

Name	
Surnames	

SCRUM Concepts

SCRUM Team

1. About the role of the SCRUM Team, answer the following questions.

1.1 Which of the following characteristics **no** corresponds to a SCRUM team?

- ☐ a) Self-organized. There is no external component that gives the orders and controls the assignment of tasks, but all the components.
- ☐ b) Hierarchical. Team members know which other component is responsible for their work and from which they should receive instructions.
- ☐ c) Role-based. Each component has a specific role in the team and for the project (Scrum Master, Product Owner and Developer)
- ☐ d) Multifunctional. They have all the skills to do the job without depending on other people who are not part of the team.

Explanation:

1.2 The "SCRUM Master" is not the leader of the SCRUM team, therefore, in the "Sprint" meeting Planning Meeting" when making a decision about the stories that are going to be passed on to the Sprint Backlog, your role should be.

- ☐ a) Accept what the development team decides since they are the ones who are going to implement the user stories.
- ☐ b) Defend the opinion of the "Product Owner" before the development team.
- ☐ c) It has the same decision-making weight as the rest of the components of the SCRUM team.
- ☐ d) The Master SCRUM does not attend the Sprint Planning Meeting.

Explanation:

1.3 In the "Sprint Review" meeting, the "SCRUM Master" should.

- ☐ a) Make it easy for the meeting to focus on the user stories that have been achieved and not on analyzing who is responsible.
- ☐ b) Reflecting on how the Sprint has been
- ☐ c) Analyze the performance of each of the components of the development team one by one.
- ☐ d) The SCRUM Master does not attend the Sprint Review meeting.

Explanation:

1.4 At the "Sprint Retrospective" meeting, one of the members of the development team focuses on blaming the "Product Owner" for the non-completion of a user story. Specifically, he blames you for having underestimated the load. What should the "SCRUM Master" do?

- ☐ a) It should be noted that the estimation of the load was carried out by the entire SCRUM team, so the responsibility for the underestimation lies with everyone.
- ☐ b) Tell the Product Owner so that next time they can better estimate the upload of the user story.
- ☐ c) Telling the developer that the Product Owner is sacred and therefore his load estimate is always correct, if the user story has not been finished it is the developer's responsibility.
- ☐ d) The Scrum Master does not attend the Sprint Retrospective meeting.

Explanation:

1.5 At the "Daily Sprint" meeting, the "SCRUM Master" should...

- ☐ a) Attend as one more of the development team and let each component speak when they want and on the topic they want.
- ☐ b) Convene the meeting every day at the time and manner it deems appropriate.
- ☐ c) Have the Sprint Board updated, start the meeting, give the floor and close the meeting.
- ☐ d) The Master SCRUM does not attend the Sprint Daily meeting.

Explanation:

1.6 When creating "User Stories" the "Product Owner" should...

- ☐ a) Perform them completely, including load estimates, priorities, etc.
- ☐ b) Write them based on their knowledge, their contact with the customer (or the user) and their experience.
- ☐ c) Proposing the name of the story, the writing is the responsibility of the development team.
- ☐ d) The Product Owner does not participate in the production of the User Stories.

Explanation:

1.7 In a "Sprint Planning Meeting", the "Product Owner" proposes a "User Story" to do during the Sprint. Whose responsibility is it to make the estimate of the effort that will be involved in implementing said "User Story"?

- ☐ a) Scrum Owner Only
- ☐ b) Scrum Master and Scrum Owner
- ☐ c) From the entire SCRUM team (Master, Owner and development team)
- ☐ d) The Product Owner does not participate in the Sprint Planning Meeting.

Explanation:

1.8 Can the Product Owner participate in the Daily Sprint meeting?

- ☐ a) Yes, you are required to be at all Daily Sprint meetings
- ☐ b) It can do so, and with decision-making capacity
- ☐ c) You can do this but only as a listener
- ☐ d) No, never.

Explanation:

1.9 In a meeting of the "Daily Sprint" it is necessary to refer to the "Sprint Board" since it is reviewing which developers have to work together during the day. Whose responsibility is it to check that the Sprint Board is up to date?

- ☐ a) From the Scrum Master
- ☐ b) From the Product Owner
- ☐ c) From any component of the development team
- ☐ d) No, never.

Explanation:

SCRUM Events

2. About the events that SCRUM Defines, answer the following questions.

2.1 If in a project we have determined that the duration of the Sprint is four weeks. What length might be recommended for the Sprint Planning Meeting?

- ☐ a) Maximum eight hours
- ☐ b) Minimum eight hours
- ☐ c) Between half an hour and two hours
- ☐ d) The Sprint Planning Meeting meeting duration is always fixed and at most one hour.

