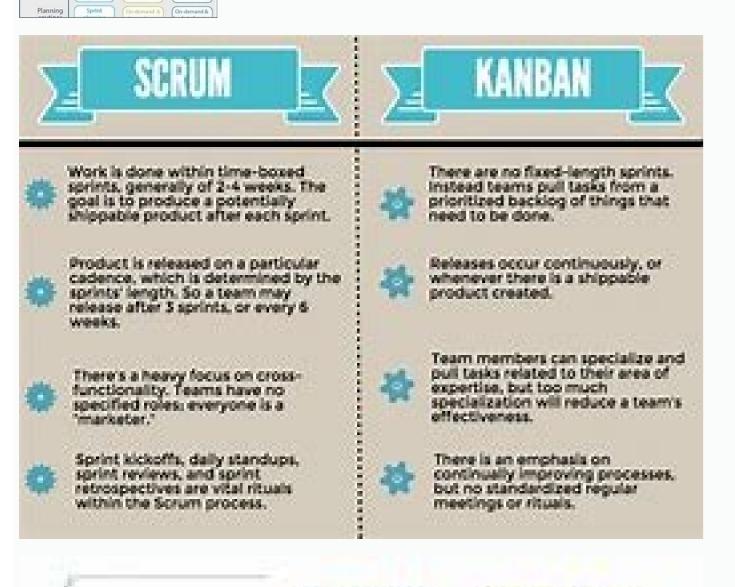
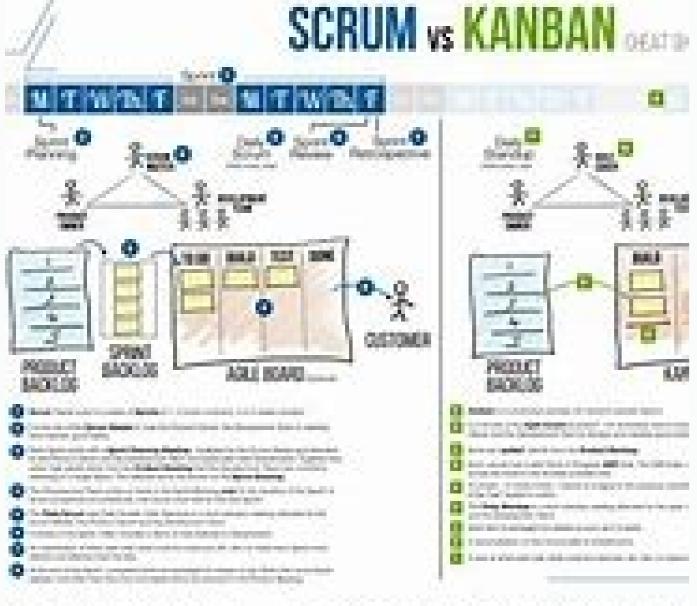
## Scrum vs kanban cheat sheet pdf

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Wiff limited indirectly (per sprint)	tent located directly (per workflow state)	
Estimation prescribed	Estimation optional	
Cannot add items to organig iteration.	Can add new items whenever capacity is evaluable	
A sprint backing is evented by one specific team	A hanken board may be shared by multiple teams or individuals	
Frenchises & roles (PD/SM/Teum)	Doesn't presonbe any roles	
A Server liment is report between each sprint	A banken board is persistent	
Prescribes a prioritized product backing	Prioritization is systemal.	

Scrum vs kanban - what's the difference + free cheat sheet. Scrum vs kanban cheat sheet pdf.

