



SCRUM MAX (Basic) r6 v1

Introduction

The SCRUM MAX self assessment tool is developed for organisation that adopted SCRUM.

The SCRUM MAX is based directly on the SCRUM Guide (www.scrum.org).

The SCRUM MAX is enhanced by mapping it directly to the de facto software development maturity model, the CMMI for Development 1.3 from the CMMI Institute.

Assessment tab

Use the Assessment tab to run through the various SCRUM MAX statements organised by, essentially major SCRUM events.

- Column B : Each statement is characterised as per the table below

Label	Score	Meaning
Red	0	The intent of the model practice is judged to be absent or poorly addressed in the set of implemented practices; gaps or issues will prevent goal achievement.
Yellow	1	The intent of the model practice is judged to be partially addressed in the set of implemented practices; some gaps or issues were identified that might threaten goal achievement.
Green	2	The intent of the model practice is judged to be adequately addressed in the implemented set of practices examined in a manner that would support goal achievement.

- Column C : For each statement rated as FI and considered to be an exceptional strength. A significant strength statement can be listed here.

- Column D: For each statement rated as LI, PI or NI, a weakness has to be documented in this column.

Should you be interested in a professional independent basement (appraisal), please contact us scrum@demix.org

Demix has access to over 100 qualified lead appraisers in almost every country and language, that can assist with such an appraisal.

Results

The results tab provides a summary of the results.

Benchmark

To get access to the .xlsx tool or to compare your results with other companies, please email your completed self-assessment back to

scrum@demix.org

info@demix.org

CMMI mapping tab

To see which CMMI Practices it is assumed can support the implementation of the SCRUM MAX statements and verse vice, lookup the [xxx] number within the CMMI mapping tab

Company detail

Please complete the following detail when returning the appraisal to scrum@demix.org

Company name: The Software Company Ltd
 Assessment done by: <name and surname of person doing the assessment>
 email: <email address of person doing the assessment>
 Size: <How many people in the development arm of the company>
 Domain: <Domain of business for the company, such as Financial services, Retail, Government, etc.>

SCRUM MAX self assessment tool - based on the scrum guide from www.scrum.org	Cat	Significant Strength Statement (Optional)	Weakness statement (must define for Red or Yellow)
1) General			
[294] SCRUM, The Guide and its definitions are adopted as a common language and process framework, by all participants in the organisation, to manage complex development.	Red		
[295] The organisation subscribes to the notion that knowledge comes from experience and making decisions based on what is know. (Empiricism)	Green		
[296] Employs the Scrum iterative, incremental approach to optimize predictability and control risk	Green		
[323] The Scrum Master helps those outside the Scrum Team understand which of their interactions with the Scrum Team are helpful and which aren't.	Yellow		
[324] The Scrum Master helps everyone change these interactions to maximize the value created by the Scrum Team.	Green		
[329] The Scrum Master Facilitating Scrum events as requested or needed.	Green		
[336] The Scrum Master plans Scrum implementations within the organisation.	Green		
[337] The Scrum Master help employees and stakeholders understand enact Scrum and empirical product development. The Scrum Master lead and coach the organisation in the adoption of Scrum.	Red		
2) Product Backlog Management			
[307] The Product Owner is the sole person responsible for managing the Product Backlog.	Green		
[308] Product Backlog items must be expressed clearly	Green		
[309] The Product Backlog must be visible, transparent, and clear to all, and shows what the Scrum Team will work on next	Green		
[310] Backlog management ensures the Development Team understands items in the Product Backlog to the level needed	Red		
[311] Product Owner remains accountable for the Product Backlog.	Red		
[312] For the Product Owner to succeed, the entire organization must respect his or her decisions.	Green		
[313] No one is allowed to tell the Development Team to work from a different set of requirements, and the Development Team isn't allowed to act on what anyone else says.	Red		
[325] The Scrum Master helps the Product Owner by finding techniques for effective Product Backlog management.	Green		
[326] The Scrum Master Helps the Scrum Team understand the need for clear and concise Product Backlog items	Green		
[327] The Scrum Master Helps the Product Owner understand product planning in an empirical environment	Yellow		
[328] The Scrum Master ensures the Product Owner knows how to arrange the Product Backlog to maximize value	Green		
[399] The Product Backlog is an ordered list of everything that might be needed in the product and is the single source of requirements for any changes to be made to the product.	Green		
[400] The Product Owner is responsible for the Product Backlog, including its content, availability, and ordering.	Green		
[401] The Product Backlog evolves as the product and the environment in which it will be used evolves.	Red		
[402] The Product Backlog is dynamic; it constantly changes to identify what the product needs to be appropriate, competitive, and useful.	Green		
[403] The Product Backlog lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases.	Red		
[404] Product Backlog items have the attributes of a description, order, estimate and value.	Green		
[405] One Product Backlog is used to describe the upcoming work on the product.	Green		
[406] Product Backlog refinement is the act of adding detail, estimates, and order to items in the Product Backlog.	Red		
[407] Refinement usually consumes no more than 10% of the capacity of the Development Team.	Green		

