Duration:

3 days

Skill Level:
★ ★ ★ ☆
Intermediate

Developers
Testers
Admins
BA's & PM's

Version:
2013
2012
2010

Applied Scrum using Visual Studio 2013

Course Description

This 3-day course blends training in both the Scrum Framework as well as Microsoft Visual Studio 2013. It teaches teams the core concepts of Scrum in addition to how to apply them in a practical hands on way using Visual Studio 2013 and Team Foundation Server 2013.

The course features modules focusing on the latest version of the official Scrum Guide to offer the absolute latest guidance available. The modules on Visual Studio and Team Foundation Server have been written for Visual Studio Update 2 and will be updated as Microsoft release subsequent Visual Studio updates. While the course labs are done using a local TFS server, the content is equally applicable to Microsoft's Visual Studio Online offering.

Course Objectives

At the completion of this course, attendees will;

- understand the benefits of using the Scrum Framework
- be able to create a new Scrum team project in TFS 2013
- be able to conduct the various Scrum ceremonies
- be able to plan their releases and sprints using TFS 2013
- be able to record and prioritize user stories in TFS 2013
- understand their role in sprint planning meetings
- understand how to use the taskboard and Agile planning tools in TFS 2013
- become familiar with Poker Planning and how to improve their estimations
- use Visual Studio 2013 to self-select tasks from the sprint backlog
- use Microsoft Test Manager 2013 to get started with Agile testing
- appreciate how Release Management can assist the team in releasing their increments

Who Should Attend?

This course is designed for all software development team members looking to increase their project success through the use of the Scrum Framework and Microsoft Visual Studio Team Foundation Server 2013.

Prerequisites

Attendees should have some familiarity with Visual Studio and the basic use of TFS.

For more information about this or any of our courses,
please visit http://www.quicklearn.com

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QuickLearn TRAINING

Modules

Module 1: Introducing the Microsoft Visual Studio 2013 family

- Overview of the Visual Studio family
- What's new in Visual Studio 2013
- Product features in the Visual Studio family
- Project workflow across the Visual Studio 2013 suite of products

Module 2: The Scrum Framework, part one

- Why Scrum? A case study
- What is the Scrum Framework?
- Understanding the roles in a Scrum team
- Sprint and Product backlogs

Module 3: Initiating a new project

- Organising projects in TFS
- Choosing your Process Templates
- Creating a new Team Project
- Setting Team Project properties

Module 4: Work Item primer

- Overview of Work Items
- Traceability between work items
- Creating custom queries
- Work item tagging
- Configuring project alerts and notifications

Module 5: Agile Requirements

- Creating high quality user stories
- Decomposing your user stories
- The importance of acceptance criteria

Module 6: Getting our product backlog started

- Examining requirement types in TFS
- Creating product backlog items
- Prioritizing the product backlog
- What are portfolio backlogs?

Module 7: Working with TFS Teams

- Configuring Teams in our Team Project
- Understanding team capacity
- Managing work from a master backlog
- Allocating work to our teams

- Configuring our iterations in TFS

Module 8: The Scrum Framework, part two

- Sprints and sprint planning
- The daily scrum
- The sprint review meeting
- Sprint retrospectives

Module 9: Agile Estimation

- Introduction to Estimation
- Using Story Points
- Planning Poker and other popular estimation techniques
- Negotiation and re-estimation
- Adding your estimates to TFS Work Items

Module 10: Planning and running a sprint

- Selecting items for the sprint backlog
- Understanding velocity and using forecasting
- Tracking progress using the taskboard
- Using Burndown charts to track progress

Module 11: Agile Testing

- Traditional vs Agile Testing
- The role of the tester in a Sprint Planning Meeting
- Introducing Microsoft Test Manager 2013
- Creating and structuring a test plan
- Creating manual test cases from requirements

Module 12: Agile Development

- Using My work to select tasks from the sprint backlog
- Ensuring traceability through linking changesets to work items
- The importance of unit testing
- Creating a continuous integration build

Module 13: Overview of Release Management

- Creating a new Applications Insights Dashboard
- Monitoring availability