




# the Scrum Process Framework

The Scrum process framework was originally named and described by Ken Schwaber, Jeff Sutherland, and Mike Beedle in the mid 1990s. It takes its name from the comparison to Rugby made in the 1986 HBR article: "The New New Product Development Game." In 2001 the term "agile" was coined to describe processes that focused on collaborative, iterative and incremental development approaches. Originally Scrum was one of the named processes that called themselves "agile" including processes such as Extreme Programming, Feature Driven Development, Crystal, and others. Today Scrum is the dominant process framework in part because of its simplicity.

**Scrum is intentionally incomplete.** It's a framework that relies on inspection and adaptation to improve and add to the basic process framework.

## Roles




The Scrum Framework uses three "super roles" that satisfy the basic concerns of software development.

-  The **Product Owner** is responsible for building the right product,
-  The **Team** is responsible for building the product right
-  The **Scrum Master** is responsible for keeping the process healthy so people can perform at their best

Traditional software development roles are often mapped to one or more of these super roles.




## Artifacts

The basic artifacts in Scrum are there to aid with visibility and transparency.

-  The **Product Backlog** makes the product features and plan visible.
-  The **Sprint Backlog** makes the team's delivery plan visible.
-  **Burndown Charts** show the pace of work in progress, what's accomplished, and what's remaining.

## Ceremonies

Scrum ceremonies are working meetings where the team plans, inspects, and adapts.

-  **Sprint Planning** is where the team creates their delivery plan for highest priority product backlog items and commits to the amount of work they believe they can complete during a fixed-length Sprint.
-  **The Daily Scrum** is for the team to reflect on where they are so far with their sprint commitment and plan their day's work.
-  **The Sprint Review and Retrospective** is where the team inspects the product they've produced, the performance relative to their plan, and adapts their process, product, and plan in response.

