

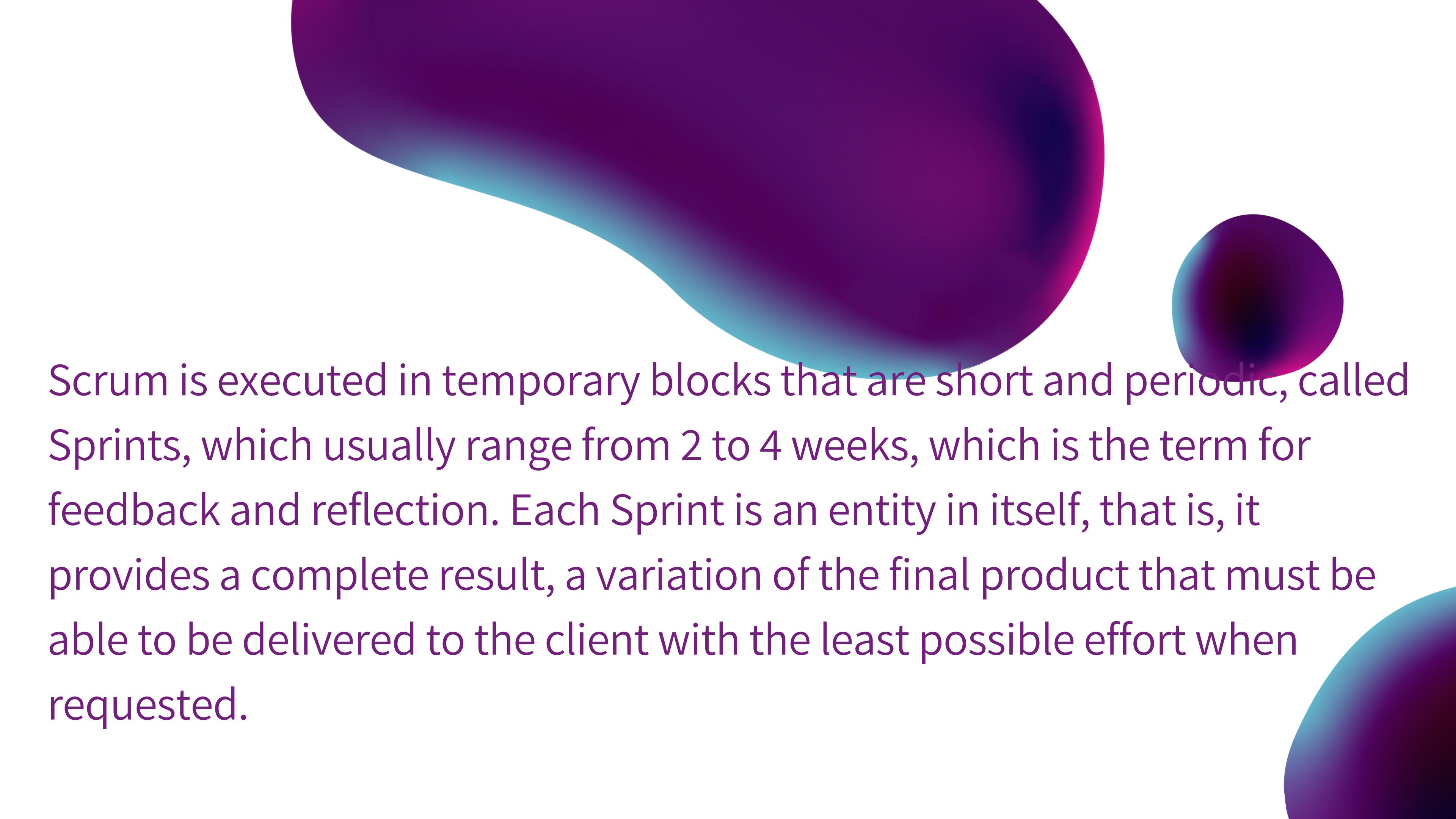
# Scrum Methodology

PREPARED BY  
*Birhan Achalew*

# Introduction

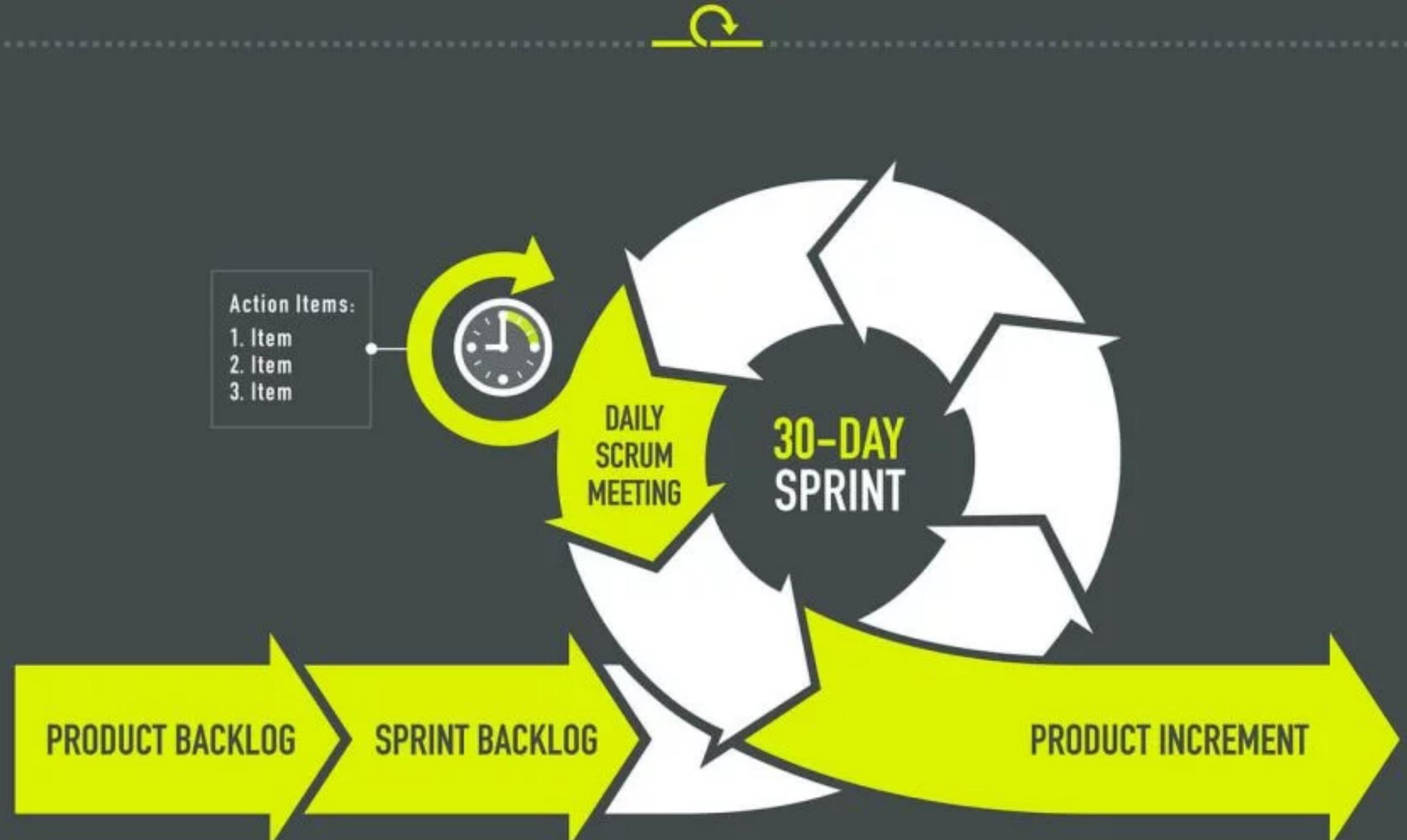
Scrum is an agile development framework that streamlines software development through iterative and incremental processes.

Scrum offers adaptability, agility, and efficiency to ensure a continuous flow of value to clients throughout project development.

The background features abstract, overlapping circles in shades of purple, blue, and white, creating a dynamic and modern feel.

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.

# SCRUM DEVELOPMENT PROCESS



## SCRUM ROLES:



Product owner



Scrum master



Team members



Users



Stakeholders

# THREE MAIN SCRUM ROLES



## Product owner

Is the representative of the stakeholders and customers who use the software. They focus on the business art 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

## 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(return of investment). 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.

## Scrum 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.

# Benefit of Scrum Methodology

- Easily Scalable
- Compliance of expectations:
- Flexible to changes
  - Time to Market reduction
  - Timely Prediction
  - Reduction of risks

