

MANAGING PROJECTS USING VISUAL STUDIO 2013 AND SCRUM

[MPVS2013](#) | 3 Days



OVERVIEW

Take your software development projects to the next level with this 3-day Agile project management course. Using a combination of lecture, hands-on activities, and team-based exercises, you will get an overview of developing software using the Scrum framework. Learn how Scrum supports software development and get hands-on experience using the Application Lifecycle Management tools found in Microsoft Visual Studio 2013. See how the fusion of Scrum + Visual Studio can enable a high-performance Scrum Development Team.

AUDIENCE

Managers, developers, architects, and testers who need to ensure that the entire process of creating a software application runs as smoothly and predictably as possible. Anyone wanting to know more about Scrum, experience working in an Agile way, or explore the ALM tools in Visual Studio. Technical as well as non-technical professionals, managers and developers will benefit from this class.

PREREQUISITES

Some project management and software development experience, either as a team member or as a project manager, is preferred but not required. Experience using Visual Studio is helpful but also not required. Prior to class you should download and read the latest [Scrum Guide](#).

AT COURSE COMPLETION

Through a combination of instructor-led training, hands-on activities, and team exercises you will understand the key components of the Scrum framework and gain skills to help successfully manage a software development project using Visual Studio. At course completion, attendees will have had exposure to:

- The Principles of Agile
- The Scrum framework
- Scrum roles, events, and artifacts
- Advanced Scrum topics
- Relevant Visual Studio ALM tools
- Visual Studio Scrum process template
- Version Control strategies for a Scrum Team
- Automating builds using Team Foundation Build
- Relevant queries and reports

Course Designer

This course was designed by Richard Hundhausen, a Visual Studio ALM MVP, Microsoft Regional Director, and an experienced software developer and trainer. For more information about his company, or to see other courses that they offer, visit www.accentient.com.

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MODULE

TOPICS

1. THE SCRUM FRAMEWORK

This module introduces Scrum and the Scrum framework.

- The Agile Manifesto
- The Scrum guide
- Roles: Product Owner, Scrum Master, Development Team
- Events: Sprint, Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective
- Artifacts: Product Backlog, Sprint Backlog, Increment
- Activity: Scrum simulation

2. CHANGE IS HARD

This module introduces the impediments facing Scrum adoption.

- Organizational culture
- Management and Scrum
- Adoption blockers

3. OVERCOMING DYSFUNCTION

This module identifies the common Scrum Challenges and dysfunctions keeping teams from be successful

- Common issues
- Flaccid Scrum
- ScrumBut and ScrumAnd
- Dysfunction case studies

4. VISUAL STUDIO ALM

This modules introduces ALM and the ALM tools in Visual Studio.

- Application Lifecycle Management
- Visual Studio versions, editions, components
- Team Foundation Server

5. TEAM PROJECTS

This module describes the purpose and features of a team project, including how to create and configure one.

- Overview
- Creating a team project
- Configuring a team project
- Configuring security, areas, iterations, alerts

6. VISUAL STUDIO SCRUM

This module introduces the Scrum-specific process template that will be used by Scrum Teams using Visual Studio.

- Overview
- Work items
- Queries
- Reports
- Mapping Scrum to Visual Studio Scrum

7. MANAGING WORK IN A SCRUM PROJECT

This module demonstrates how Visual Studio supports Scrum's artifacts and related tasks.

- Setting up a new release and Sprint
- Managing the Product Backlog
- Managing the Sprint Backlog
- Daily activities
- Sprint Review and Retrospective

8. MANAGING CHANGE IN A SCRUM PROJECT

This module covers the version control support in Team Foundation Server and how a Scrum Development Team can use it effectively.

- Team Foundation Version Control overview
- Creating and manage workspaces
- Version control basics
- Shelving, branching, and merging

9. MANAGING BUILDS IN A SCRUM PROJECT

This module introduces Team Foundation Build and how to configure and use it to automatically build and test the software application being developed.

- Team Foundation Build overview
- Creating a build definition
- Queuing a build
- Running tests automatically
- Build reports and notifications