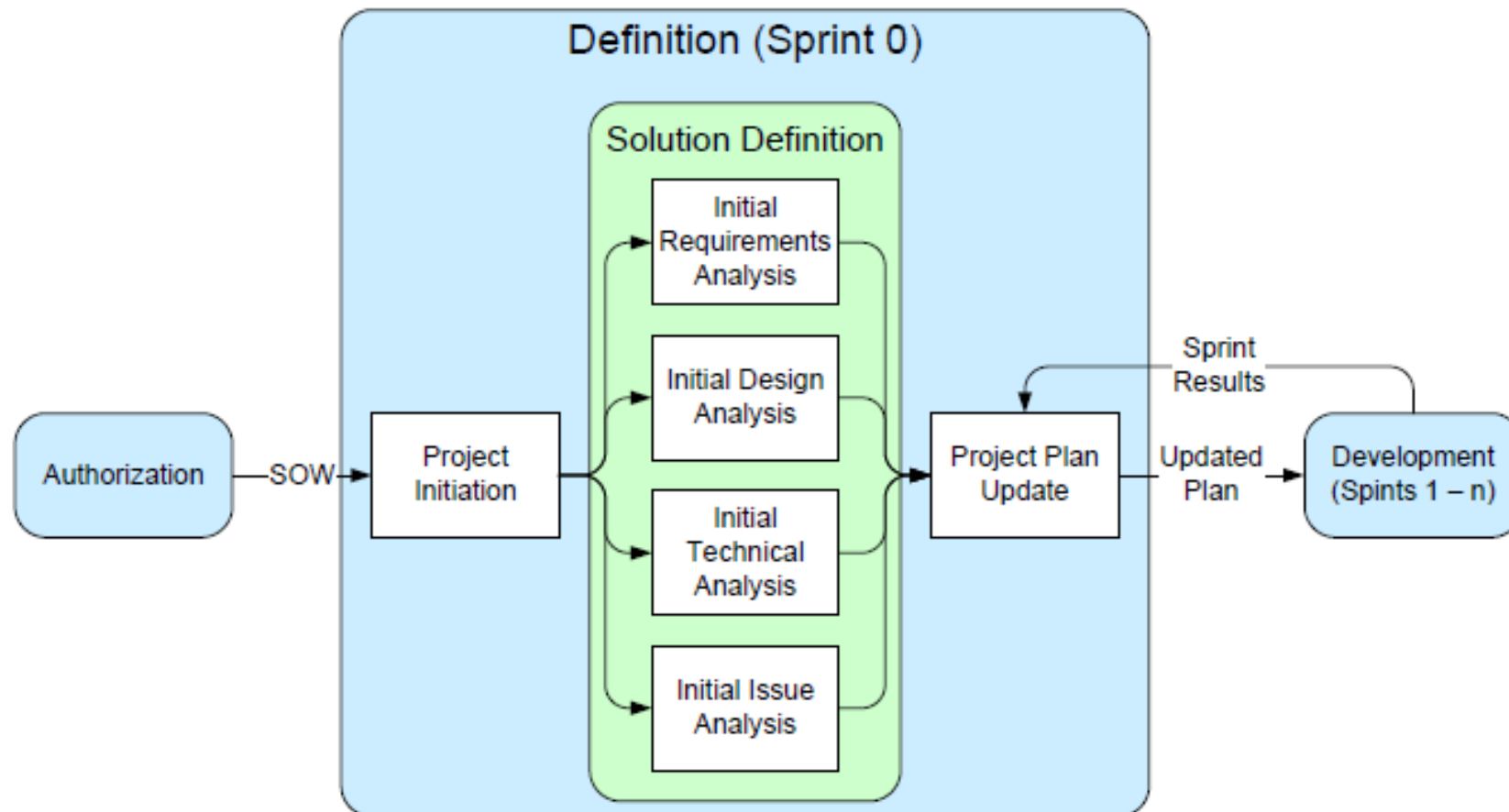


La méthode Scrum vue par le client : une suite d'autorisations



La méthode Scrum vue par le fournisseur : cycle de vente et formulaires types



La séquence de définition ou « sprint 0 »

La séquence de définition ou « sprint 0 » : documents

– Project brief

- Background
- Objectives/deliverables/scope
- Project roles/ responsibilities/organizations
- Top Risks
- Constraints
- Communication plan
- Change management plan
- Approach/milestones/timeline
- Assumptions
- Approvers
- Glossary

– Staffing confirmation

– Workspace preparation & Accounting initialisation (software, hardware, systèmes d'enregistrement)

