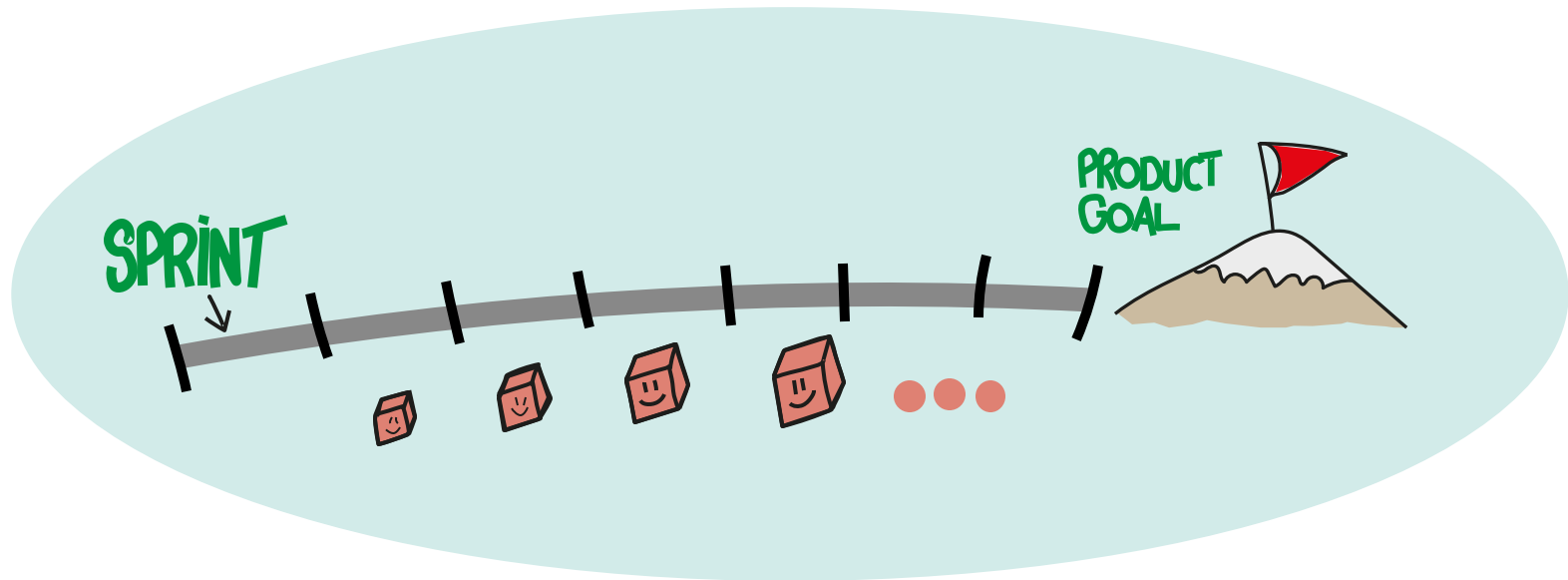




First public release

# Illustrated The Guide to Scrum

Volume 2: Scrum In Real Life



By Peter B. Stevens



# The Illustrated Guide to Scrum, vol. 2

*The Illustrated Guide to Scrum – Volume 2  
Scrum in Real Life*

By Peter B. Stevens.

Includes original artwork by Thierry Delestre.  
Some graphics created by Dall-E.

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Thanks to Niels Pflaeging, Dave Smith, Sara Laurentz,  
Reshma Khatun, and especially Sabine Stevens for their  
invaluable feedback!

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<https://leanpub.com/illustrated-scrum-vol-2/>

## About this Version (v011)

I split the book into two volumes. Volume One focuses  
on Scrum as presented in the Scrum Guide. stays very  
close to the guide.

This volume, Volume 2 goes beyond the guide to offer  
deeper understanding of how a Scrum team works.

## Printing Instructions

This version does not have accompanying texts, so I  
suggest printing single sided to make posters or double  
sided to use in class or conversation.



Get the book!



# Thank you!

Thank you for buying The Illustrated Guide to Scrum.

When I first discovered Scrum, it changed my life. Finally, a way of organizing people that made sense! I went from being a mediocre Project Manager to a great Scrum Master. I went from muddling through projects to turning disasters into successes!

With this book, I want to share the joy and simplicity of Scrum. Use it to understand and share that joy and simplicity with the people around you.

I hope this book helps you turn your current project into your best project ever! If it does, let me know! If it needs work, let me know!

Drop me a line at [peter@saat-network.ch](mailto:peter@saat-network.ch)

Let's make Scrum sexy again!