CHEATSHEET SPRINT Scrum vs Kanban 1 Watch the video: A Sprint Retrospective F Daily Scrum SCRUM MASTER Product owner 3 2 5 (Held every day) Sprint Demo 6 7 Sprint Retrospective F Daily Standup Demo (Held as appropriate) (Held every day) Sprint Demo 6 7 Sprint Retrospective F Daily Standup Demo (Held as appropriate) (Held every day) Sprint Demo 6 7 Sprint Retrospective F Daily Standup Demo (Held as appropriate) (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) Sprint Demo 6 7 Sprint Retrospective F Daily Standup Demo (Held as appropriate) (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) Sprint Demo 6 7 Sprint Retrospective F Daily Standup Demo (Held as appropriate) (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) AGILE COACH Product Owner 3 2 5 (Held every day) CUSTOMER AGILE BOARD (Held periodically) B 4 Product Backlog Retrospective I LEAD developer 8 SPRINT Backlog H Kanban board 1 Scum Teams work in a series of Sprints of 1, 2 (most common), 3 or 4 weeks duration. A Kanban is a continuous process. (cf. Scrum's Sprint.) 2 It is the job of the Scrum Master to help the Product Owner, the Lead Developer and the Development Team to develop and maintain good habits. B It is the job of the Agile Coach (if present - not all Kanban teams have one) to help the Product Owner, the Lead Developer and the Development Team to develop and maintain good habits. B It is the job of the Agile Coach (if present - not all Kanban teams have one) to help the Product Owner, the Lead Developer and the Development Team to develop and maintain good habits. B It is the job of the Agile Coach (if present - not all Kanban teams have one) to help the Product Owner, the Lead Development Team to develop and maintain good habits. B It is the job of the Agile Coach (if present - not all Kanban teams have one) to help the Product Owner, the Lead Development Team to develop and maintain good habits. Master and attended by the Product Owner and the Development Team and (optionally) other Stakeholders. Together they select high priority items from the Product Backlog that the Development Team and (optionally) other Stakeholders. Together they select high priority items from the Product Owner and the Development Team and (optionally) other Stakeholders. Product Backlog. D Each column has a strict Work in Progress (WIP) limit. A team with two Developers might set a Build WIP limit between 2 and 4 items (- lower is better). The WIP limits ensure that items move across the board in the shortest possible time. 4 The Development Team work on items in the Sprint Backlog only for the duration of the Sprint. In all but exceptional circumstances, new issues must wait for the next Sprint. E 5 The Daily Scrum (aka Daily Huddle, Daily Standup) is a short standup meeting attended by the Scrum Master, the Product Owner and the Development Team. An empty - or nearly empty - column is a signal to the previous column to send another item. This is the "pull" system in action, F 6 Features developed during the sprint are demonstrated to Stakeholders. The Daily Standup meeting attended by the Agile Coach, the Product Owner and the Development Team, G Each item is packaged for release as soon as it is ready. 7 An examination of what went well, what could be improved. etc. Aim: to make each Sprint more efficient and effective than the last. H A demonstration of new functionality to Stakeholders. 8 At the end of the sprint, complete items are packaged for release to live. Any incomplete items are returned to the sprint, complete items are returned to the sprint more efficient and effective than the last. H A demonstration of new functionality to Stakeholders. 8 At the end of the sprint, complete items are returned to the sprint more efficient and effective than the last. process. © 2017 Development That Pays | Issue 1.2 What's working now in Software Development Agile frameworks have taken over the project management field in the last decade and such names as Kanban, Scrum, and Scrumban have now become the norm. However, if you are trying to choose one for your team, it can be just a little tricky. All of them stem from the same place and have similar values, meaning finding the differences between Scrum vs Kanban is just a little bit harder. Below is a comparison table for Scrum vs Kanban vs Scrumban. Review for general understanding and then continue reading for more information. Scrum vs Kanban vs Scrumban Comparison TableScrumKanbanScrumbanBoardsResets after each iterationContinuous through the projectIterations1-4 Week iterations1-4 Week SprintsContinuous through the projectIterations1-4 Week iterationScrumbanBoardsResets after each iterationScrumbanBoa TeamNo specific rolesNo specific rolesNo specific rolesPlanning for SprintsPlanning triggerOn-demand or planning triggerOn-demand and bucket-size planningEstimationDone for each SprintPull principle - tasks are taken on during the iteration Pull principle - tasks are taken on during the iterationScope LimitsSprint duration limits the amount is limited by WIP The current work amount work amount is limited by WIP The current work amount work amount work amount work amo timeAverage Cycle timeRulesConstrained process, only a few constraints Flexible process. sections. Where each section discusses the differences of the approaches in one aspect, for example, board management or team roles. You can read through all of them or just the sections that interest you. The origin of Kanban and ScrumJust before we dive into the differences between Scrumban, Kanban, and Scrum, it is worth noting that all three are separate frameworks and all of them are considered Agile. Scrum was created by Ken Schwaber and Jeff Sutherland, Kanban has its roots in Lean project management, and Scrumban is the combination of the two that was first created as a way to switch, but stayed as a standalone framework. As such, all of the three frameworks are considered to be under the Agile umbrella, but none