Scrum Workflow

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This document will cover the complete detailed workflow and methodology of Scrum

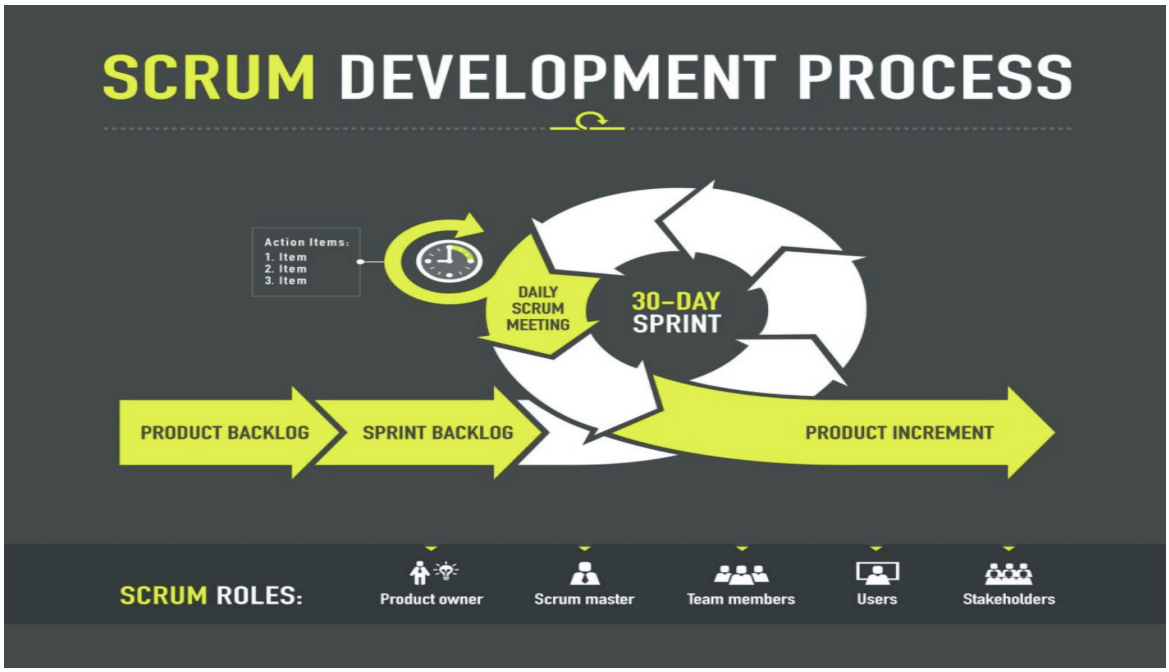
What is Scrum?

Scrum is an agile development methodology used in the development of Software based on iterative and incremental processes. Scrum is an adaptable, fast, flexible and effective agile framework that is designed to deliver value to the customer throughout the development of the project. The primary objective of Scrum is to satisfy the customer's need through an environment of transparency in communication, collective responsibility and continuous progress.

Scrum Methodology & Process

Scrum is executed in temporary blocks that are short and periodic, called Sprints, which usually range from 2 to 4 weeks, which is the term for feedback and reflection. Each Sprint is an entity in itself, that is, it provides a complete result, a variation of the final product that must be able to be delivered to the client with the least possible effort when requested.

The process has as a starting point, a list of objectives/ requirements that make up the project plan. It is the client of the project that prioritizes these objectives considering a balance of the value and the cost thereof, that is how the iterations and consequent deliveries are determined.