Good luck!

P.S. I am now officially looking for a publisher. If that could be you, kindly reach out to me!



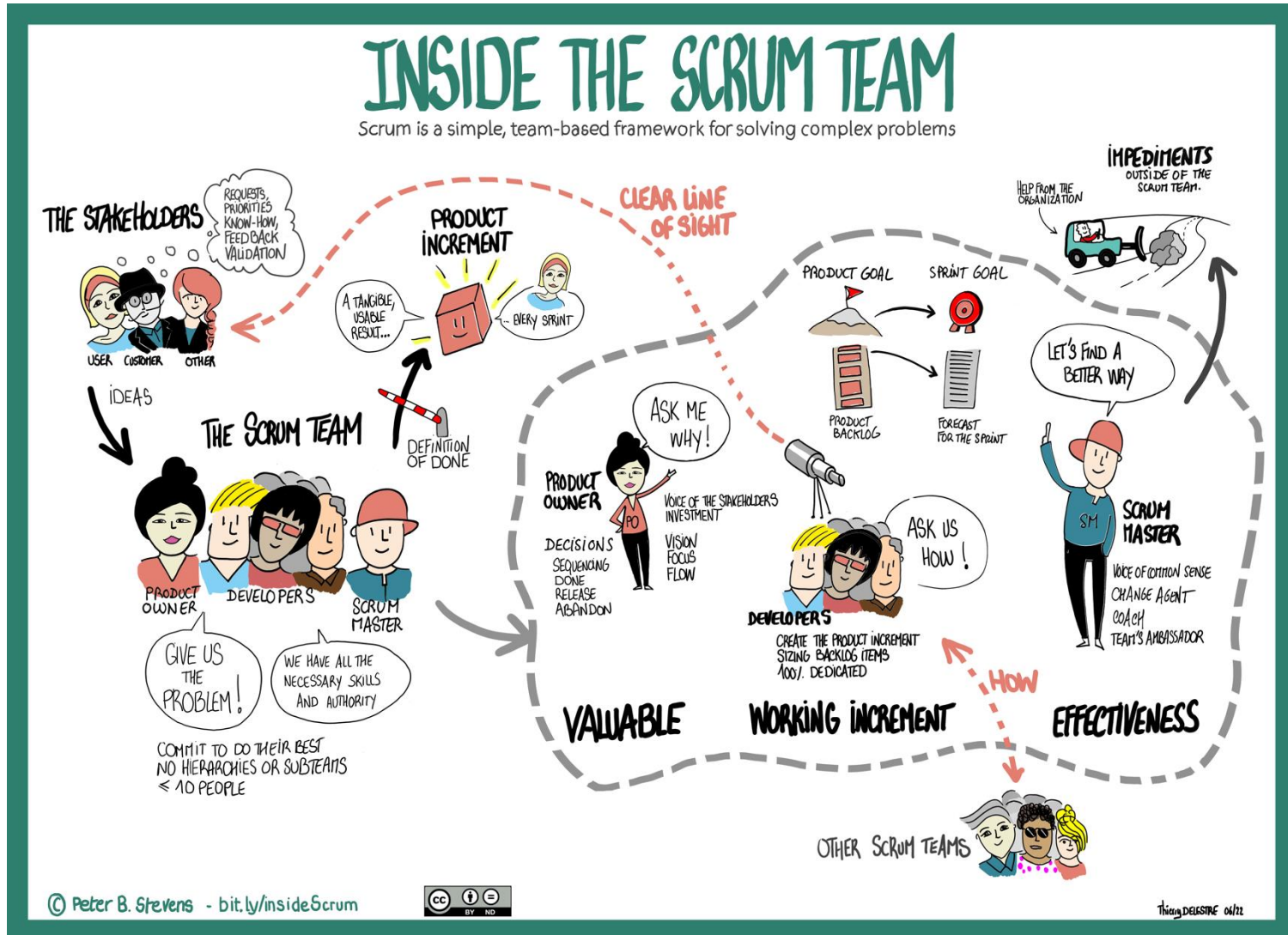
# Volume 2 - Scrum in Real Life

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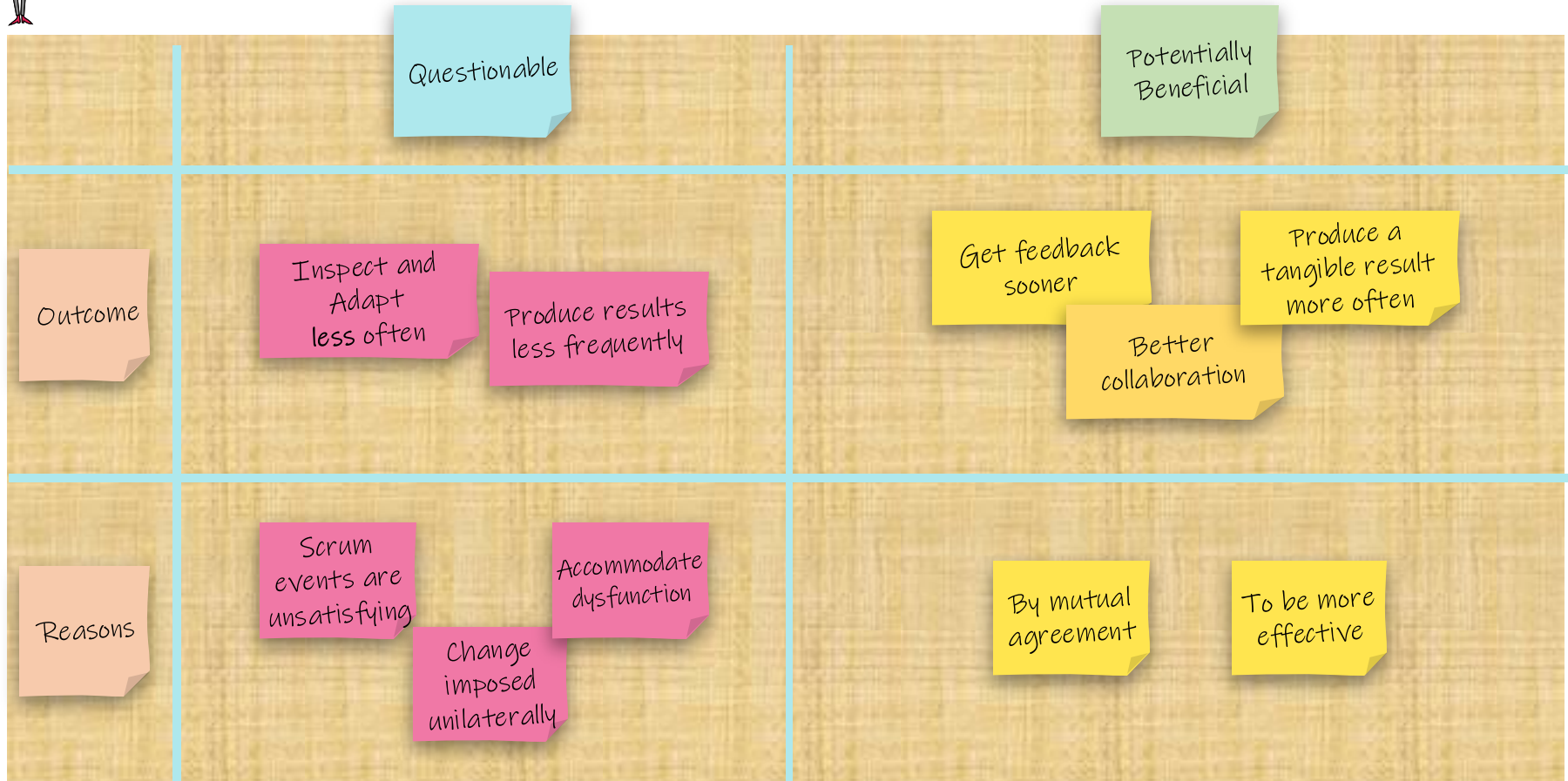
# Applying Scrum In Real Life





# Is it Okay to Change Scrum?

*I like to think of Scrum as a Working Agreement. Change to improve, but not to accommodate dysfunction.*





# What would a Project Manager contribute?

*Scrum is intended for product development. Scrum does not have (or need) a project manager because products have life-cycles, not end-dates.*

## Main Accountabilities

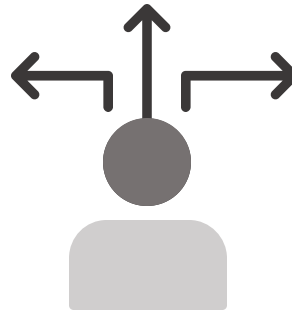
Time  
Scope  
Cost

## Key Question

Who does what by when?

## The Essentials:

"The buck stops here."