of them represent Agile alone. Board management and Iterations When deciding on which Agile approach is right for your team, one of the first things to consider is how you like to work. When deciding on which Agile approach is right for your team, one of them represent Agile alone. Board management and Iterations When deciding on which Agile approach is right for your team, one of the first things to consider is how you like to work. not outline any predefined iterations. Instead, the work continuous until the team feels like there is significant value added to the end result. Therefore it is the team that decides when one iteration is over and a new one can begin. Since the work is being done continuously, the Kanban board is continuous too. It does not reset after each iteration and instead holds the work items of the whole project. In this case, it is often better to choose online Kanban boards so that the finished tasks are out of sight and not taking up too much space. Scrum, on the other hand, uses 1-4 week iterations to complete the planned tasks. Meaning each iteration is set in time with planned tasks and has to end at a certain time. In a similar way, the Scrum board is reset after each iterations to be filled with new tasks and prepared for the new work phase. Scrumban uses a board similar to Kanban, however, it works in defined iterations. Work is planned and completed in 1-4 week iterations, where teams complete the planned tasks and then plan again for the next iteration. Kanban board vs Scrum board ws Scrum board ws Scrum board ws Scrumban board is usually a full representation of the team's process. It has a Backlog with several columns that are used to prioritize tasks for the team's process. For example, Design, Manufacturing, Testing, Quality Assurance, Done. With the focus on the team pulling tasks out of the backlog by themselves, there is quite a difference between Kanban vs Scrum board. More Kanban board examples The Scrum board is usually composed out of the Sprint Backlog, Progress, and Completed sections. The Sprint Backlog holds the tasks that the team is committed to completing in the current Sprint. And the two sections - In Progress and Done, help track the execution of those committed items. The Scrumban board is a mix of Kanban and Scrum boards (in some cases referred to as Agile boards) largely depending on what visualization approach the team likes more. Most teams tend to lean towards a modified Kanban board as it offers more information right there on the board. Usually, the Kanban team is a set of various professionals that can achieve the end goal together. Each team member takes tasks from the backlog based on their priority and specifications. Since it is the team that drives the whole process, there are no defined Kanban roles. The whole team is responsible for planning, prioritizing, and the end result that is achieved. Learn more about Kanban roles. roles and their implementation in our Ultimate Kanban guide. Since Scrum works within very clear time constraints, it is best when the team is cross-functional. This way, team members can work on various tasks and are not limited to just one function. When the end of an iteration approaches the whole team can pitch in to finish up the planned work. Despite having a cross-functional team, Scrum does assign specific roles to the team members. And as such, differs when comparing Scrum vs Kanban vs Scrumban. Product Owner sets the team vision and prioritize and decide which items will be taken on in the next sprint. Scrum Master facilitates the Scrum process. Usually, it is the most knowledgeable Scrum user on the team or even an outside consultant that helps in the practice. The team completes work items and builds the final product. This is a cross-functional set of professionals that work to achieve the end goal. When comparing teams and their roles in Kanban vs Scrumban, the latter takes a middle ground. It works great for both - teams that are cross-functional or not. Scrumban does not define any specific roles to be used but allows for the team to decide if and what roles should be added. Therefore each team can pick and choose what is the best for them. Planning and Estimation It is the team to decide if and what roles should be added. Therefore each team to hold a planning session in Kanban. It usually happens when a part of the product is finished or when the planning trigger activates. Either way at this time the team sits down and fills the backlog with new tasks to complete. Here, they can also choose to use estimate in two ways - using time units or making all the tasks the same size and then calculating the time needed using lead and cycle time metrics. In Scrum, planning, and estimation is done based on the length of the iteration (sprint). Before a new iteration can begin, the Product Owner plans which tasks should be completed and sits down with the team to estimate the time needed to complete them. If during the estimation it becomes clear that there is too much work for the allocated time, work items are divided into smaller items. Planning in Scrumban is done on demand. Once the planning trigger activates, the team will be able to complete during an iteration. Thus the team only adds that number of tasks into their backlog. For long-term goals, Scrumban teams use bucket size planning. Learn more about estimation techniques in Agile. When talking about how the team members themselves. As such, it might seem there are no major differences in Scrum vs Kanban vs Scrumban. However, the time when team members to commit to tasks in Scrum and Kanban differs, however. Scrum asks team members to commit to tasks in the planning stage of each iteration. It is here when assignments are decided for the next phase and cannot be changed before a new one begins. The scope is controlled by the length of the iteration. The estimated hours of planned work items cannot exceed the length of the sprint. Kanban