– Initial requirement analysis

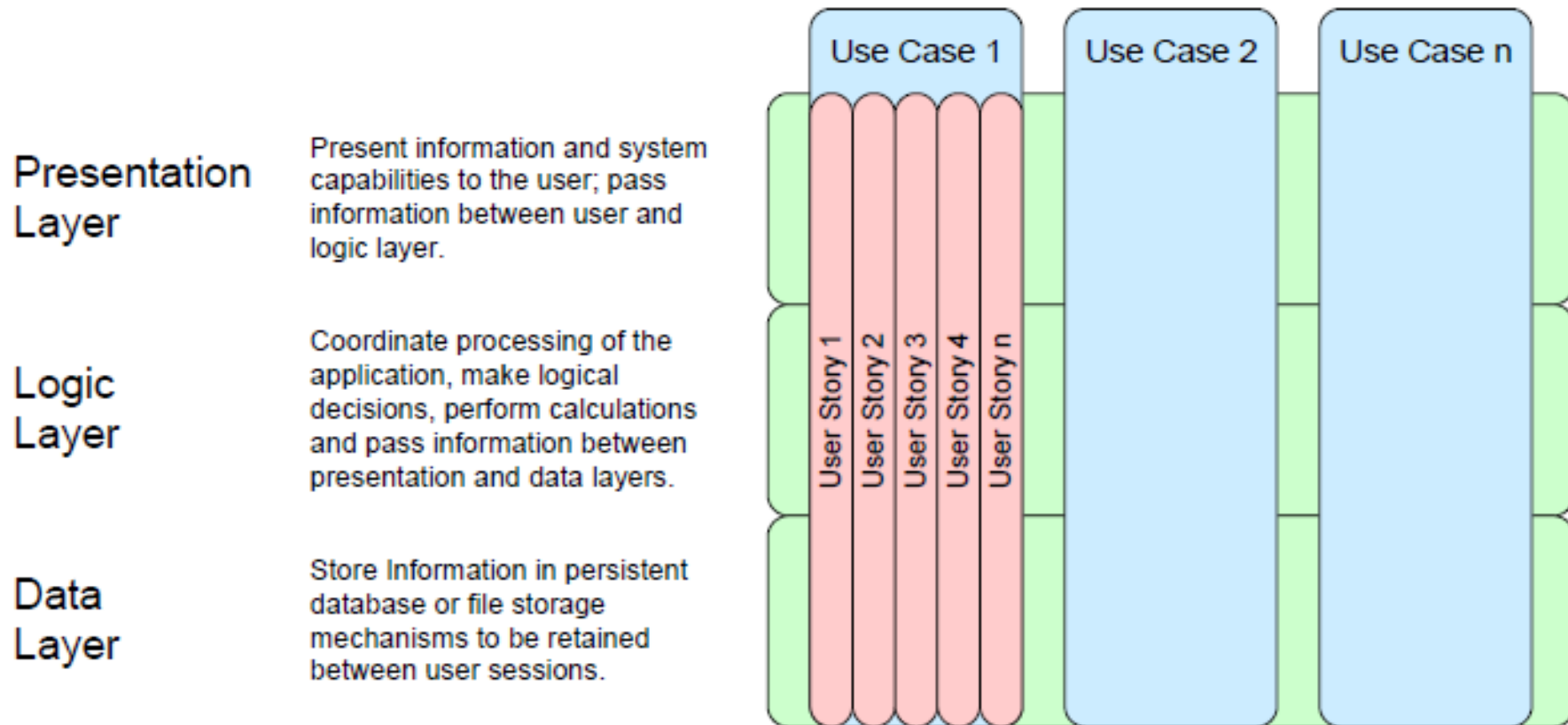
– Initial design analysis

– Initial technical analysis

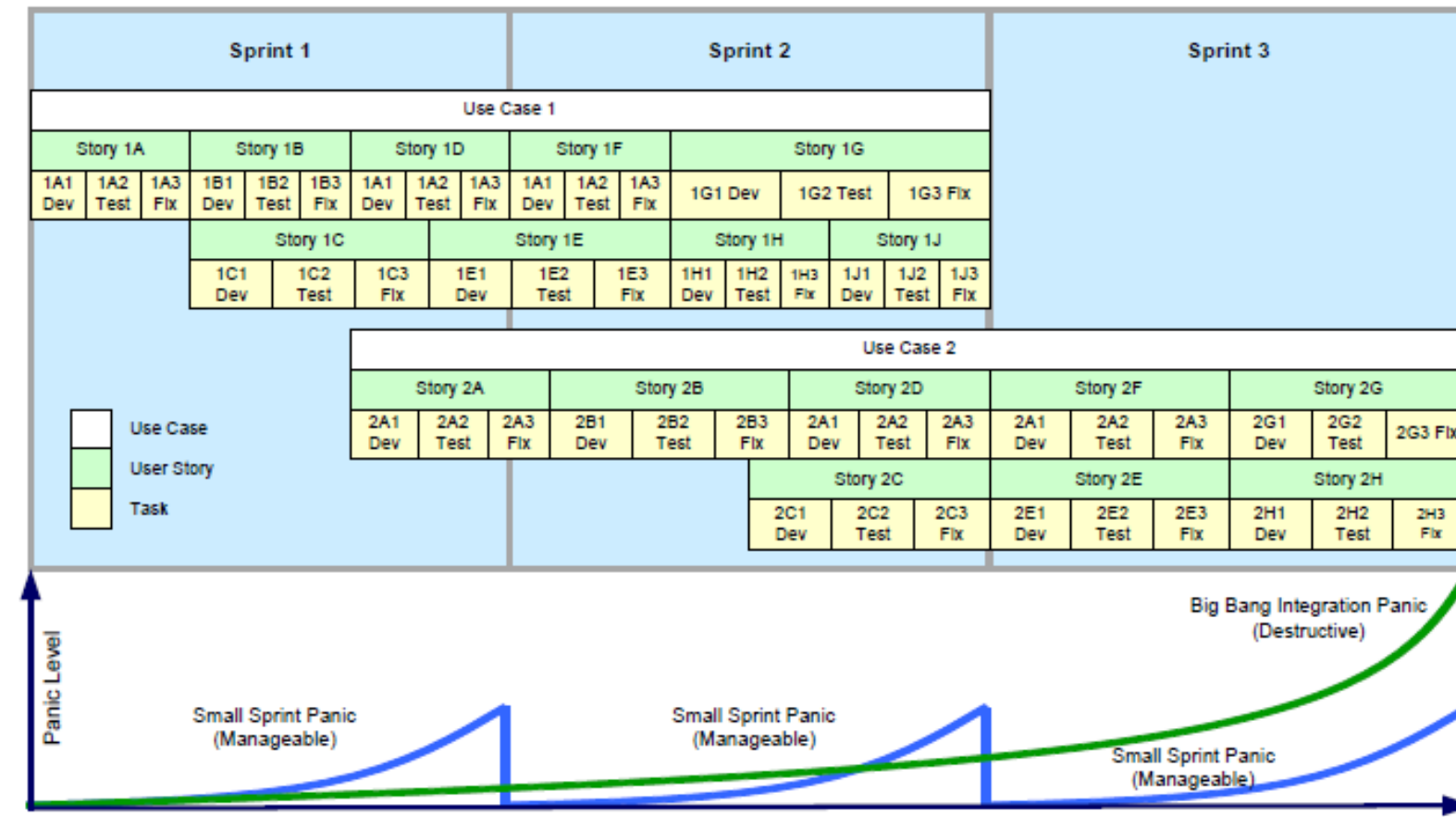
– Business issue resolution

- problèmes rencontrés lors de respect des procédures, processus et règlements intérieurs de l'entreprise cliente
- souvent réglés par le Product Owner en partenariat avec l'entreprise cliente
- consignés dans un Issue log
- décisions transmises à l'Equipe au fur à mesure

