THE SCRUM MASTER'S GUIDE TO UNDERSTANDING THE DEVELOPER ROLE

Scrum

"A LIGHTWEIGHT FRAMEWORK THAT HELPS PEOPLE, TEAMS AND ORGANIZATIONS GENERATE VALUE THROUGH ADAPTIVE SOLUTIONS FOR COMPLEX PROBLEMS."
~2020 SCRUM GUIDE

Monarch Coaching & Training

LET'S TALK ABOUT THE VALUES OF SCRUM AS IT PERTAINS TO THE DEVELOPERS:

COMMITMENT, FOCUS, OPENNESS, RESPECT, COURAGE

- DEVELOPERS COMMIT TO:
  - show up wholly engaged in support of creating a valuable increment
  - update our systems so that we are able to deliver that quality product
  - be prepared for backlog refinement, sprint review, even sprint planning, asking questions of the product owner to better understand the work
  - work with the stakeholders to deliver a better product and to help them understand when system maintenance must be part of the sprint
  - deliver value to the customer every sprint
  - do our best

- DEVELOPERS FOCUS ON:
  - the work of the sprint that has been committed to
  - better communication sooner (raising concerns sooner)
  - building quality into their work to create a valuable increment
  - how we can improve as a team every sprint

- DEVELOPERS ARE OPEN TO:
  - improving ways of working
  - asking for help when needed
  - creative ways to get the process work done
  - receiving feedback

- DEVELOPERS SHOW RESPECT WHEN THEY:
  - listen to the scrum master advise the team about historical metrics to help inform them of current sprint capability
  - speak up when there is a technical challenge
  - come prepared to the backlog refinement, and the events
  - speak plainly, openly, honestly, and with kindness in retrospective
  - participate wholly

- DEVELOPERS SHOW COURAGE WHEN THEY:
  - say the hard things about the planned work
  - speak openly about their challenges, all of their challenges
  - welcome a new change that impacts the team and they work together to receive it
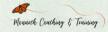 - politely ask their manager to talk about added work with their scrum master

In Scrum, the word 'developers' isn't used to only refer to those people writing code. In fact, the word developers was chosen to represent the group of people creating any and all aspects of the sprint work. So, are there testers in a scrum team? Yes. Are there UI/UX team members? If they are needed, yes. What about front end or back end developers? Sure. Okay, what about business analysis? If they are needed and the organization has structured the team in this way, then yes. Different skills needed for different outcomes to achieve the product goal, so depending on the product, our scrum team may look different then just developers writing code and testers testing it. While not common, there are some teams where the scrum master or product owner will also write code or test code. In this case, they would be considered a developer too. But having a person fulfill two distinctly different roles isn't an ideal team design.

Alright, so tell us about "developers":

- they have specific skills that can vary with the domain
- they are accountable for creating a plan for the sprint which results in the sprint backlog
- they are required to follow the definition of done
- they will meet each day and adapt the work that was planned to ensure they are able to delivery the sprint goal
- they hold one another accountable in a professional manner
- they collaborate with the product owner to reduce technical debt
- they renegotiate scope with the product owner if what they learn changes in the sprint and they hold to their commitment to the sprint goal, protecting it, without decreasing quality
- they will meet during the sprint to prepare for future sprints
- they will strive to make each backlog item clear and concise to increase understanding and size the work

THE DEVELOPERS

THE SPRINT
(THE EVENT WHERE THE WORK HAPPENS)

SPRINT PLANNING

- SETS THE MOOD FOR THE EVENT BY:
  - BEING ON CAMERA
- COMES PREPARED TO DISCUSS THE BACKLOG ITEMS OPENLY
- OKAY TO CHALLENGE PO TECHNICALLY
- UPDATES THE BACKLOG ITEM WITH PROGRESS
- PULLS ITEMS TO WORK ON AS READY

DAILY SCRUM

- SETS THE MOOD FOR THE EVENT BY:
  - BEING ON CAMERA
- COMES PREPARED TO ANSWER THE 3 QUESTIONS:
  - WHAT HAVE I DONE TO HELP THE SPRINT
  - WHAT WILL I DO NEXT TO HELP THE SPRINT
  - WHAT IS IN MY WAY OF WORKING ON THE SPRINT ITEMS
- UPDATES THE BACKLOG ITEM WITH PROGRESS
- STEPS UP TO HELP OTHER TEAM MEMBERS WITH WORK IF NEEDED

SPRINT REVIEW

- SETS THE MOOD FOR THE EVENT BY:
  - BEING ON CAMERA
  - COMING PREPARED TO DEMO COMPLETED WORK
- DEMOS FROM THE SYSTEM ENVIRONMENT WHERE POSSIBLE
- ANSWERS TECHNICAL QUESTIONS

SPRINT RETROSPECTIVE

- SETS THE MOOD FOR THE EVENT BY:
  - BEING ON CAMERA
- COMES PREPARED TO DISCUSS OPENLY
- PARTICIPATES FULLY
- CELEBRATES ONE ANOTHER
- TALKS ABOUT THE HARD THINGS TO SAY
- SOLUTIONIZES TO BECOME A BETTER TEAM
- IS HONEST, KIND, & TRANSPARENT

REFERENCES

www.scrumguides.org, 2020 Scrum Guide, by Jeff Sutherland, Ken Schwaber