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3) Sprint Planning			
[350] The work to be performed in the Sprint is planned at the Sprint Planning.	Yellow		
[352] Sprint Planning is time-boxed to a maximum of eight hours for a one-month Sprint.	Green		
[353] The Scrum Master ensures that the event takes place and that attendants understand its purpose.	Yellow		
[354] The Scrum Master teaches the Scrum Team to keep it within the time-box.	Green		
[355] Sprint Planning determines what can be delivered in the Increment resulting from the upcoming Sprint?	Red		
[356] Sprint Planning determines how will the work needed to deliver the Increment be achieved?	Green		
[357] Sprint Planning determines what can be done in the Sprint.	Green		
[358] The Development Team works to forecast the functionality that will be developed during the Sprint.	Green		
[359] The Product Owner discusses the objective that the Sprint should achieve and the Product Backlog items that, if completed in the Sprint, would achieve the Sprint Goal.	Green		
[360] The entire Scrum Team collaborates on understanding the work of the Sprint.	Green		
[361] Only the Development Team can assess what it can accomplish over the upcoming Sprint.	Green		
[362] After the Development Team forecasts the Product Backlog items it will deliver in the Sprint, the Scrum Team crafts a Sprint Goal.	Yellow		
[363] The Sprint Goal is an objective that will be met within the Sprint through the implementation of the Product Backlog, and it provides guidance to the Development Team on why it is building the Increment.	Yellow		
[364] Having set the Sprint Goal and selected the Product Backlog items for the Sprint, the Development Team decides how it will build this functionality into a "Done" product Increment during the Sprint.	Green		
[365] The Development Team usually starts by designing the system and the work needed to convert the Product Backlog into a working product Increment.	Green		
[366] However, enough work is planned during Sprint Planning for the Development Team to forecast what it believes it can do in the upcoming Sprint.	Yellow		
[367] The Development Team self-organizes to undertake the work in the Sprint Backlog, both during Sprint Planning and as needed throughout the Sprint.	Yellow		
[368] The Product Owner can help to clarify the selected Product Backlog items and make trade-offs.	Red		
[369] The Development Team may also invite other people to attend in order to provide technical or domain advice.	Green		
[370] By the end of the Sprint Planning, the Development Team should be able to explain to the Product Owner and Scrum Master how it intends to work as a self-organizing team to accomplish the Sprint Goal and create the anticipated Increment.	Green		
[408] Product Backlog items that will occupy the Development Team for the upcoming Sprint are refined so that any one item can reasonably be "Done" within the Sprint time-box.	Yellow		
[409] Product Backlog items that can be "Done" by the Development Team within one Sprint are deemed "Ready" for selection in a Sprint Planning.	Red		
[410] The Development Team is responsible for all estimates.	Green		
[414] The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal.	Red		
[415] The Sprint Backlog is a forecast by the Development Team about what functionality will be in the next Increment and the work needed to deliver that functionality into a "Done" Increment.	Yellow		

