



What is Scrum

→ Small time-boxing sprints incorporate integrated product baseline. Emphasis transparent customer-inter. feedback - adjustments

Projects broken down into releases and sprints. At the end of each sprint fully functioning system that could be released.



Scrum Methodology & Process :

starting point → list of objectives and requirements make a project plan → Client Project and prioritize objectives balance value and cost



Scrum Roles :

The owner of a Scrum project focuses on defining the characteristics of the Product must have to build → what to do - not to do - order ←

• SCRUM MASTER →

Leads and guides the team with rules and process.

Reduction of impediments of the project

• PRODUCT OWNER →

Representative of stakeholders and customers. Responsible for the ROI translate the vision to the team

• TEAM: Professionals develop the project •

SCRUM METHODOLOGY The most used and trusted framework

- Easy Scalable
- Compliance of expectations
- Flexible to changes
- Time to market reduction
- Higher software quality
- Timely Prediction
- Reduction of risk

EVENTS IN SCRUM :

Facilitates adaptation of some of the aspects

① SPRINT →

Basic unit of work of a Scrum Team. Main feature marks difference between Scrum and others

② SPRINT PLANNING →

Goal → define what is going to be done in the sprint and how it is going to be done beginning of each sprint and defines the approach coming from the Product Backlog

③ Daily Scrum →

Goal - evaluate the progress and trend until the end of each Sprint . brief meeting . daily
What did you do yesterday? What I am going to do today What help do I need . Scrum Master
should try to solve problems or obstacles .

④ Sprint Review →

Show what work has been completed with regards to the product backlog for future deliveries.
The finished sprint is reviewed a tangible advancement in the product to the client.

⑤ Sprint Retrospective →

The team reviews the completed goals of the finished sprint write down the good and the bad to not
repet mistakes . Implement improvements from the point of view of the development process . Identify
possible process improvements

SCRUM ARTIFACTS :

① Product Backlog :

List that collects everything the product needs to satisfy potential customers . Prepared by the product
owner and the functions are prioritized according to what is more and less important for the
business . WHAT SHOULD BE DONE

② Sprint Backlog :

It is subset of items of the product backlog . Selected by the team to perform during the sprint
on which they are going to work . Team establish the duration of the sprint .
Scrum board - development process visible

③ Increment :

Sum of all task , use cases, user stories , product backlogs and any element that was developed
during the sprint and that will be available to end user .

Phases of Scrum

- 1 Initiation
- 2 Planning and estimation
- 3 Implementation
- 4 Reviewing
- 5 Releasing