Explanation:

2.2 If in a project we have determined that the duration of the Sprint is four weeks. What is the recommended duration for the Daily Sprint meeting?

- ☐ a) Maximum one hour
- ☐ b) Minimum one hour
- ☐ c) Minimum fifteen minutes
- ☐ d) The duration of the Daily Sprint meeting is always fixed and at most fifteen minutes.

Explanation:

2.3 In which meeting should the user stories be determined and, consequently, the bulk of the "Product Backlog"?

- ☐ a) At the initial meeting of the project.
- ☐ b) At the Sprint Planning Meeting.
- ☐ c) The Product Backlog is generated as user stories are determined
- ☐ d) The duration of the Daily Sprint meeting is always fixed and at most fifteen minutes.

Explanation:

2.4 What meeting is optional in SCRUM?

- ☐ a) The Sprint Planning Meeting.
- ☐ b) The Daily Sprint meeting.
- ☐ c) The Sprint Review Meeting
- ☐ d) The Sprint Retrospective Meeting
- ☐ e) No optional meetings in SCRUM

Explanation:

2.5 In SCRUM, can you call a Sprint Review meeting mid-Sprint?

- ☐ a) No, as the Sprint is self-managed by the development team.
- ☐ b) Yes, but only in very justified cases, and can only be called by the Scrum Master
- ☐ c) Yes, it is also mandatory, it is one of the meetings that Scrum contemplates.
- ☐ d) Yes, but only in very justified cases, and can only be called by the Product Owner

Explanation:

2.6 During a Sprint, the entire development team is busy with a task that will take them several days.

- ☐ a) Yes, the Daily Sprint meeting is not to review tasks but how the Sprint works.
- ☐ b) Yes, although if the members are busy they can skip it.
- ☐ c) No, as there are no task changes.
- ☐ d) No, it's better for the development team to focus on the task and not waste time.

Explanation:

2.7 What Daily Sprint question is optional for a developer to answer?

- ☐ a) What did I do yesterday that helped the Development Team achieve the Sprint Goal?
- ☐ b) What will I be doing today to help the Development Team achieve the Sprint Goal?
- ☐ c) Do I see any impediments that prevent the Development Team or I from achieving the Sprint Goal?
- ☐ d) None of the questions is optional, all of them must be answered, even if it is with "nothing" or "no".

Explanation:

2.8 The concept of "Done" in SCRUM refers to...

- ☐ a) How to determine that a meeting is terminated.
- ☐ b) How to determine that a Sprint is finished
- ☐ c) The way to determine that a task or an item is completed must be known by the entire SCRUM team
- ☐ d) The way to determine that a task or an item is completed should be known only by the Product Owner and the Scrum Master

Explanation:

SCRUM Artifacts

3. As far as SCRUM artifacts are concerned, answer the following questions.

3.1 The Sprint Board must contain information relating to...

- ☐ a) The whole project
- ☐ b) To the Sprint, although there may be information from the rest of the project and the Sprint is only a small section of the Sprint Board
- ☐ c) To the Sprint in its entirety.
- ☐ d) To the planning of meetings, since the dates of such meetings may change.

Explanation:

3.2 The Scrum Board must contain information related to...

- ☐ a) The whole project.
- ☐ b) To the current Sprint and the next one.
- ☐ c) To the previous, current and next Sprint.
- ☐ d) There is no Scrum Board in SCRUM.

Explanation:

3.3 Planning Poker is a method that is used for decision-making, in SCRUM specifically they are used to (among other things) estimate the burden of effort of a user story. When estimating this load, which components of the SCRUM team should participate in the game?

- ☐ a) The development team with the Product Owner, but not the Scrum Master
- ☐ b) The development team with the Scrum Master but not the Product Owner
- ☐ c) All, including Product Owner and Scrum Master
- ☐ d) Only the Development Team.

Explanation:

3.4 About the Product Backlog Which of the following statements is correct?

- ☐ a) It is a set of everything that is necessary to implement the product (therefore, there is no order) specified in a very general way.
- ☐ b) It is an ordered list of everything that is necessary to implement the product, being the only source of requirements.
- ☐ c) It's a sorted list of everything that's needed to implement the product, but there may be more sources of requirements.
- ☐ d) It cannot be updated once the product development has started.

Explanation:

3.5 About the Sprint Backlog Which of the following statements is correct?

- ☐ a) It is the subset of items in the Product Backlog that can only be viewed by the Development Team.
- ☐ b) It is the set of new items that appear during a Sprint and that will be incorporated into the Product Backlog at the end of the Sprint.
- ☐ c) It is a set of User Stories that has not yet been incorporated into the ProductBacklog.
- ☐ d) It is a subset of Product Backlog items that have been selected for a Particular Sprint.