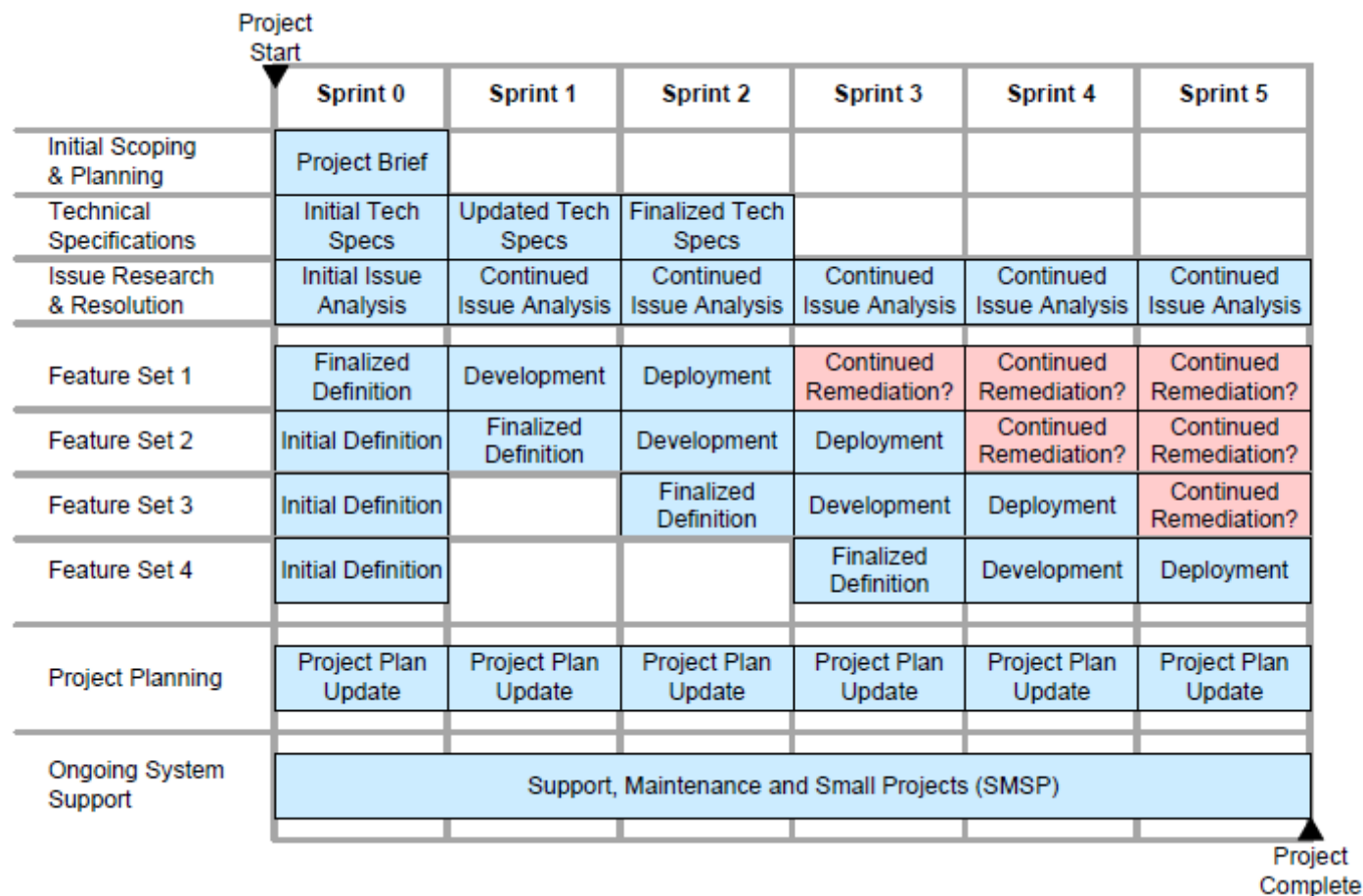
Les « user stories »



