

Scrum	I have to	<input type="checkbox"/> Be an Example <input type="checkbox"/> Establish Scrum <input type="checkbox"/> Enable a potentially releasable product after Sprint <input type="checkbox"/> Enable time-box
Agile		<input type="checkbox"/> Facilitate meetings <input type="checkbox"/> Continue learning Agile & Scrum for Dev. Team and myself <input type="checkbox"/> Continuously increase productivity and quality <input type="checkbox"/> Continuously improve developing, engineering practices <input type="checkbox"/> Be sure that impediments will be eliminated
Coach		<input type="checkbox"/> Lead by serving <input type="checkbox"/> Support to understand the Agile mindset <input type="checkbox"/> Ask indirect questions, influence but no authority <input type="checkbox"/> Train and coach for each new and old team member, this is a continuous process (technique, framework, learn to learn) <input type="checkbox"/> Make progress through small safe-to-fail experiment/accept failure as learning <input type="checkbox"/> Mediate through conflicts <input type="checkbox"/> Enable that everybody will gather impediments & solve them
PO		<input type="checkbox"/> Support and guide my PO with his responsibility of his backlog <input type="checkbox"/> Get developing only driven by PO <input type="checkbox"/> Remind PO about maximizing ROI
Dev. Team		<input type="checkbox"/> Get the Dev. team self-organizing <input type="checkbox"/> Get the Dev. team to decide <input type="checkbox"/> Get the Dev. team to responsible and motivated with passion <input type="checkbox"/> Get the Dev. team to work cross-functionally
Organisation		<input type="checkbox"/> Make sure everybody work full productive <input type="checkbox"/> Make sure Dev. Team & PO work together, enable cooperation across all roles/functions <input type="checkbox"/> Make sure teamwork is good <input type="checkbox"/> Serve my organisation

I'm not a Team Leader
 I'm not a Manager
 I have to be Master of Scrum
 I'm a servant Leader



Pillars

- 1 Transparency
- 2 Inspection
- 3 Adaptation

Ask the team		<ul style="list-style-type: none"> ▪ Is this useful? ▪ What should I do? / What can we do? ▪ Do you think we should do? ▪ What is your decision now? ▪ I noticed <situation> what shall we do? ▪ I feel <feeling> do you share that ? 		
		<ul style="list-style-type: none"> ▪ Remove redundant steps ▪ Get everything away that can reduce the productivity ▪ Don't accept status quo, ... 		
Retrospective	Quick	<ul style="list-style-type: none"> ▪ What could you see? (x answer) ▪ What could you feel? (x answer) ▪ What could you learn? (3 answers) ▪ What should be changed? (1 sentence + plan) ▶ 		Use the 5-Whys Rule for finding the root cause
	Gather	<ul style="list-style-type: none"> ▪ Quality, Feedback, Communication, Simplicity ▪ Satisfaction, Team work (e.g mark 1-10) 		
Planning 1: WHAT	Planning 2: HOW	Tools	Physical	▶ K.I.S.S
Understand Customer needs <ul style="list-style-type: none"> ▪ Design ▪ MoSCoW ▪ Risk ▪ Customer Value 			<ul style="list-style-type: none"> ▪ User story ▪ Pen ▪ Sticky note ▪ Teamboard ▪ Camera ▪ Index cards 	
Artifacts		Developer	<ul style="list-style-type: none"> ▪ TDD ▪ BDD ▪ XP ▪ DOJO 	
Team Decision		Management	<ul style="list-style-type: none"> ▪ Kanomodel ▪ Team success ▪ Management 3.0 ▪ PDCA- Cycle ▪ Kanban ▪ Burndown 	