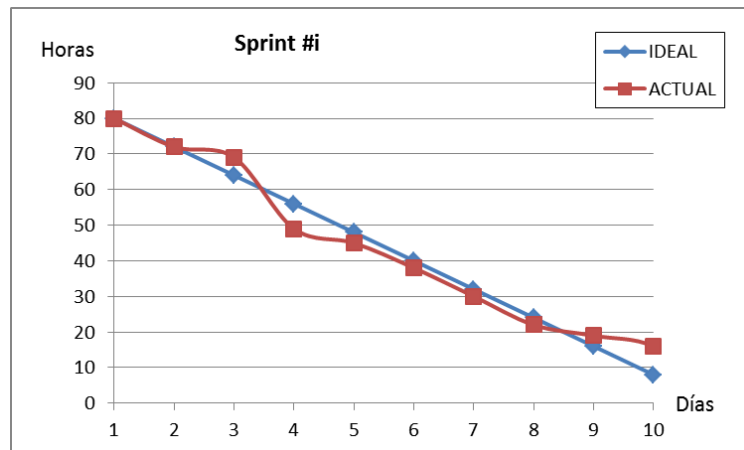
Explanation:

3.6 What information does the BurnDown Chart provide?

- ☐ a) It provides the effort invested in the user stories that make up that project.
- ☐ b) Provides the pending work or effort in a Sprint
- ☐ c) Provides the working hours of each of the components of the development team
- ☐ d) Provide the hours spent on each user story in a Sprint.

Explanation:

3.7 What can we deduce from the following BurnDown Chart?

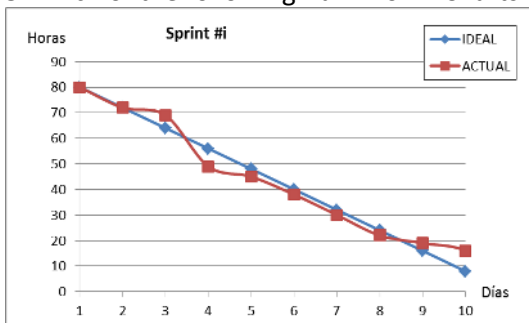


- ☐ a) It's a sprint with no ups and downs that has been maintained with a similar effort to the one planned, with a little extra effort at the end.
- ☐ b) It is a Sprint that has cost less effort than was supposed to be ideal.
- ☐ c) It is a Sprint that has ended two days ahead of schedule.
- ☐ d) It is a poorly estimated Sprint since many more hours have been invested than what was considered ideal.

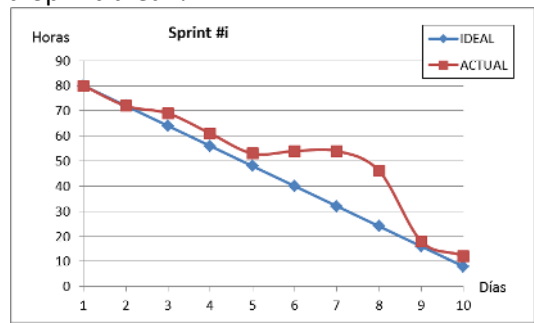
Explanation:

3.8 Which of the following Burn Down Charts has had a mid-Sprint break?

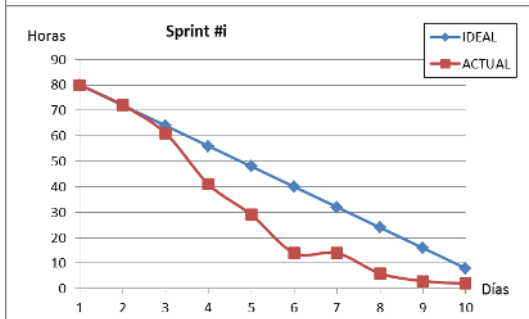
☐ a)



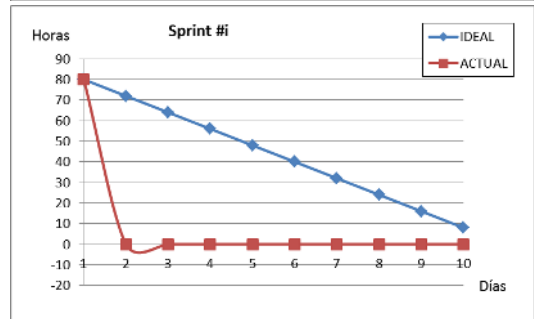
☐ b)



☐ c)



☐ d)

