

[Top 22 Scrum Master Interview Questions & Answers](#)

1) What is the advantage of doing Scrum?

The advantage of doing scrum is that while performing the test

- It minimizes the risk in response to changes made to the system
- It increases ROI (Return of Investment)
- It improves the process continuously
- It repeatedly and rapidly looks into actual working software
- Anyone can see real working software and continue to enhance for another iteration

2) How long does a scrum cycle last? Who are involved in Scrum cycle?

Scrum cycle depends on the type of project the team is working on, usually, it ranges about 2-4 weeks to about a month. In scrum cycle, it includes a

- Scrum master
- Product owner
- Team

3) Explain what is user stories in Scrum?

In scrum, user stories are short, one sentence definitions of a feature or functionality.

4) List out what are the artifacts of Scrum process?

Scrum process artifacts include

- Sprint backlog
- Product backlog
- Velocity chart
- Burn-down chart

5) Explain what is Scrum Sprint?

Scrum project is developed in a series of “sprint”. It is a repeatable and regular work cycle in scrum methodology during which work is accomplished and kept ready for review.



6) Explain what the ideal duration is for Sprint, and how it affects the workflow?

Sprint in Scrum usually lasts for 30 days or two weeks. The two-week sprint is preferred for various reasons, first it makes it easier for the team to estimate, plan and complete the work in two weeks. Secondly, it gives enough time to the product owner to change the priorities more often and allows the team to adapt quickly to the market pressures.

7) Explain what is a product backlog in Scrum?

Before the Scrum sprint initiates, the product owner reviews the list of all new features, change requests, enhancements and bug reports and determines which ones are of high priority. If the project is new it includes new features that the new system must provide, this list of items is referred to as the Product Backlog. The items that are kept on sprint are referred to as the Sprint Backlog.

8) During Scrum meeting what all things are done?

During Scrum meeting

- Team analyzes how much time they got to complete tasks during the Sprint
- From the product backlog, the team takes the first item and breaks it into tasks
- Team estimates how long a task will take
- If there is any time left during the sprint, they will move on to the next item on the product backlog
- Decide the features which have clarity and estimate how many to be scoped for the sprint

9) Mention in brief, what is the role of Scrum master in Scrum?

- Removes any obstacles that the team faces during the pursuit of its sprint goals
- Maximizing the productivity of the team
- Making sure that the scripting language used for system testing and unit testing is written in the same language
- Guides the team and product owner to improve the effectiveness of their practices
- Makes sure that all standard Scrum practices are followed

10) What does a Scrum burn down chart should consist of?

A Scrum burn down chart should consist of

- X-axis that displays working days
- Y-axis that displays remaining effort
- Ideal effort as a guideline
- Real progress of effort

11) List out the dis-advantages of Scrum?

- It will be a tricky job for a scrum master to plan, organize and structure a project that lacks a clear goal
- Daily scrum meeting requires frequent reviews and substantial resources
- A successful project relies on the maturity and dedication of all the team members
- Uncertainty regarding the product, frequent changes and frequent product delivery remains during the scrum cycle
- It makes all dysfunction visible
- It requires significant change

12) Explain what is scrum of scrum?

Scrum of scrum is used to refer the meeting after the daily scrum. The responsible person from each team attends the meeting and discuss their work and answer the questions like

- Since the last meeting, what is the progress of the team?
- What your team is expected to do or should accomplish, before the next meeting?
- What are the obstacles your team faced while completing the task?
- Were you going to allot any of your work to the following team?

13) Explain the term “Increment”?

The term “Increment” is used to refer the total number of the product backlog items completed during the sprint and all previous sprints. At the end of the sprint, increment should be in done status; also, it must be in re-useable condition regardless of whether the product owner is willing to actually release a product or not.

14) Explain what is “Velocity”?

“Velocity” is the total effort a team is capable of in a sprint. The number is obtained by adding all the story points from the last sprint’s stories. It is a guideline for the team to understand how many stories they can do in a sprint.

15) Explain what is “Sashimi” and “Impediments”?

- **Sashimi:** This term is analogous to “done”, it is used to define the specific task when it is completed. The term used by different team to refer their completed task status may differ, but should remain same within one team.
- **Impediments:** Any obstacle that prevent the team members from performing their work is referred as impediments

16) Explain what is scrum poker or planning poker?

Scrum poker or planning poker is a technique to estimate the relative size of development goals in software development. It is a way to determine sprint item durations by playing number cards face down the table, instead of speaking them aloud.

17) Explain what does the burn down charts shows?

Burn down charts is used to track sprint status, they act as an early warning indicators; they can be useful in highlighting the “lack of progress”. Also, they will highlight the area where they see redundancy.

18) Mention what is the objective behind holding a Sprint retrospective meeting?

The objective behind Sprint retrospective meeting is to let team members know how things went during the sprint and discuss possible ways for further improvements for future sprints.

19) Mention what is the difference between Sprint and Iteration in Scrum?

- **Iteration:** It is a terminology used to define single development cycle in general agile methods. It is a common term used in the iterative and Incremental development process.
- **Sprint:** It is used to define one development cycle or iterative step in a specialized agile method referred as Scrum. Sprint is scrum specific, and not all forms of iterations are Sprints.

20) Explain what is a story point in Scrum?

Each feature in scrum is Story. Story point is an arbitrary measure used by Scrum teams, and it is a metric used by agile teams to determine the difficulty of implementing a given story.

21) Explain what velocity in scrum is and how it is measured?

Velocity in a scrum is a measurement of how much the team gets work done in an iterations or sprint. It is measured by

- $V = \text{Number of total story points} / \text{One iteration}$

22) Explain when Scrum cannot be useful?

Ideally scrum is useful to monitor work with 5 to 10 people, who are committed to achieving the sprint goal. It does not go well with huge groups or team having more responsibilities. For larger team, scrum can be applied by splitting the team into small groups and practice scrum.

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