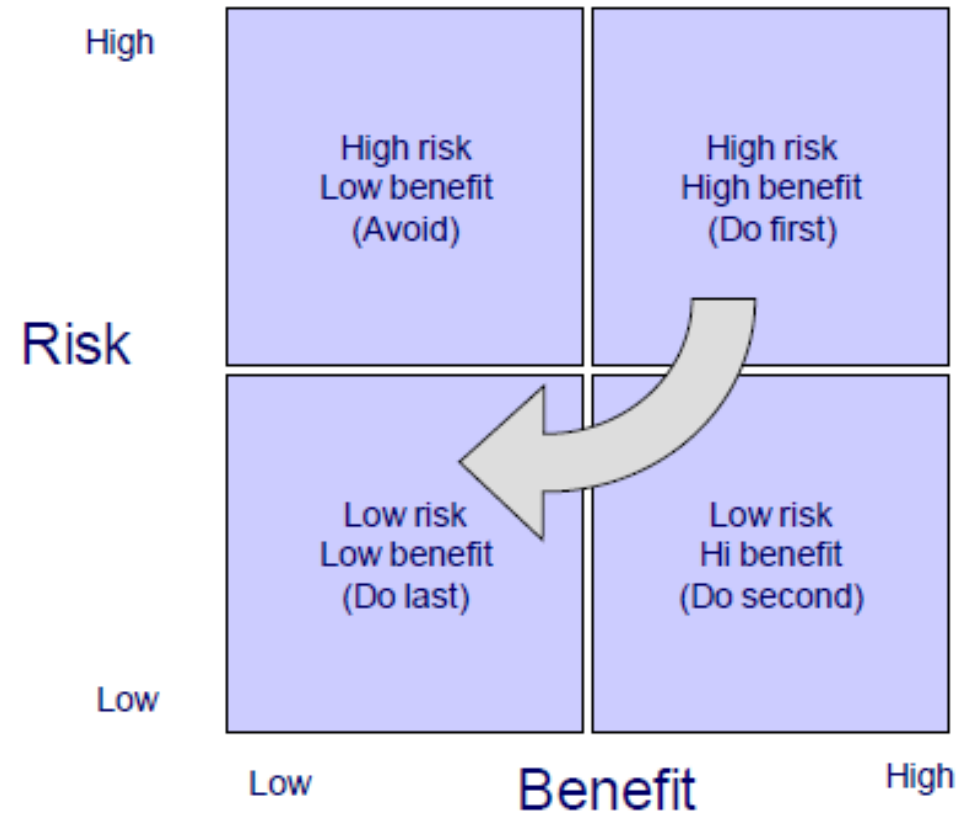
Sprint, use case et user story



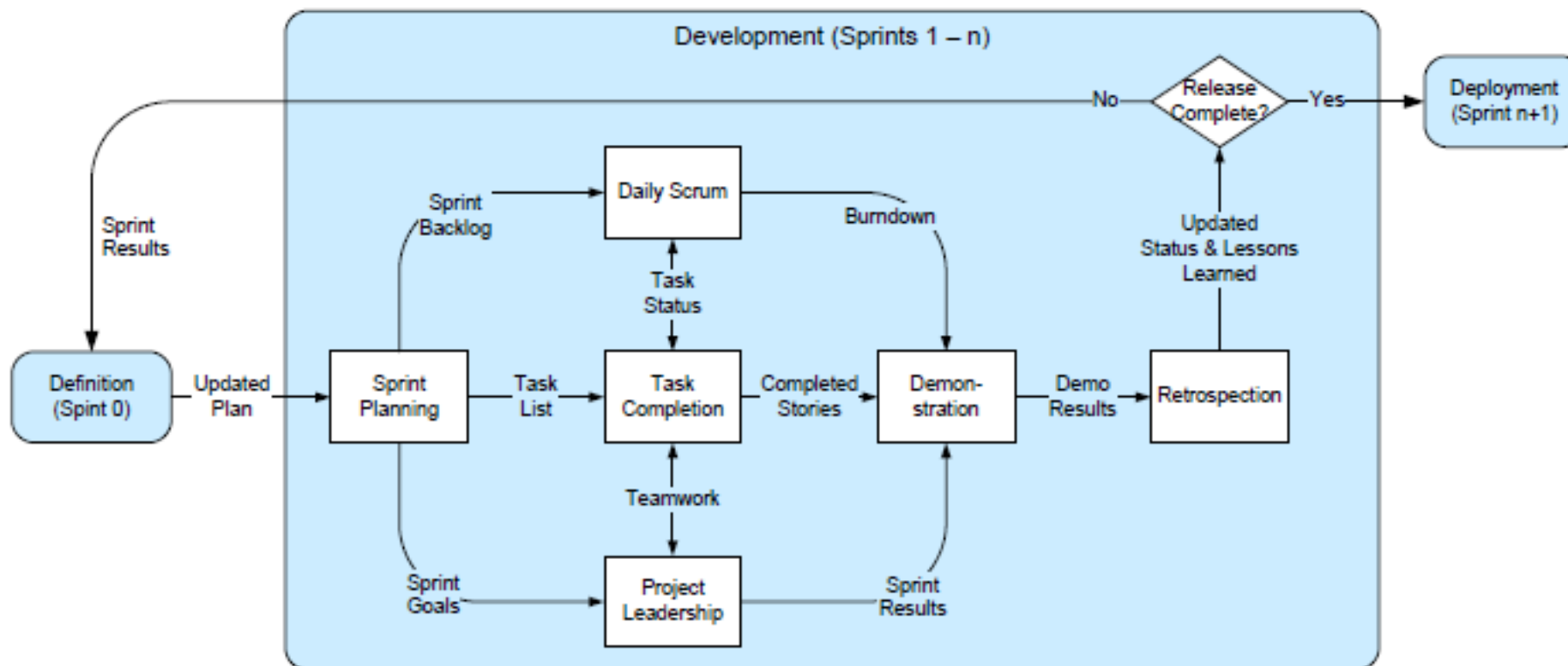
Le pipeline « scrum »



La priorisation des use cases et des stories : Value Driven Prioritization



Les sprints de développement



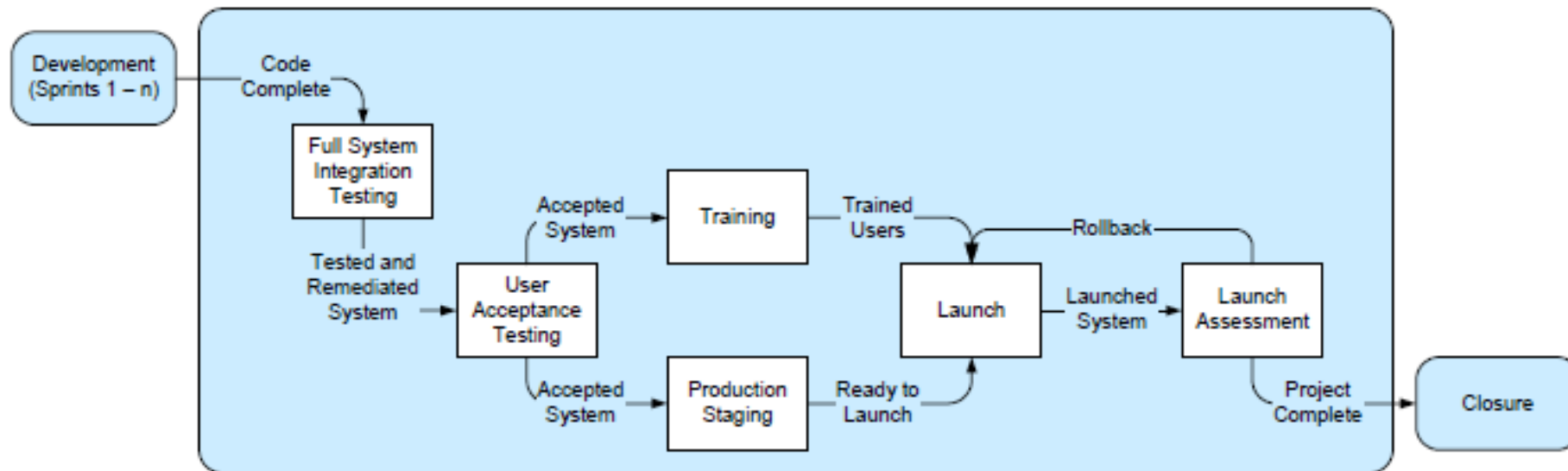
La liste standard « done » pour une user story