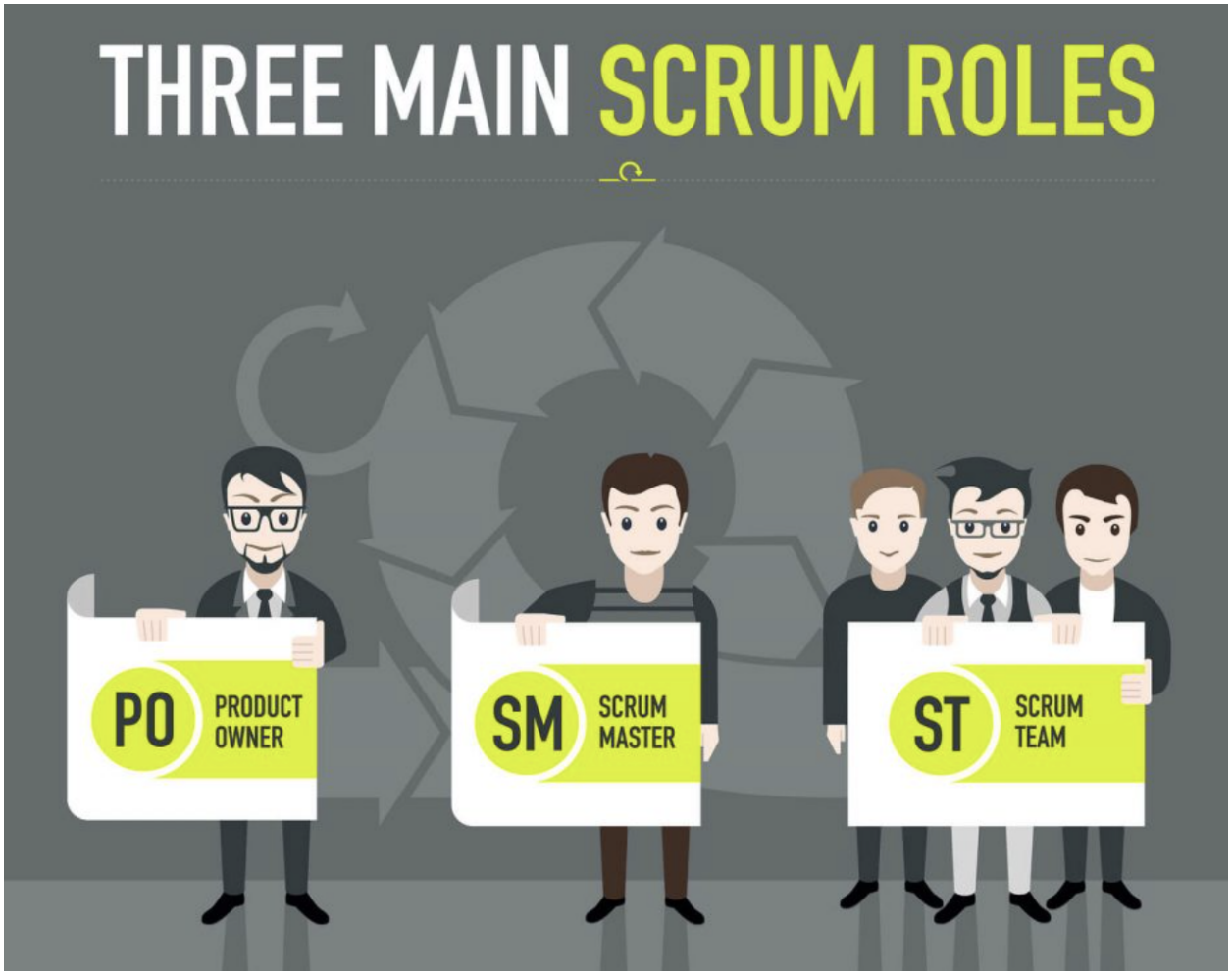


Different Roles in Scrum

Scrum master : The person who leads the team guiding them to comply with the rules and processes of the methodology. Scrum master manages the reduction of impediments of the project and works with the Product Owner to maximize the ROI. The Scrum Master is in charge of keeping Scrum up to date, providing coaching, mentoring and training to the teams in case it needs it.

Product owner (PO): Is the representative of the stakeholders and customers who use the software. They focus on the business part and are responsible for the ROI of the project. They Translate the vision of the project to the team, validate the benefits in stories to be incorporated into the Product Backlog and prioritize them on a regular basis.

Team: A group of professionals with the necessary technical knowledge who develop the project jointly carrying out the stories they commit to at the start of each sprint.



Events in Scrum

Sprint: Sprint is the basic unit of work for a Scrum team. This is the main feature that marks the difference between Scrum and other models for agile development.

Sprint Planning: The goal of the Sprint Planning is to define what is going to be done in the Sprint and how it is going to be done. This meeting is held at the beginning of each Sprint and is defined how it will approach the project coming from the Product Backlog stages and deadlines. Each Sprint is composed of different features.

Daily Scrum: The objective of the Daily Scrum is to evaluate the progress and trend until the end of the Sprint, synchronizing the activities and creating a plan for the next 24 hours. It is a brief meeting that takes place daily during the Sprint period. Three questions are answered individually: What did I do yesterday? What am I going to do today? What help do I need? The Scrum Master should try to solve problems or obstacles that arise.

Sprint Review: The goal of the sprint review is to show what work has been completed with regards to the product backlog for future deliveries. The finished sprint is reviewed, and there should already be a clear and tangible advancement in the product to present to the client.

Sprint Retrospective: The team reviews the completed goals of the finished sprint, writing down the good and the bad, so as not to repeat the mistakes again. This stage serves to implement improvements from the point of view of the development process. The goal of the sprint retrospective is to identify possible process improvements and generate a plan to implement them in the next Sprint.

