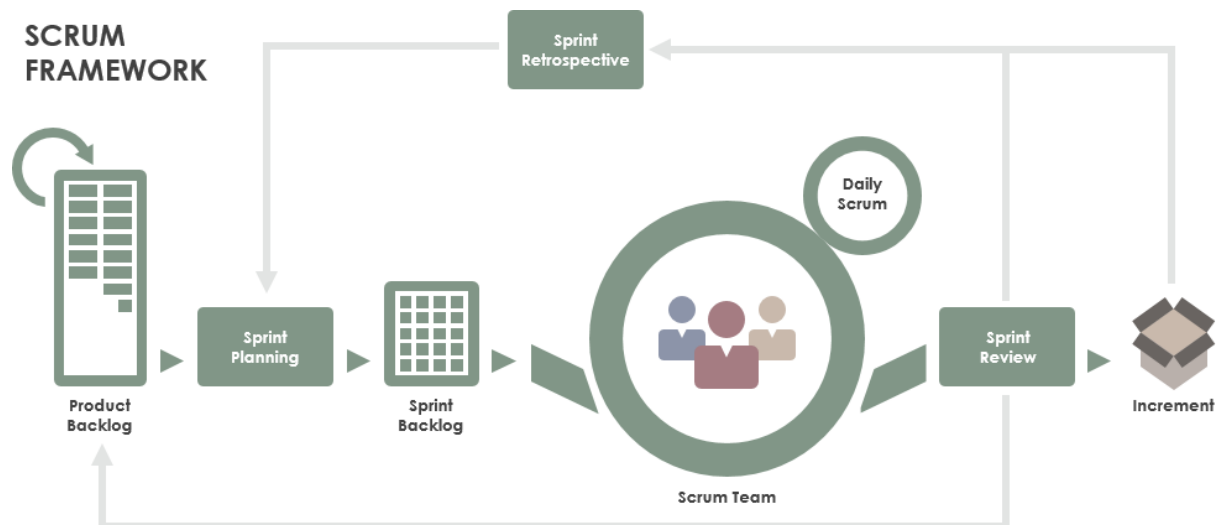


# SCRUM Framework and related terms:

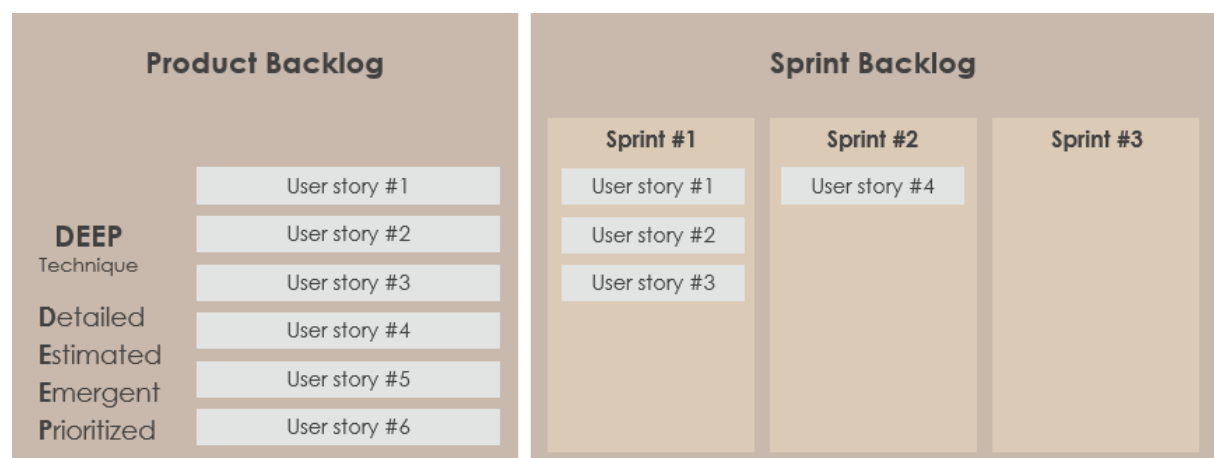


**Product Owner:** The Product Owner is responsible for managing the Product Backlog, prioritizing the items, and ensuring that the team understands the requirements.

**Example:** John is the Product Owner for a mobile application development project. He collaborates with stakeholders to gather requirements, prioritize features, and maintain a well-groomed Product Backlog.

