METHEDOLOGY

Holistically, the role of Agile in mobile apps is well-renowned and Scrum is the most commonly used sub domain of the agile methodology, which has quickly expanded to handling big, complicated projects that might have otherwise taken a lot of time to finish.

Used mostly by [mobile application development services companies](https://appinventiv.com/) or software based agencies, the scrum team break down their allotted work aka product backlogs in actions, which they could cover within the two-week cycles, also known as – “sprints.” By the completion of every sprint, the team is expected to produce a working mobile app, which they continue to work upon and improve.

Every sprint comes with a timeline that extends from 2 months to maximum 4 months. And each of them has these following components to make the [agile mobile app development](https://appinventiv.com/blog/reasons-why-we-trust-agile-for-our-mobile-app-development-process/)more efficient –

**1. Scrum Roles**

Project Manager – Is responsible for overlooking what the team is working on and is also responsible for ensuring that the backlog is up to date.

Scrum Master – Is assigned to ensure that the agile scrum is followed rightly by the team. They are also responsible for overlooking how the team is performing and then resolving any issue that is coming up.

Scrum team – They are the ones who are actually doing the tasks. They own the development and testing part of the whole project.

**2. Product Backlog**

Handled by the project manager, product backlog is a list of tasks that the team needs to perform. The modifications and priorities are set as and when needed.

The idea is to have a list of backlogs ready before the sprint starts.

**3. Agile Sprint Backlog and Planning**

In this scrum methodology step, the ADIRA team decides on the backlogs they will be targeting on in the current sprint. Sprint backlog is the list of things the team plans on achieving in the delivery. Usually, sprint backlogs are divided into workable actions and once the team agrees upon the backlog items, the sprint begins.

### 4. Daily Scrum Meeting

Once the above steps of agile methodology are done and the team starts working on the product backlogs, a practice called daily scrum is initiated. A stand up daily meeting is held every day for 15 minutes. In the daily scrum everyone in the team tells about the last day’s work and the day’s plan. The daily scrum lets everyone in the team know of the whole project’s progress.

### 5. Agile Sprint Review

After every agile sprint, the team demonstrates what was developed to the stakeholders and look into the steps where they got stuck and which went well. The findings of one sprint become the action statement of the next.

### 6. Increment

The end result of a scrum is called Increment. The aim of everyone involved in a scrum is to deliver an increment that is complete on its own. It should adhere to all the quality standards set by the product owner and team.

### 7. Learn. Repeat. Improve.

This entire cycle is repeated in the next sprint.

Sprint Planning chooses the next set of items in the Product Backlog and the sprint cycle starts again. As the team executes the Sprint, the Agile Product Owner simultaneously ensures that the items which are on top of the product backlog are executed first in the next Sprint.