

General Interview Questions

1: What is the difference between Agile and Scrum?

A: Agile is a broader philosophy; Scrum is a specific Agile framework.

2: How does Scrum promote transparency?

A: Through artifacts like the Product Backlog and regular Scrum Events such as Sprint Review & Sprint Retrospective.

3: Explain the concept of a "Shippable Increment."

A: A Shippable Increment is a product increment that is potentially releasable after every Sprint.

4: What is the purpose of the Daily Scrum?

A: To synchronize the team and plan work for the next 24 hours; and discussing the blockers.

5: How does Scrum address risk management?

A: By identifying and addressing risks early through regular inspections and adaptations eg. during the Scrum Events.

6: What is the purpose of a Sprint Retrospective?

A: To reflect on the Sprint and identify opportunities for improvement.

7: How does Scrum accommodate changes in project priorities?

A: Through regular reprioritization of the Product Backlog.

8: How can a Scrum Master contribute to team motivation?

A: By fostering a positive team culture and addressing impediments promptly. By providing safe environment.

9: Explain the concept of a "Definition of Ready."

A: Criteria that a User Story must meet before being taken into a Sprint.

10: How does Scrum enhance collaboration between development and operations?

A: By promoting a DevOps culture and ensuring shared goals and responsibilities.

Scenario-Based Interview Questions

11: How would you handle a Product Owner who frequently changes requirements mid-sprint?

A: Facilitate communication between the Product Owner and the Developers to minimize disruptions.

12: What if a team member consistently fails to meet commitments during a Sprint?

A: Address the issue in a Sprint Retrospective, identify causes, and collaboratively find solutions. Also 1-1 coaching can help in a long term.

13: How do you handle scope creep during a Sprint?

A: Discuss the impact on the Sprint Goal with the Product Owner and Developers and get their consensus.

14: If a team member is resistant to Agile practices, how do you address it?

A: Understand their concerns, provide training if needed, and emphasize the benefits of Agile.

15: How would you manage a situation where the team cannot reach a consensus?

A: Facilitate a discussion to explore differing perspectives and guide the team toward a resolution. Use different facilitation tools and techniques.

16: What steps would you take if the team needs help to complete the committed work in a Sprint?

A: Collaboratively analyze the reasons during the retrospective and adjust future commitments.

17: What if a team member raises concerns about the high workload?

A: Address the concern during the retrospective and adjust workload if needed for a sustainable pace.

18: If a team member consistently over-commits during Sprint Planning, how do you address it?

A: Facilitate a discussion during the retrospective to better align commitments with capacity.

19: How do you handle a situation where a team member needs to contribute more effectively?

A: Provide constructive feedback support and involve relevant stakeholders if necessary.

For Freshers

20: What is Scrum?

A: Scrum is an Agile framework for iterative and incremental development.

21: Explain the role of a Scrum Master.

A: Scrum Master facilitates Scrum Events, removes impediments, and ensures team efficiency. They also help Product Owners and Developers to play their roles effectively, coaches the entire organization towards Agile transformation.

22: What is a User Story?

A: A User Story concisely describes a product feature from an end user's perspective.

23: What is a Sprint in Scrum?

A: A Sprint is a time-boxed iteration in Scrum, usually upto one month.

24: What is the Daily Scrum?

A: Daily Scrum is a 15-minute meeting for the Developers to synchronize on the progress and any impediments faced.

25: What is a Product Backlog?

A: It's a prioritized list of features or enhancements in Agile development.

26: What is the Definition of Done?

A: The Definition of Done outlines the criteria for a user story to be considered complete.

27: How does Scrum handle changes during a Sprint?

A: Changes are discouraged during a Sprint to maintain focus on the goal. If the changes are critical for business, then they are negotiated during the Sprints and agreed with the Product Owner.

28: Explain the concept of Velocity.

A: Velocity measures the average work completed by a Scrum Team in a Sprint.

29: What is a Sprint Review?

A: A Sprint Review is a meeting to inspect the increment and adapt the Product Backlog.

For Experienced Professionals

30: How do you handle conflicts within a Scrum Team?

A: Encourage open communication and facilitate conflict resolution discussions.

31: Explain the importance of the Scrum Values.

A: Scrum Values - Commitment, Courage, Focus, Openness, and Respect - foster a collaborative culture and build trust.

32: How do you ensure continuous improvement in a Scrum Team?

A: Conduct regular Sprint Retrospectives to identify areas for improvement and implement changes.

33: What is the role of a Product Owner in Scrum?

A: The Product Owner prioritizes the Product Backlog and ensures team alignment with business goals.

34: How does Scrum handle dependencies between teams?

A: Scrum of Scrums manages dependencies and ensures cross-team coordination.

35: Explain the concept of Servant Leadership.

A: Servant Leadership emphasizes leaders serving the needs of their team members for success.

36: How does Scrum facilitate transparency in the development process?

A: Through artifacts like the Product Backlog, Sprint Backlog, and the Definition of Done.

37: Can a Scrum Master also be a Product Owner?

A: While possible, this causes potential conflicts of interest; hence not recommended.

38: How do you measure the success of a Scrum Team?

A: Success is measured by the team's ability to deliver value consistently and adapt to change.

39: What is the purpose of a Sprint Burndown Chart?

A: It visually represents the work remaining in a Sprint versus the time/days left.