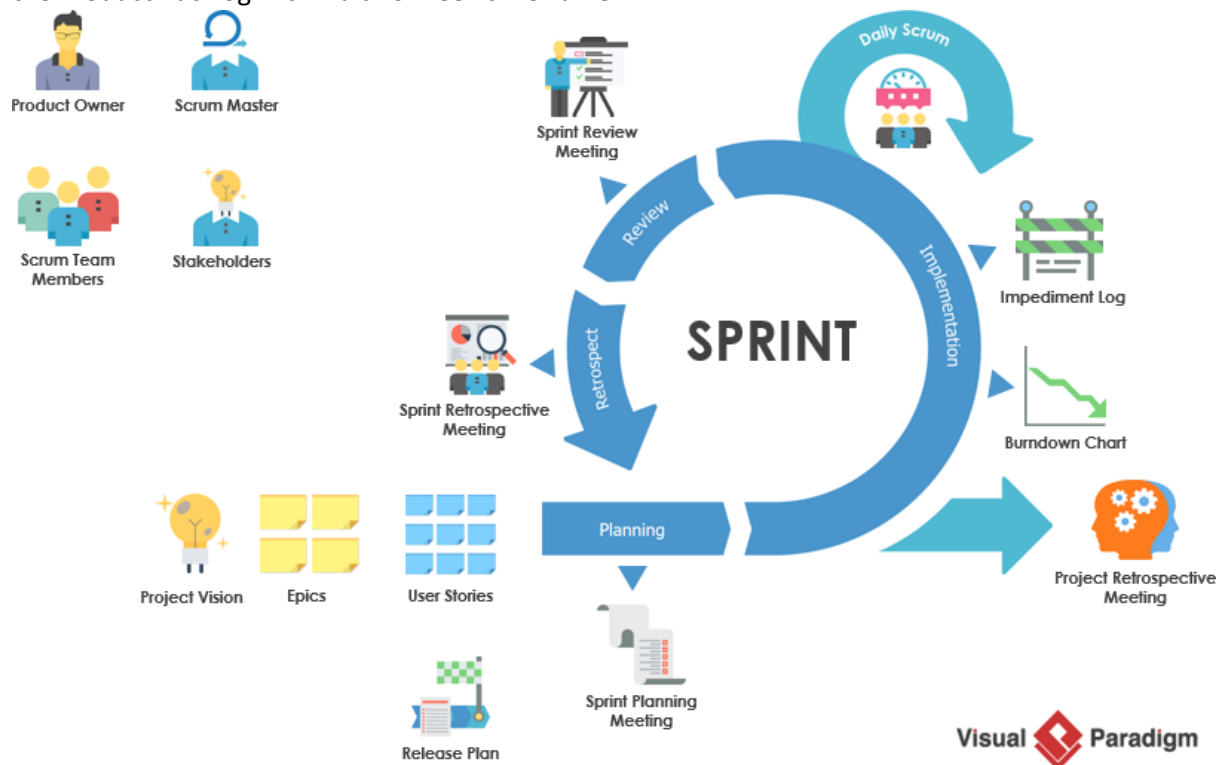
**Product Backlog:** This is an ordered list of all the features, enhancements, and fixes that are needed for the product. The Product Backlog is managed and prioritized by the Product Owner.

**Example:** The Product Backlog for the mobile application includes features such as user authentication, in-app purchases, and push notifications, prioritized based on customer feedback and business value.



**Sprint:** A time-boxed iteration in which a potentially shippable product Increment is created. It typically lasts for two to four weeks.

Example: The team begins Sprint 1 with a goal to implement the user authentication feature from the Product Backlog within a two-week timeframe.



**Sprint Backlog:** This is a subset of the Product Backlog items selected for the Sprint, along with a plan for delivering the product Increment and realizing the Sprint Goal.

Example: The Sprint Backlog for Sprint 1 includes specific tasks related to implementing the user authentication feature, such as designing the login screen, implementing backend APIs, and writing unit tests.

**Scrum Master:** The Scrum Master is responsible for ensuring that the Scrum framework is understood and followed by the team. They facilitate Scrum events, remove impediments, and coach the team.

Example: Emily is the Scrum Master for the development team. She facilitates the Daily Scrum, helps the team identify and resolve impediments, and ensures that the Sprint progresses smoothly.

**Daily Scrum:** Also known as the Daily Stand-up, this is a short daily meeting where team members synchronize their activities, discuss progress, and plan for the day.

Example: During Sprint 1, the team holds a Daily Scrum every morning to discuss what they did yesterday, what they plan to do today, and any obstacles they are facing in implementing the user authentication feature.

**Increment:** At the end of each Sprint, the team delivers a potentially shippable product Increment, which is a concrete step toward the product's vision.

**Example:** By the end of Sprint 1, the team has successfully implemented the user authentication feature, and it is ready for testing and validation by stakeholders.

**Sprint Retrospective:** This is a meeting held at the end of each Sprint where the team reflects on their process, identifies what went well and what could be improved, and creates a plan for implementing those improvements in the next Sprint.

**Example:** After completing Sprint 1, the team holds a Sprint Retrospective to discuss what went well (e.g., effective collaboration) and what could be improved (e.g., clearer acceptance criteria). They decide to refine their estimation process for Sprint 2 to improve accuracy.