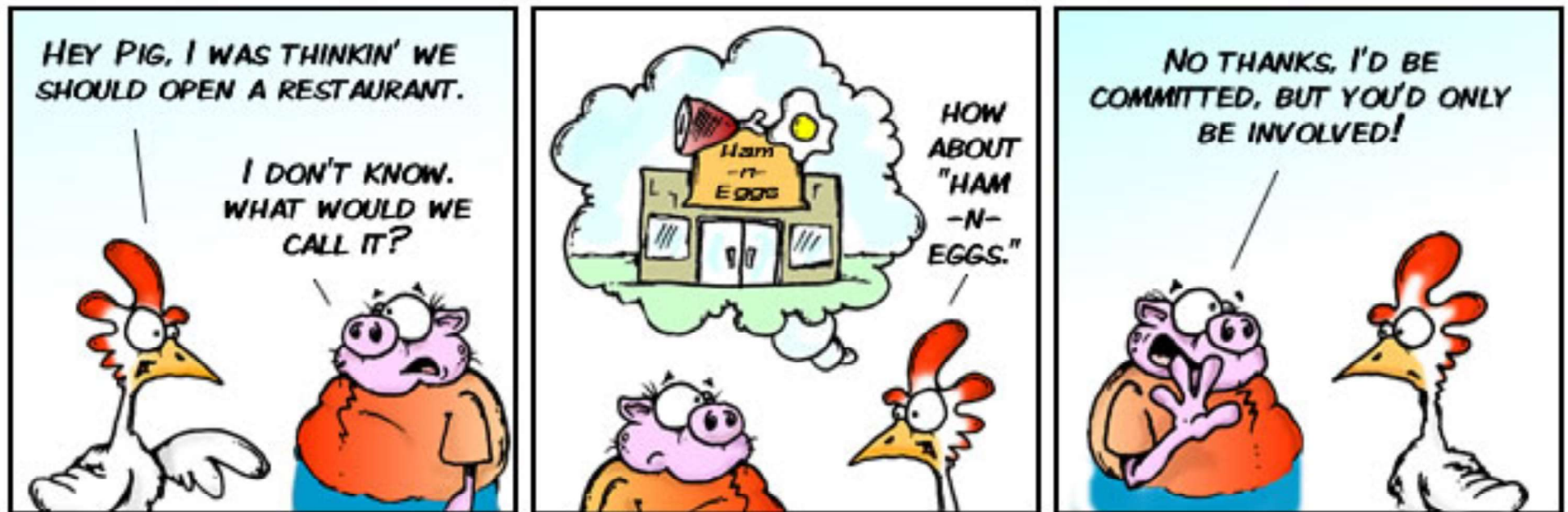


Scrum Roles

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- There are only three SCRUM roles
 1. Product Owner
 2. Team
 3. ScrumMaster.
- All involved are either Chicken or Pig
 - Pig ≡ Players, Committed, Accountable, Responsible
 - Chicken ≡ Spectators, Interested, Consults, Informed (management!)



What can go wrong: Talking Chickens

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- Chickens attending the daily Scrum are allowed to ask questions or make observations.
 - ▣ During the daily Scrum the only participants allowed to speak are the pigs, chickens attend and observe but are not allowed to speak.
 - ▣ Allowing chickens to talk can be a slippery slope. If a chicken is allowed to make a comment one time (when the comment is useful), how do we later prevent a chicken from commenting (when the comment may not be useful)?
- Not allowing chickens to talk during the daily meeting is one of Scrum's simple rules.
- Of course one comment from a chicken may not hurt -but it will lead to others and then there will be no easy place to draw the line.

What can go wrong: *Missing Pigs*

I

74

- Not all pigs attend the daily Scrum meeting.
 - ▣ Some companies have “flex time.”
 - ▣ Every company used to have a starting time when everyone was expected to be at work.
 - ▣ Flex time, and the night work habit of developers, makes it common to have some members of a team late.

What can go wrong: *Missing Pigs*

II

75

- it can be difficult for a team meet for a daily Scrum every day.
 - ▣ a daily meeting, at the same time in the same place each day help a project establish and maintain its rhythm.
 - ▣ If too many pigs miss daily Scrums too often then perhaps the meeting is too long or deviating from the three standard questions.
- When run well the daily Scrum should not exceed fifteen minutes and should be of value to each pig.
 - ▣ There can be specific deadlines that requires people to skip a daily Scrum
 - only when the situation bad
 - ▣ when too many pigs miss meetings is there a problem