SCRUM MAX self assessment tool - based on the scrum guide from www.scrum.org	Cat	Significant Strength Statement (Optional)	Weakness statement (must define for Red or Yellow)
4) Sprint			
[298] Those performing the work (Development Team) and those accepting the work product (Scrum Team and stakeholders) must share a common definition of "Done".	Green		
[299] Scrum users (practitioners) must frequently inspect Scrum artifacts and progress toward a Sprint Goal to detect undesirable variances.	Red		
[300] Inspections are most beneficial when diligently performed by skilled inspectors at the point of work.	Green		
[301] If an inspector determines that one or more aspects of a process deviate outside acceptable limits, and that the resulting product will be unacceptable, the process or the material being processed must be adjusted.	Yellow		
[302] Scrum Teams consist of a Product Owner, the Development Team, and a Scrum Master.	Red		
[303] The Scrum team must be self-organising and choose how best to accomplish their work (rather than being directed by others outside the team).	Green		
[304] The Scrum team (cross-functional) have all competencies needed to accomplish the work without depending on others not part of the team.	Green		
[305] Scrum Team deliver products iteratively and incrementally.	Yellow		
[306] Incremental deliveries of "Done" product ensure a potentially useful version of working product is always available.	Yellow		
[314] The Development Team should deliver a potentially releasable Increment of "Done" product at the end of each Sprint.	Red		
[315] Only the Development Team may create an Increment.	Red		
[318] No sub team exists within a Development Team	Yellow		
[319] Development teams are not less than 3 team members (excluding the Scrum Master and the Product Owner, except if they are Developers)	Green		
[320] Development team are not more than 9 team members (excluding the Scrum Master and the Product Owner, except if they are Developers)	Green		
[322] The Scrum Masters ensure that the Scrum Team adheres to Scrum theory, practices, and rules.	Yellow		
[330] The Scrum Master coach the Development Team in self-organization and cross-functionality;	Red		
[331] The Scrum Master Help the Development Team to create high-value products	Yellow		
[332] The Scrum Master Removes impediments to the Development Team's progress;	Red		
[334] The Scrum Master coaches the Development Team within organizational environments in which Scrum is not yet fully adopted and understood.	Yellow		
[338] The Scrum Master causes change that increases the productivity of the Scrum Team	Yellow		
[340] Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened.	Green		
[341] Sprints are time-boxed in one month or less.	Red		
[342] A new Sprint starts immediately after the conclusion of the previous Sprint.	Yellow		
[343] Sprints contain and consist of the Sprint Planning, Daily Scrums, the development work, the Sprint review, and the Sprint Retrospective.	Green		
[344] No changes are made that would endanger the Sprint Goal;	Red		
[345] Quality goals in a sprint do not decrease.	Green		
[346] During a sprint, the Scope may be clarified and re-negotiated between the Product Owner and the Development Team as more is learned	Green		
[347] Each Sprint has a definition of what is to be built, a design and a flexible plan that will guide building it, the work and the resultant product.	Green		
[348] Only the Product Owner may cancel a sprint.	Yellow		
[349] When a Sprint is cancelled, any completed and "Done" Product Backlog items are reviewed.	Yellow		

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[416] The Sprint Backlog makes visible all of the work that the Development Team identifies as necessary to meet the Sprint Goal.	Green		
[418] As work is performed or completed, the estimated remaining work is updated.	Yellow		
[419] Only the Development Team can change its Sprint Backlog during a Sprint.	Green		
[420] The Sprint Backlog is a highly visible, real-time picture of the work that the Development Team plans to accomplish during the Sprint, and it belongs solely to the Development Team.	Green		
[421] At any point in time in a Sprint, the total work remaining in the Sprint Backlog can be summed.	Yellow		
[423] The Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.	Green		
[424] At the end of a Sprint, the new Increment must be “Done,” which means it must be in useable condition and meet the Scrum Team’s definition of “Done”	Green		
[425] The Increment must be in useable condition regardless of whether the Product Owner decides to actually release it.	Red		
[426] Decisions to optimize value and control risk are made based on the perceived state of the artifacts.	Green		
[427] The Scrum Master must work with the Product Owner, Development Team, and other involved parties to understand if the artifacts are completely transparent.	Green		
[428] There are practices for coping with incomplete transparency; the Scrum Master must help everyone apply the most appropriate practices in the absence of complete transparency.	Yellow		
[429] A Scrum Master can detect incomplete transparency by inspecting the artifacts, sensing patterns, listening closely to what is being said, and detecting differences between expected and real results.	Red		
[430] The Scrum Master’s job is to work with the Scrum Team and the organization to increase the transparency of the artifacts.	Green		
[431] When a Product Backlog item or an Increment is described as “Done”, everyone must understand what “Done” means.	Yellow		
[432] Development Teams deliver an Increment of product functionality every Sprint.	Green		
[433] If there are multiple Scrum Teams working on the system or product release, the development teams on all of the Scrum Teams must mutually define the definition of “Done”	Green		
[434] Each Increment is additive to all prior Increments and thoroughly tested, ensuring that all Increments work together.	Green		