and Scrumban methods practice a little different approach. Instead of having team members commit to tasks in the planning stage, they are free to choose their tasks once the work begins. WIP (Work In Progress) limits the number of tasks that can be worked on at one time. This keeps team members only working on one task at a moment and not taking on new work before the previous task is completed. Meetings are held by the practitioners of all three methods. The main difference between Scrum vs Kanban vs Scrumban is that Scrum requires them to happen at a certain time, while in Kanban and Scrumban there is more flexibility for the team to choose when they will be held. There are 4 main meetings between these methods: Sprint planning or Planning session. A time when the team plans what work should be completed next. In Scrum, Sprint planning is held before each iteration. While in Kanban and Scrumban new work is planned when the old one is finished. Daily Scrum or Daily Standup. A short 15-minute meeting to catch up with what everyone on the team is doing. Team members present what they have planned for today. Iteration review. Optional for all three Agile applications, this meeting is held after the iteration is over. Its purpose is to present iteration results to the clients and gather their feedback. Retrospective. This meeting happens once the project is over and is aimed to discuss the process, not the result. Team members communicate what has and hasn't worked and how they would like to continue in future projects. Additional Kaizen meetings can be held by both Kanban and Scrumban practitioners. This meeting is usually included if a team runs into a problem in need of solving. It is a place where teams from several departments gather and brainstorm ideas and solutions for a particular issue. Performance Kanban uses two metrics to measure performance - Cumulative Flow Diagram (CFD) and Lead Cycle time measure how much time was spent on delivering a task. Lead time (also used in Scrumban) calculates time from the moment it was requested by the client and cycle time begins once the work has begun. Both these metrics allow us to better understand the work rate and estimate progress. Lead and cycle time begins once the work has begun. Both these metrics allow us to better understand the work rate and estimate progress. Lead and cycle time begins once the work rate and estimate progress. Allowing the team to monitor the rate at which the work is being completed. See what else Teamhood can do! When comparing Scrum vs Kanban vs Scrumban, we find a lot of similarities stemming from the Agile background. However, all of these practices have particular differences that make them better suited for one work environment or another. Kanban has a reputation for being loose and non-restrictive to its users. While it may seem daunting at first, the flexibility it offers means the ability to adapt to any field or industry. Kanban is a great option for teams with a continuous flow of tasks, like manufacturing, engineering, or development. Here is a Kanban sheet for a quick reminder of the main practices. If you are wondering when to use Kanban vs Scrum board, consider how much you like following rules. Both Kanban and Scrum offers a much looser process, while Scrum is the strictest of the three practices. By holding the most rules and limitations, it is one of the most understandable Agile applications for a new user, However, if a team is in need of flexibility, this approach is somewhat lacking. Scrum sheet for a guick reminder of all things Scrum. Scrumban is set right in the middle of the previous two. Taking some of the rules from Scrum and some of the flexibility from Kanban, it offers the best of both worlds to its users. Scrumban is a great option for new teams and fast-moving environments like startups, where there is a need for a lot of flexibility as well as structure to keep it all together. If you feel like Kanban and Scrum are somewhat lacking, opting for this mix of two may be your best bet. A guick recap in the Scrumban cheat sheet, when comparing Scrum vs Kanban vs Scrumban, it is important to understand not one of these methods is better than others. Instead, you should be looking at which of them fits your team, goals and practices the most. This way, you will be able to pick out the real winner of comparing Scrum vs Kanban vs Scrumban. There is no single best method. You must choose the agile method based on your challenges. All methods can provide significant value if implemented correctly and for a tailored challenge. Methods like scrumban are the result of combining techniques to tackle wider area of challenges where scrum or kanban lacks. But it does not mean that scrumban is superior. This is a very common question and usually switching the method is not the best option. Teams which tried doing scrum and failed, often try to switch to Kanban by thinking that it is simpler and will yield better results. Usually this is not the case. Either lack of understanding that Kanban is a whole system on it's own or poor implementation of scrum leads to such conclusion. We recommend sticking with method and checking whether there are issues related to it's implementation first. However, if you realize that switching methods is the way to go, here is how our development team moved from Kanban to Scrum. No it is not. Both methods are just fine and there are no specific advantages when talking about Scrum vs Kanban. You should clearly understand both of them first and then investigate what kind of challenges do you want to solve. What kind of environment do you have. And only then choose a method. We recommend referring to the above comparison table to understand key aspects of each method. Nonetheless, the best understanding comes from practice which is of course time consuming and costly. But, failing to implement a method is costly too.

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