

Scrum can be defined as a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible values. Simply, it could mean a methodology that helps efficiently develop and deliver productions.

The main idea behind Scrum is that the process of product development is broken up into relatively short and fixed-duration iterations called *sprints* during which a team creates one piece of software (an increment) that is potentially releasable.

A distinctive feature of this framework is that there is no heavy planning at the beginning and a Scrum team can start coding once it receives enough information to complete the first incremental release. After the first increment is built, a team tests and reviews it to make this specific piece of software ready for delivery. Hence, at the end of the sprint, a client receives a potentially shippable feature set. The same procedure (*planning* → *building* → *testing* → *reviewing* = *increment*) is repeated for all future sprints until a product is complete.

SOME OF THE BENEFITS OF SCRUM ON SOFTWARE DEVELOPMENT.

One of the reasons scrum is used on projects is because it allows to deliver more values to clients in a myriad of ways. Some of its advantages are listed below;

1. Quick start; Scrum assumes incremental development where the programmers just get to work without having to wait for the development team. One wouldn't have to wait for a longtime before the first increment is completed.
2. Frequent releases; With the scrum methodology, projects sprints are done quickly. One wouldn't have to wait for a month or two.
3. Transparency: In the scrum methodology, clients are actively involved in the process, they don't just get to see the final products alone.
4. Budget forecast: Due to the fact that projects are worked on based on iterations, this avoids unnecessary spending. Projects that doesn't meet the client expectations would have been terminated.