**AGILE SCRUM MANAGEMENT**

Organizations have been using waterfall management so long and are now shifting to agile management.

Scrum is basically a part of Agile management that has a set of ideas that can be inculcated into daily practice to have a enhanced and smooth delivery of results in any project.

**Scrum** – Focusses on delivering milestone by splitting them into smaller pieces.

In waterfall the basic requirements in a project, time, cost and scope are all fixed and locked. But in Scrum other than scope everything is locked. So the members have to build a project that is the highest possible with the given cost and time frame.

There are 2 important positions while using Scrum. They are

* Product Owner
* Scrum Master

**Product Owner** – Who sketches the project vision and basically says what has to be done in a project.

**Scrum Master** – Protects the teams and say how can things be done in a project.

Ideally there should be 7 plus or minus 2 members in a Project.

**User stories** – They are short goals that are to be achieved in each sprint and focus on stock holder or end user requirements. They are of two types,

Functional User Stories

Nonfunctional user stories

User stories must adhere to

Independent

Negotiable

Valuable

Estimable

Small

Testable

**Themes** are used to identify similar user stories and group them together.

**Sprints** – Sprints are standup meeting done during the start of the day includes all members of the team for not more than 15 minutes. The main questions to be discussed are,

* What did you do yesterday
* What are you going to do today
* Are you facing any difficulties

**Roadmap** – Roadmap explains how the sprints are distributed and achieved within the time period.

**Release** – Product owner creates release outcomes and the goal is to maximize the release outcome.

The Scrum planning can be summarized to,

* Information radiators
* Project vision
* Team norms
* Team’s definition of what is considered ‘done’
* Roadmap
* Release