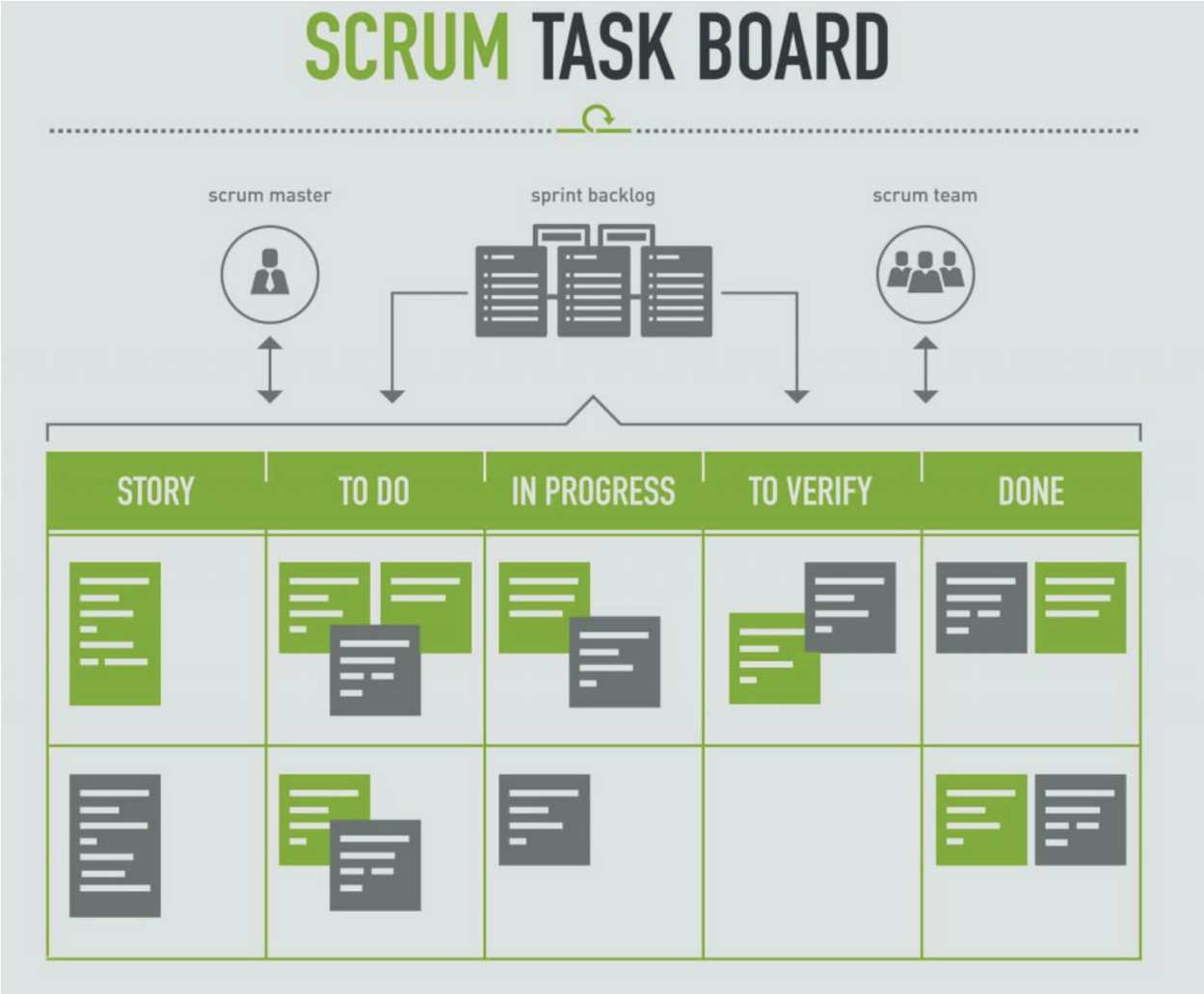
Scrum Artifacts

Scrum Artifacts are designed to guarantee the transparency of key information in decision making.

Product Backlog (PB): The product backlog is a list that collects everything the product needs to satisfy the potential customers. It is prepared by the product owner and the functions are prioritized according to what is more and less important for the business. The goal is for the product owner to answer the question “What should be done***”.***

Sprint Backlog (SB): It is a subset of items of the product backlog, which are selected by the team to perform during the sprint on which they are going to work. The team establishes the duration of each Sprint. Usually the sprint backlog is displayed on physical boards called Scrum boards – that makes the development process visible to everyone who enters the development area.

Increment: The Increment is the sum of all the tasks, use cases, user stories, product backlogs and any element that was developed during the sprint and that will be made available to the end user in the form of Software.



Planning in Scrum

The Sprint Planning Meeting is held at the beginning of each Sprint. All the members of the Team participate in the meeting, i.e., the Product Owner, Scrum Master and all the Development Team. The entire Scrum team must understand and define what objective should be obtained in that Sprint (Sprint Goal). From this point the development team must design a work plan to achieve the objective. This planning should allow you to see if the sprint goal involves a workload according to the duration stipulated for the Sprints (which is 2 to 4 weeks).

Benefits of Scrum Methodology

- ***Easily Scalable***: Scrum processes are iterative and are handled within specific work periods, which makes it easier for the team to focus on definite functionalities for each period.

- ***Flexible to changes:*** Quick reaction to changes in requirements generated by customer needs or market developments. The methodology is designed to adapt to the changing requirements that complex projects entail.

- ***Higher software quality***: The working method and the need to obtain a functional version after each iteration, helps to obtain a higher quality software.

- ***Timely Prediction***: Using this methodology, we know the average speed of the team by sprint (story points), with which, consequently, it is possible to estimate when a certain functionality that is still in the backlog will be available.

- ***Reduction of risks:*** The fact of carrying out the most valuable functionalities in the first place and of knowing the speed with which the team advances in the project, allows to clear risks effectively in advance.