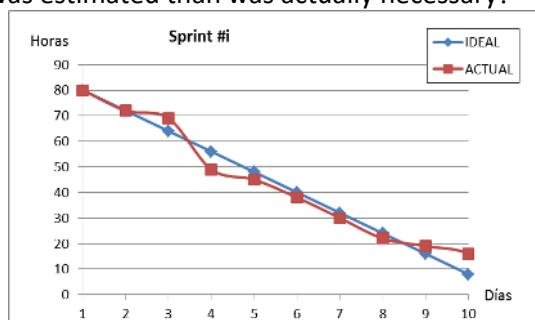


Explanation:

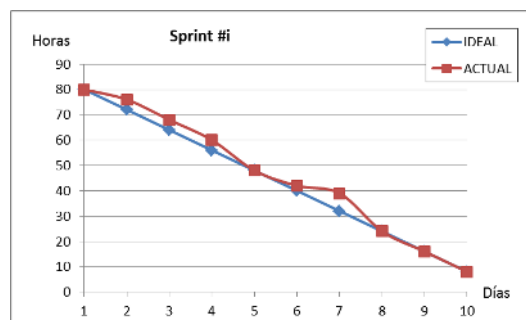
3.9 In which of the following Burn Down Charts has there been a planning in which more work was estimated than was actually necessary?

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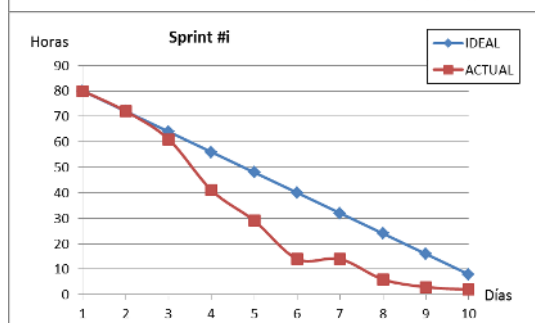
a)


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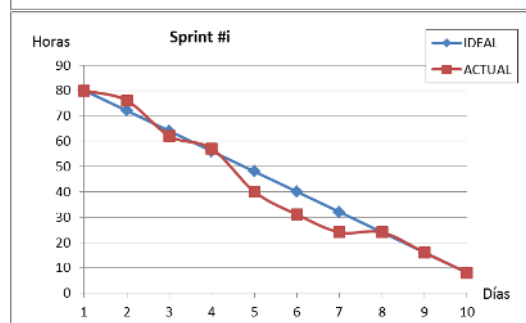
b)


☐

c)


☐

d)



Explanation:

Using Artifacts (optional exercises)

Burndown Chart

4. In a project managed through SCRUM, we are in the Sprint Planning Meeting. And 10 eight-hour tasks have been generated to be carried out in 10 days¹ (two working weeks). From the document "U03.4-SCRUM-activities-Burndown chart.xlsx", fill in the cells for each day according to the following scenarios.

4.1 Scenario in which on day 9 we finish tasks 1.3 and 2.1 early.

4.2 Scenario in which tasks 1.2 and 1.3 are not completed until day 7. Task 2.1 is completed on day 6. Always estimating (the previous days) that the resulting duration is 8 hours.

4.3 The following scenario detailing the remaining estimated hours.

Day	Hours invested	Estimated Hours Remaining
Day 10	4 hours in Task 1.1 4 hours on task 1.2	5 hours for Task 1.1 4 hours for Task 1.2
Day 9	5 hours on Task 1.1 and we finish it. 4 hours on Task 1.2 and we finish it.	10 hours for Task 1.3
Day 8	10 hours on Task 1.3 and we finish it	
Day 7	4 hours in Task 2.1. 4 hours in Task 2.2 1 hour in Task 3.1	3 hours for Task 2.1 4 hours for Task 2.2. 2 hours for Task 3.1
Day 6	3 hours on Task 2.1 and we finish it 4 hours in Task 2.2 1 hour in Task 3.1	4 hours for Task 2.2 2 hours for Task 3.1
Day 5	4 hours on Task 2.2 and we finish it 1 hour in Task 3.1	2 hours for Task 3.1
Day 4	6 hours on Task 3.2 and we finish it 1 hour in Task 3.1	3 hours for Task 3.1
Day 3	8 hours on Task 3.3 and we finished it	
Day 2	8 hours in Task 4.1 2 hours on Task 3.1 and we finish it	1 hour for Task 4.1
Day 1	1 hour on Task 4.1 and we finish it 7 hours on Task 4.2 and we finish it	

User Story Management (optional)

5. Create a ScrumDesk account (it's free for a single user) (www.scrumdesk.com) and transform the stories from the previous year into the corresponding cards.

¹ Obviously this is an ideal case to be able to "play" with the figures in the exercise, the reality is that tasks are variable from one Sprint to another and that the duration of a task is not usually the same as that of another within the same Sprint.