SCRUM MAX self assessment tool - based on the scrum guide from www.scrum.org	Cat	Significant Strength Statement (Optional)	Weakness statement (must define for Red or Yellow)
5) Daily Scrum			
[371] The Daily Scrum is a 15-minute time-boxed event for the Development Team to synchronize activities and create a plan for the next 24 hours.	Green		
[372] The Daily Scrum is held at the same time and place each day to reduce complexity.	Yellow		
[373] During the Daily Scrum, the Development team members explain what did I do yesterday that helped the Development Team meet the Sprint Goal?	Green		
[374] During the Daily Scrum, the Development team members explain What will I do today to help the Development Team meet the Sprint Goal?	Green		
[375] During the Daily Scrum, the Development team member say if they do see any impediment that prevents me or the Development Team from meeting the Sprint Goal?	Yellow		
[376] The Development Team uses the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.	Yellow		
[377] The Scrum Master ensures that the Development Team has the Daily Scrum meeting, but the Development Team is responsible for conducting the Daily Scrum.	Yellow		
[378] The Scrum Master teaches the Development Team to keep the Daily Scrum within the 15-minute time-box.	Red		
[379] The Scrum Master enforces the rule that only Development Team members participate in the Daily Scrum.	Green		
[417] The Sprint Backlog is a plan with enough detail that changes in progress can be understood in the Daily Scrum.	Green		
[422] The Development Team tracks this total work remaining at least for every Daily Scrum to project the likelihood of achieving the Sprint Goal.	Red		
6) Sprint Review			
[380] A Sprint Review is held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed.	Green		
[381] During the Sprint Review, the Scrum Team and stakeholders collaborate about what was done in the Sprint.	Red		
[382] This is an informal meeting, not a status meeting, and the presentation of the Increment is intended to elicit feedback and foster collaboration.	Yellow		
[383] The Sprint Review meeting is a four-hour time-boxed meeting for one-month Sprints.	Yellow		
[384] The Scrum Master ensures that the event takes place and that attendants understand its purpose.	Yellow		
[385] The Scrum Master teaches all to keep it within the time-box.	Green		
[386] Durint the Sprint Review, the Development Team demonstrates the work that it has “Done” and answers questions about the Increment;	Green		
[387] During the Sprint Review, the Product Owner discusses the Product Backlog as it stands.	Yellow		
[388] The Product Owner projects likely completion dates based on progress to date (if needed);	Green		
[389] The Scrum Team and Key Stakeholders review the timeline, budget, potential capabilities, and marketplace for the next anticipated release of the product.	Red		
[412] The Product Owner tracks this total work remaining at least every Sprint Review.	Green		
[413] Only what has happened may be used for forward-looking decision-making.	Green		

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7) Sprint Retrospective			
[390] The Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint.	Yellow		
[391] The Sprint Retrospective is a three-hour time-boxed meeting held for one-month Sprints. It is usually shorter for shorter Sprints.	Yellow		
[392] The Scrum Master ensures that the Sprint Retrospective takes place and that attendants understand its purpose.	Red		
[393] The Scrum Master teaches the Scrum Team to keep within the set time-box for the Sprint Retrospective.	Green		
[394] During the Sprint Retrospective, the Scrum Team Identify and order the major items that went well and potential improvements.	Yellow		
[396] During each Sprint Retrospective, the Scrum Team plans ways to increase product quality by adapting the definition of "Done" as appropriate.	Red		
[397] By the end of the Sprint Retrospective, the Scrum Team should have identified improvements that it will implement in the next Sprint.	Green		



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SCRUM assessment report	The Software Company Ltd
1) General	69%
2) Product Backlog Management	68%
3) Sprint Planning	68%
4) Sprint	63%
5) Daily Scrum	64%
6) Sprint Review	67%
7) Sprint Retrospective	50%

To see a comparative benchmark against other organisations, please email this assessment to

scrum@demix.org