- Finalize specifications
- Develop unit test scripts
- Code complete
- Unit test and fix
- Conduct code review and fix defects
- Deploy to test environment
- Develop functional test scripts
- Complete functional testing
- Resolve all defects

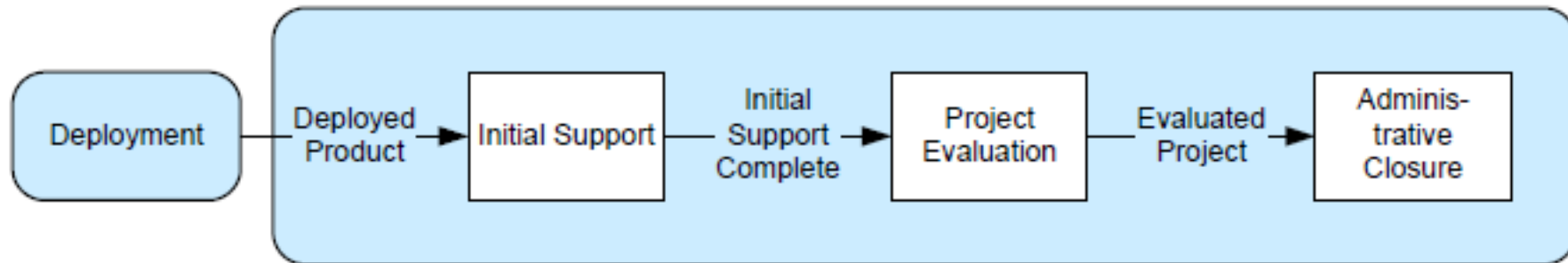
Le Daily Scrum

- What have you worked on since last scrum?
- Any status updates on any of your assigned tasks?
- How many hours do you have left on each of your assigned tasks?
- What are you going to be working on today?
- Are there impediments that keep you from making progress?

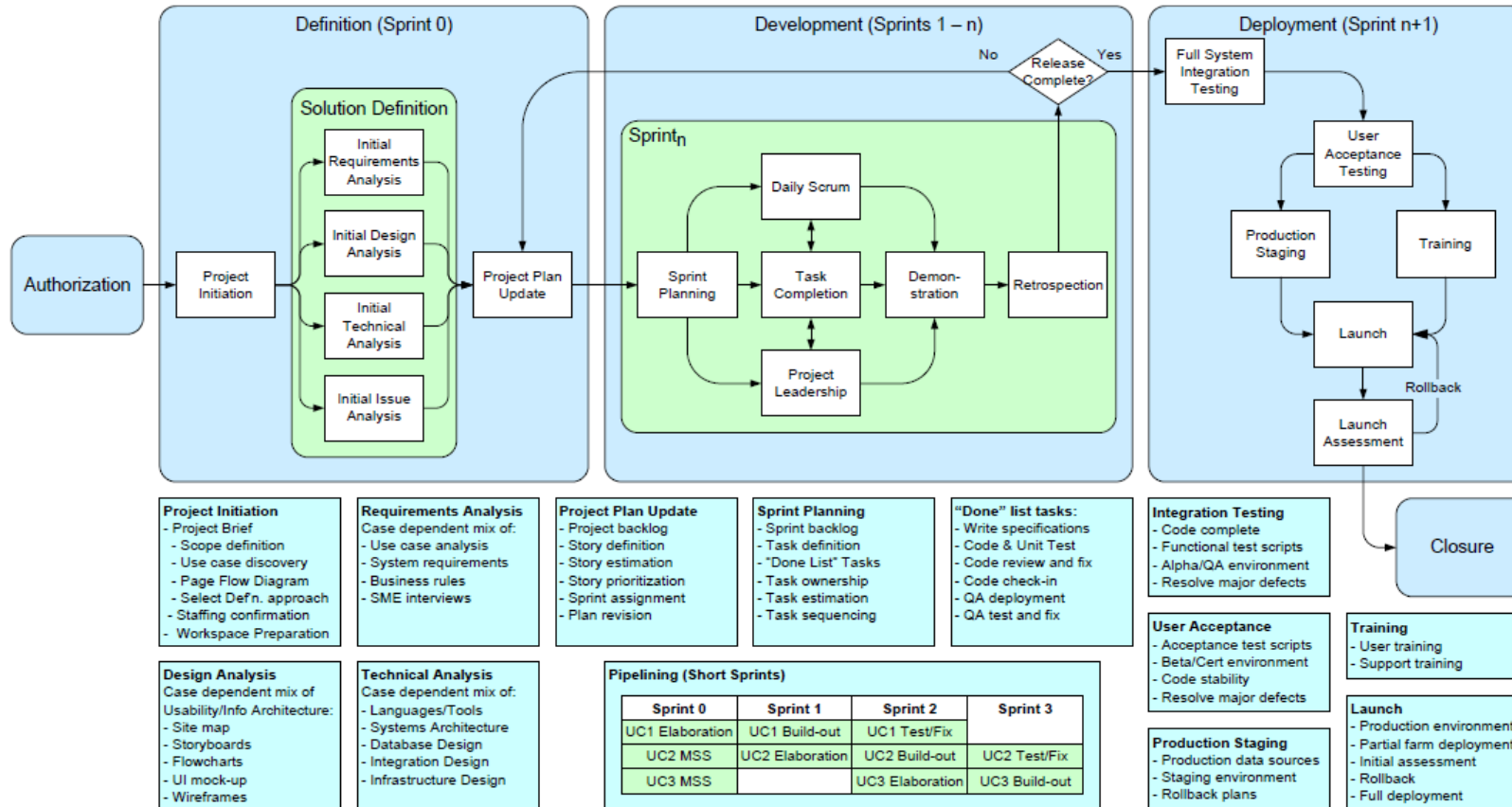
Le déploiement (sprint n+1)