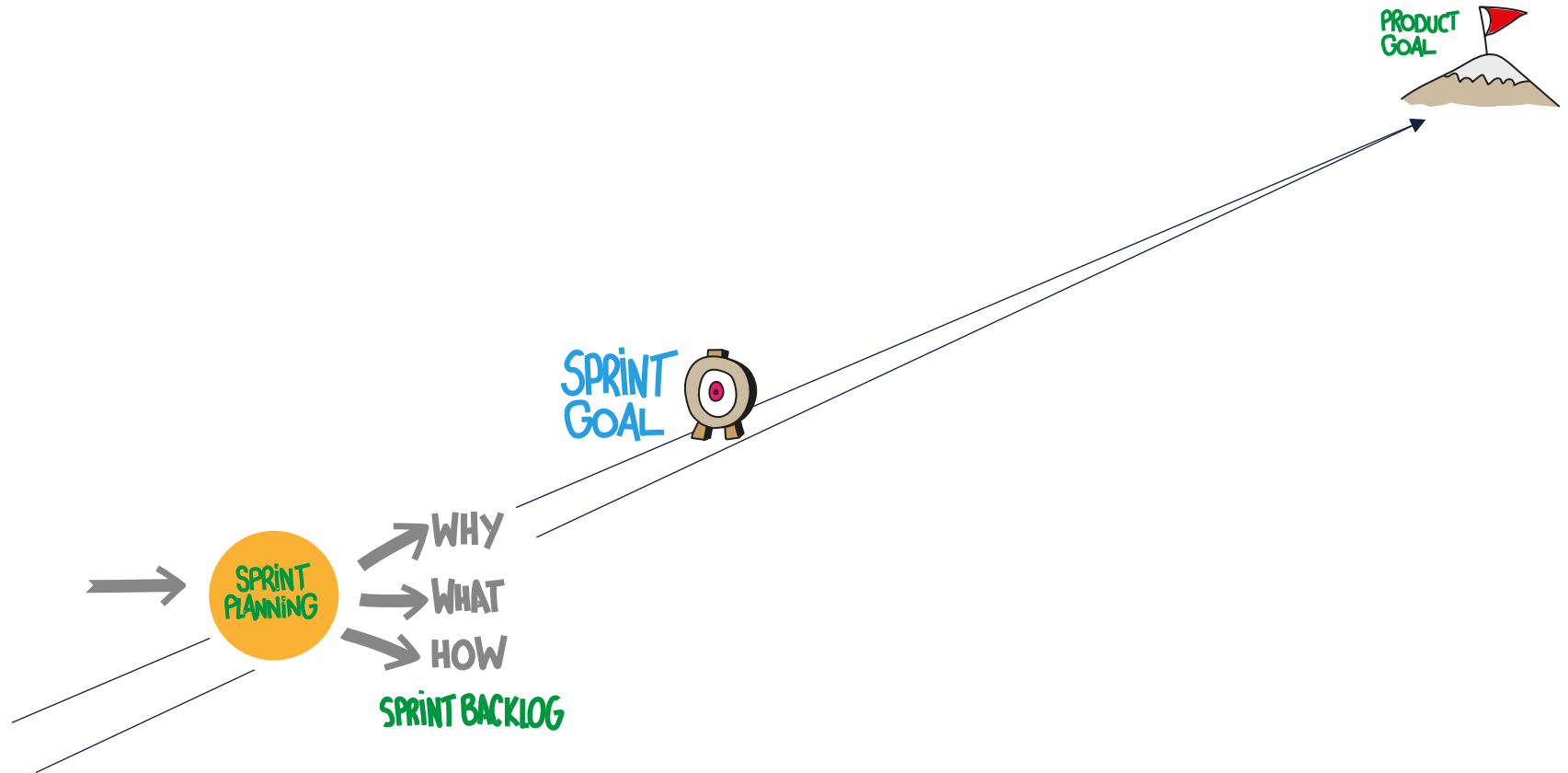
**Project Manager**

## More Accountabilities

- Change Management
- Documentation
- Issue Resolution
- Project Closure
- Project Planning
- Quality Management
- Reporting
- Resource Management
- Risk Management
- Stakeholder Mgmt.
- Task Assignment
- Team Motivation



