

OVERCOMING LACK OF DEFINITION OF DONE

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It's almost-almost-Done,
but release date is nowhere
but near. What can go wrong?



Some sprints later,
when stakeholders request
a usable version... HECK

LACK
OF DOD

NO TRANSPARENCY
= NO EMPIRICISM
= NO SCRUM

WE DON'T NEED NO EDUCATION WE DON'T NEED NO DoD

We've asked the team what "Done" means and got different answers (coded, tested, analysed) - surprisingly no-one said "released".

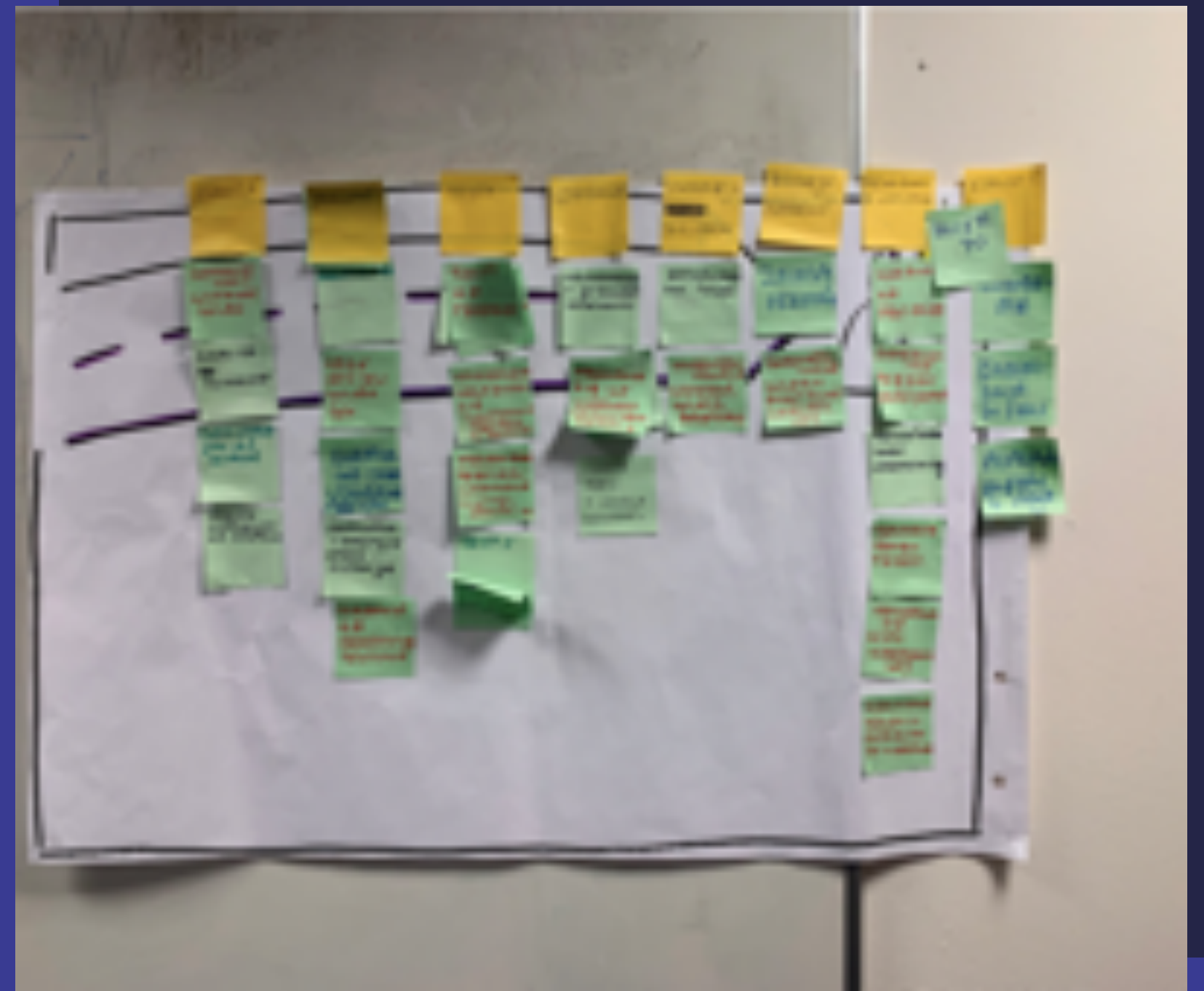
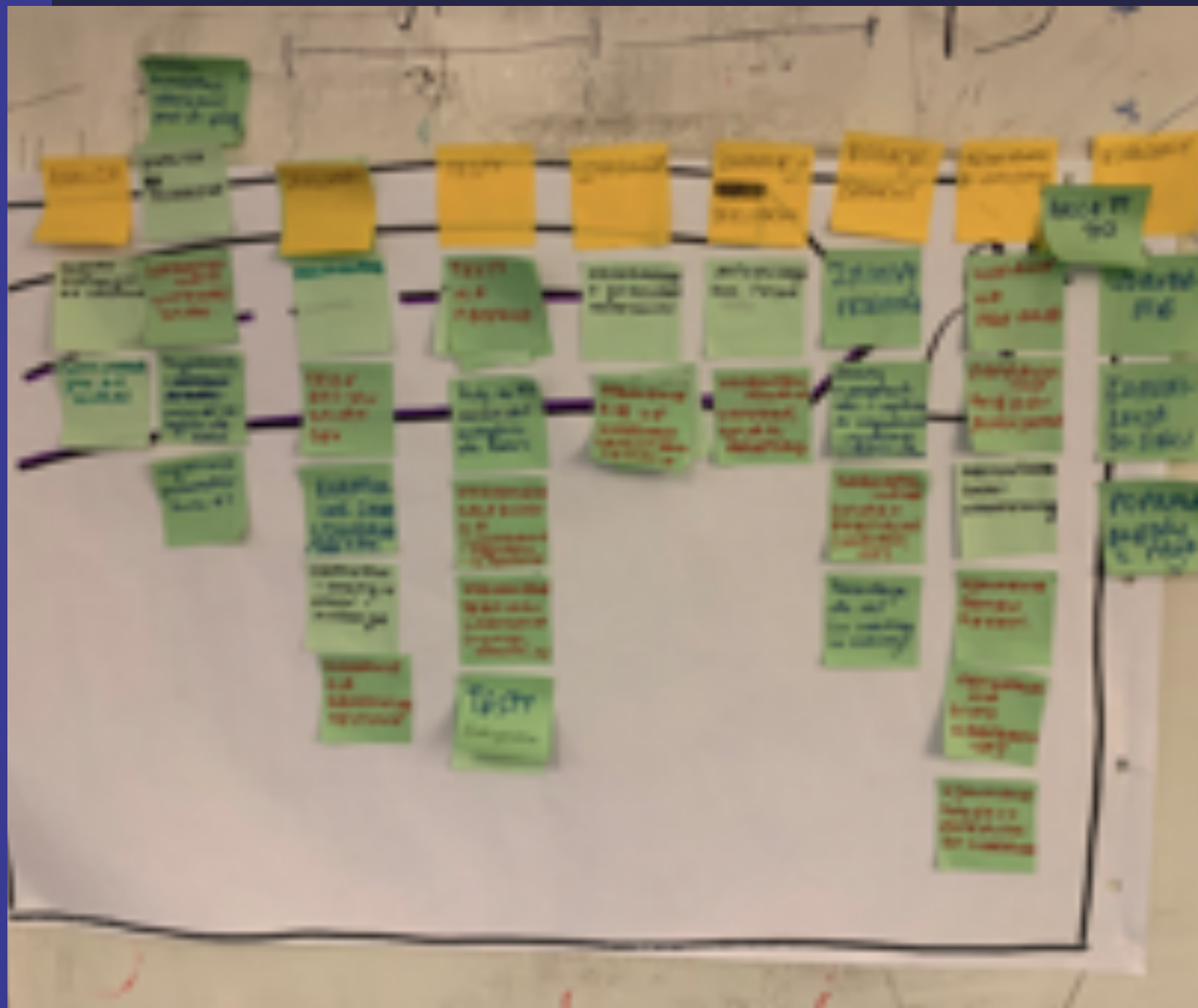


"So, can you release it now?", and the answer was „NO”.



"Are there any recurrent tests or activities you do every Sprint? Can we write them down?".

We draw a timeline of activities, clarifying what each of them means to the team – it's a lot of clarification



We decide what should be checked every Sprint and if it was not yet, we discuss why.

We wrote down the current DoD from the timeline and label it as “weak”, “medium”, “strong” (if it can be released immediately).

It was a fast method, not deep! There was a lot of work ahead of team and their SM, as it was a “weak” DoD.

We planned how to strengthen DoD and ask relevant question at each retrospective.

Space between *weak* and *strong* was a technical debt they had to pay.



Takeaways

- Definition of Done is a heart of Scrum (provides transparency for empiricism)
- Without it, we don't know if we can use (release) an Increment
- No "potentially releasable Increment" literally means "no Scrum"