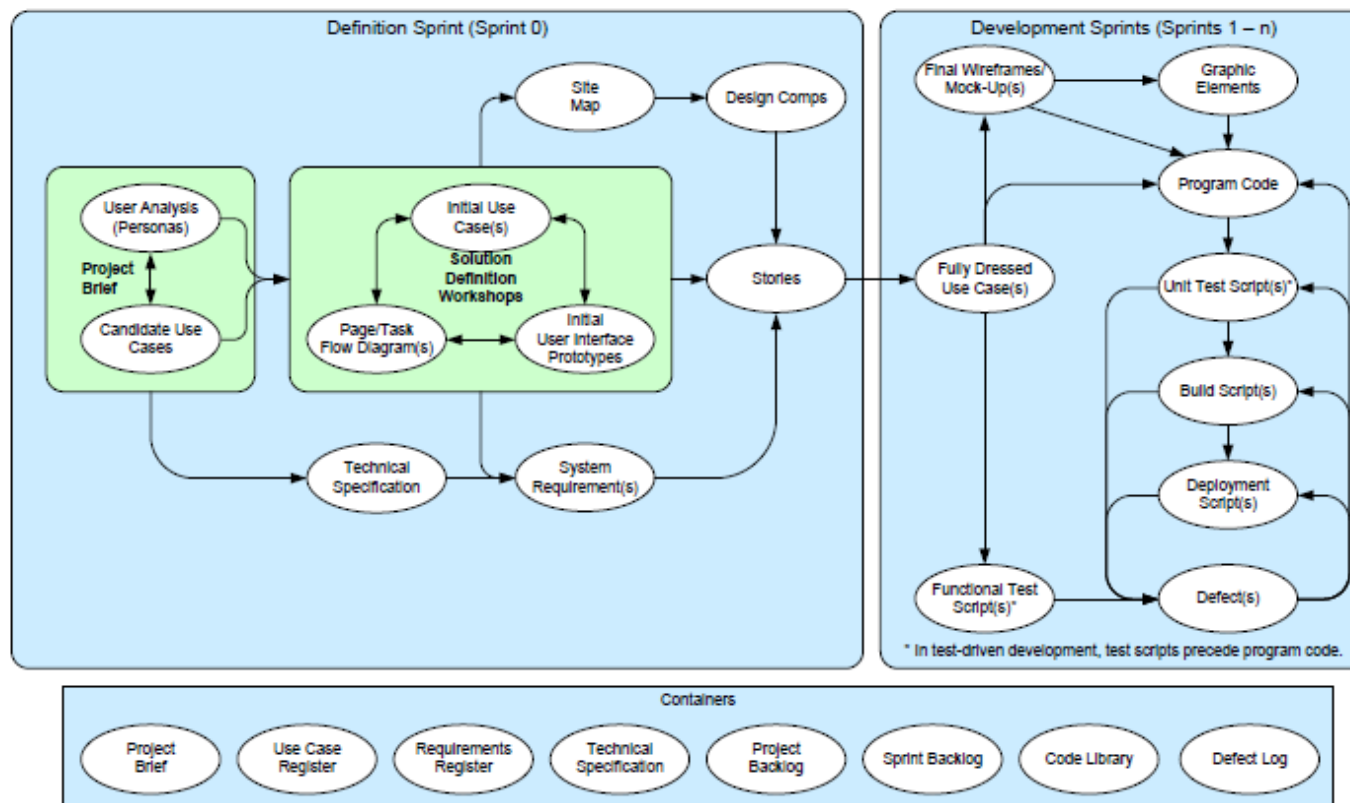
La clôture



Le diagramme de développement



Les artéfacts

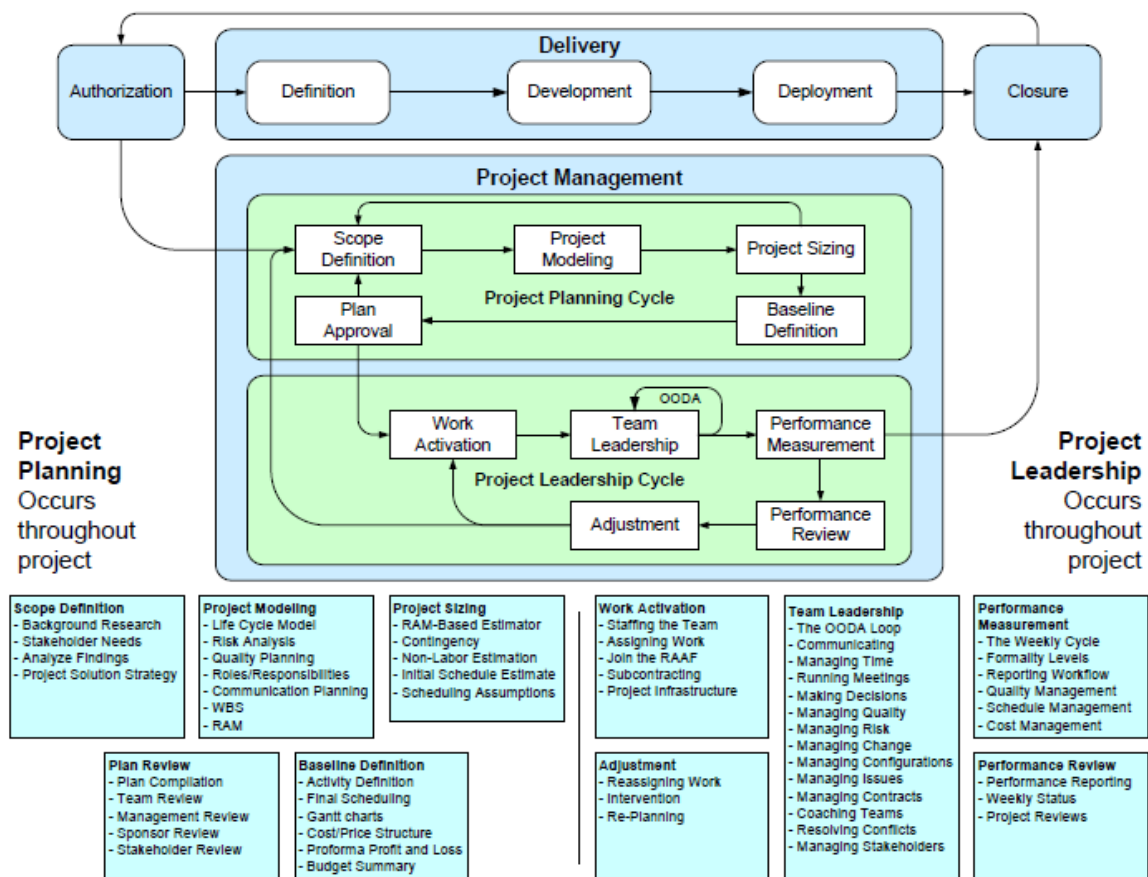


Relations entre activités et artéfacts

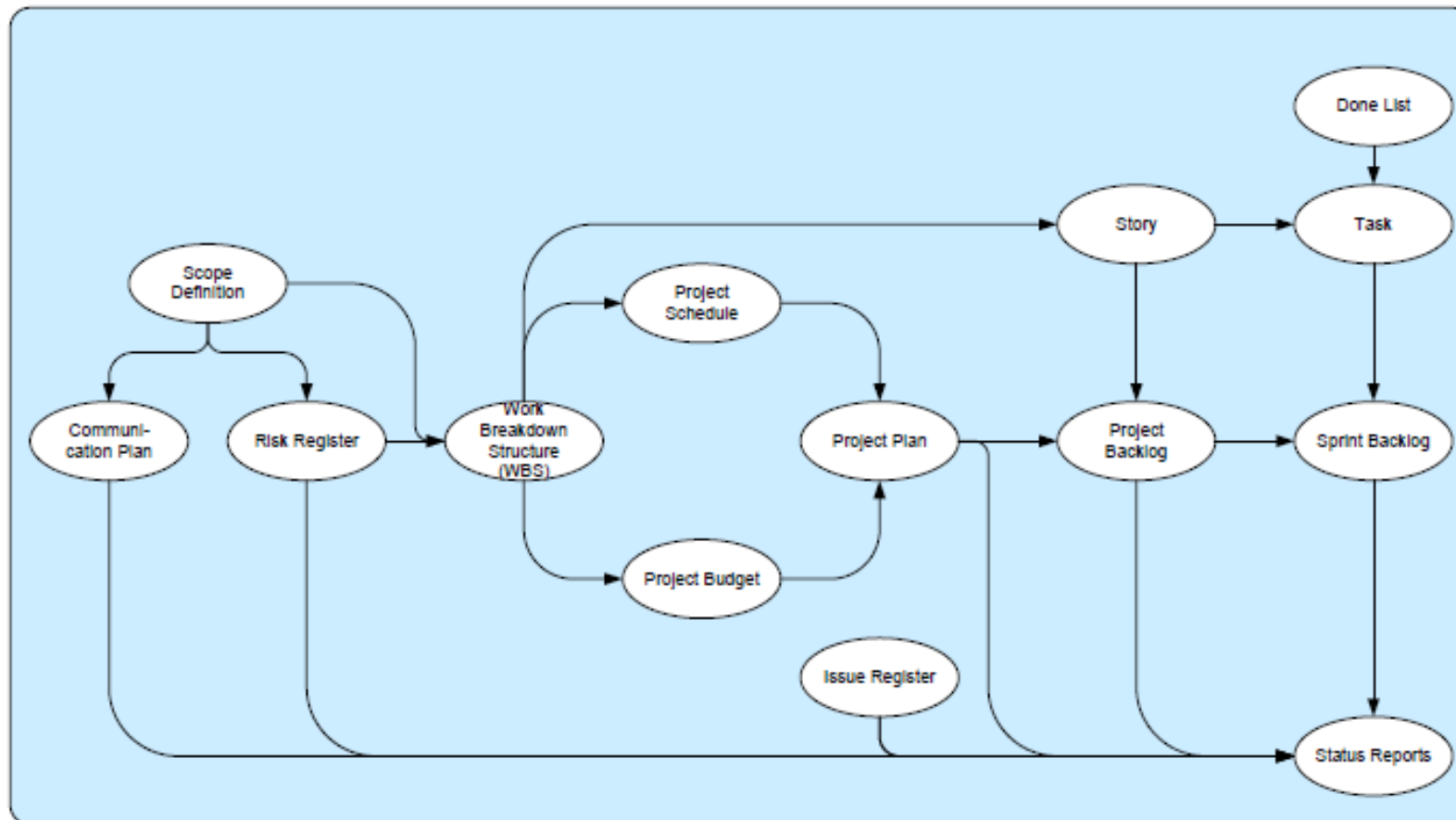
Activity	Artifacts Produced
Authorization	Proposal Consulting or Master Services Agreement Statement of Work Candidate Use Cases (hopefully)
Definition Sprint	
Project Initiation	Project Brief User Analysis Event Analysis Candidate Use Cases
Initial Requirements Analysis	Initial Use Cases Business rules System Requirements (User Requirements) Requirements Register
Initial Design Analysis	Initial User Interface Prototypes Wireframes (possibly) Page Mock-ups (possibly) Page/Flow Diagrams Site Map Design Comps
Initial Technical Analysis	Technical Specifications document System Requirements (non-functional) Requirements Register
Initial Issue Analysis	Business Issues and their resolution Business rules Issue Log
Project Plan Update	Stories defined, estimated and prioritized Project Backlog Sprint assignments
Development Sprints	
Sprint Planning	Sprint Backlog Task defined, estimated and prioritized
Task Completion	Fully Dressed Use Cases Final Wireframes or Mock-Ups Graphic Elements Program Code Code Library Unit Test Scripts Build Scripts Deployment Scripts Functional Test Scripts Defects (and hopefully resolved) Defect Log Training Materials
Demonstration	
Retrospection	Lessons Learned
Deployment Sprint	