# Clarity of purpose enables self-organization

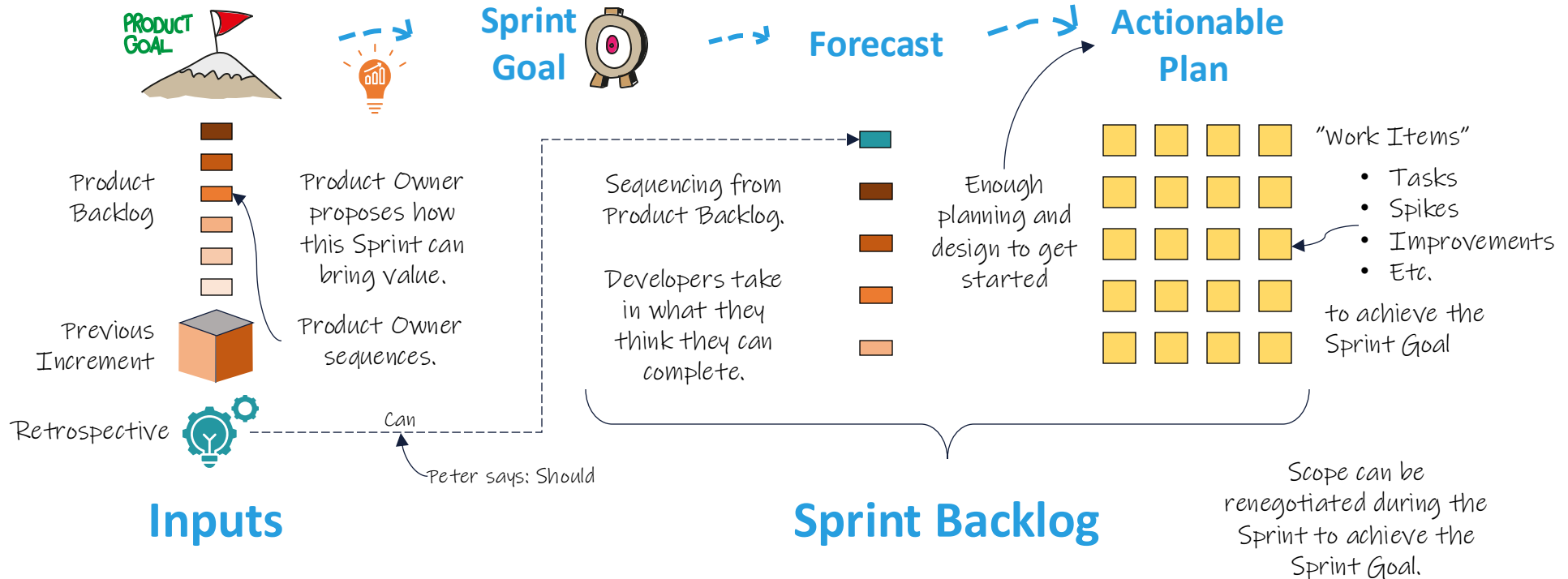






# Sprint Planning in Three Easy Steps

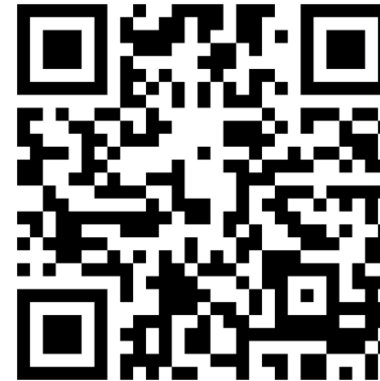
*Each Sprint represents the best possible step forward to achieve the Product Goal, given what we know today.*





# Could your Scrum work better for you?

*"Your best project ever starts with Scrum and a healthy attitude!"*



Get the book!

Send me  
ideas and feedback!

“Time is your most valuable currency. You only get to spend it once. Your health is your most valuable asset. You only get to spend it once. Do something for someone to <sup>s</sup>ave your life.”

**Your best project ever starts today!**

Agility means hope. Inspect and Adapt. Scrum is easy. Adapting your organization to serve a purpose that matters. Children and pets are always welcome in a virtual call.

I could be wrong. You could be wrong. We could both be wrong.

I wish working agreements were a fully valued

One side-effect of agile transformation is more

the simplest thing that could possibly work?

wants to do it. Nobody wants to be

Intelligence. The purpose of an

Solving problems is hard.

than everybody. Activate your collective

multitasking, and dependencies!

"The right answers count."

You'll get more wrong answers

organization is what it does. Nothing kills

changed, but most people welcome the chance

How can your product be a little bit better today (than it

was yesterday)? Optimize for change.

performance like bugs,

get better. Nobody is smarter

Optimize for developer joy. Change is easy if everyone

ation. Innovation is the ultimate competitive advantage. What

team that builds it. The purpose of agile transformation is to innovate

Scrum. The real purpose of the Daily Scrum is to figure out what we are going

tions. Development efforts create both a product and the

can be challenging. You don't need a Scrum Master to do the Daily

thing matters, then nothing really matters. Do something for someone to

easy if you want to do it. What really matters? It's your life, you get to choose. If every-

you do what you do. To change who you are, change what you do. Change is