Activity	Artifacts Produced
Integration Testing	Program Code Code Library Defects and their resolution Defect Log
User Acceptance Testing	Program Code Code Library Defects and their resolution Defect Log
Production Staging	Deployment Scripts Rollback Plans and Scripts
Training	Trained users and administrators
Launch	Live System
Launch Assessment	Assessment results
Closure	Lessons Learned Client Satisfaction Survey results Defects (and their resolution) Closed contracts

Les activités de management de projet

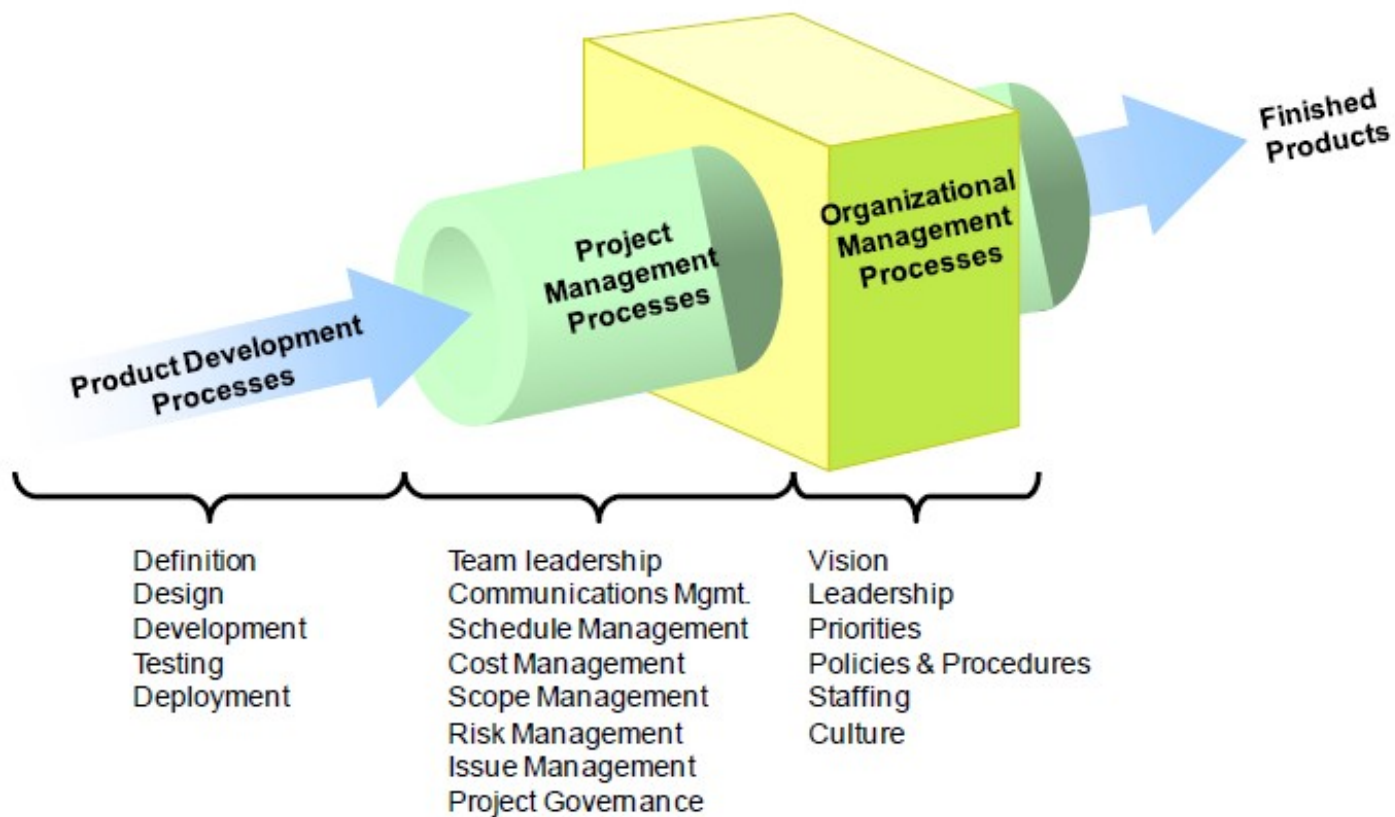


Les artéfacts de management de projet



Activity	Artifacts Produced
Project Planning	
Scope Definition	Scope Definition
Project Modelling	Work Breakdown Structure (WBS) Communication Plan Risk Register
Project Sizing	Project Schedule (initial) Project Budget (initial)
Baseline Definition	Project Schedule (final) Project Budget (final) Project Plan (draft)
Plan Approval	Project Plan (approved or rejected)
Project Leadership	
Work Initiation	Stories Project Backlog Tasks Done List
Team Leadership	Issue Register
Performance Measurement	Cost and Schedule progress updates
Performance Reporting	Status Report
Work Adjustment	Changes to all of the above

Le contexte du cycle de vie du projet



Sources :

- le document « Tempered_agility_overview » en .pdf