# Scrum ceremonies

Scrum ceremonies, in essence, are pre-defined meetings or events held at specific times during a Sprint, which is a time-boxed iteration of work. These events provide various opportunities for the Scrum Team to inspect progress, adapt strategies, and ensure that the product is on the right track to meet the Sprint Goal.

# Core Scrum Ceremonies:

## Sprint Planning:

focuses on setting the Sprint Goal and selecting items from the Product Backlog to work on during the Sprint.

## Daily Scrum

is a brief, daily event where the Development Team synchronizes its activities. Each member shares what they've worked on, what they plan to do, and any impediments they're facing.

## Sprint Review

Scrum Team holds a Sprint Review to showcase the work completed during the Sprint. Stakeholders provide feedback, and the Product Backlog is adjusted as needed.

## Sprint Retrospective:

takes place after the Sprint Review and is a reflective event. The Scrum Team inspects its processes and identifies improvements for the next Sprint.

## Backlog Refinement

While not an official ceremony, Backlog Refinement involves regularly refining and clarifying the Product Backlog to prepare items for future Sprints.

# Scrum Artifacts

Presentations are communication tools that can be used as demonstrations, lectures, speeches, reports, and more. It is mostly presented before an audience. It serves a variety of purposes, making presentations powerful tools for convincing and teaching.

# Product Backlog (PB)

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”.

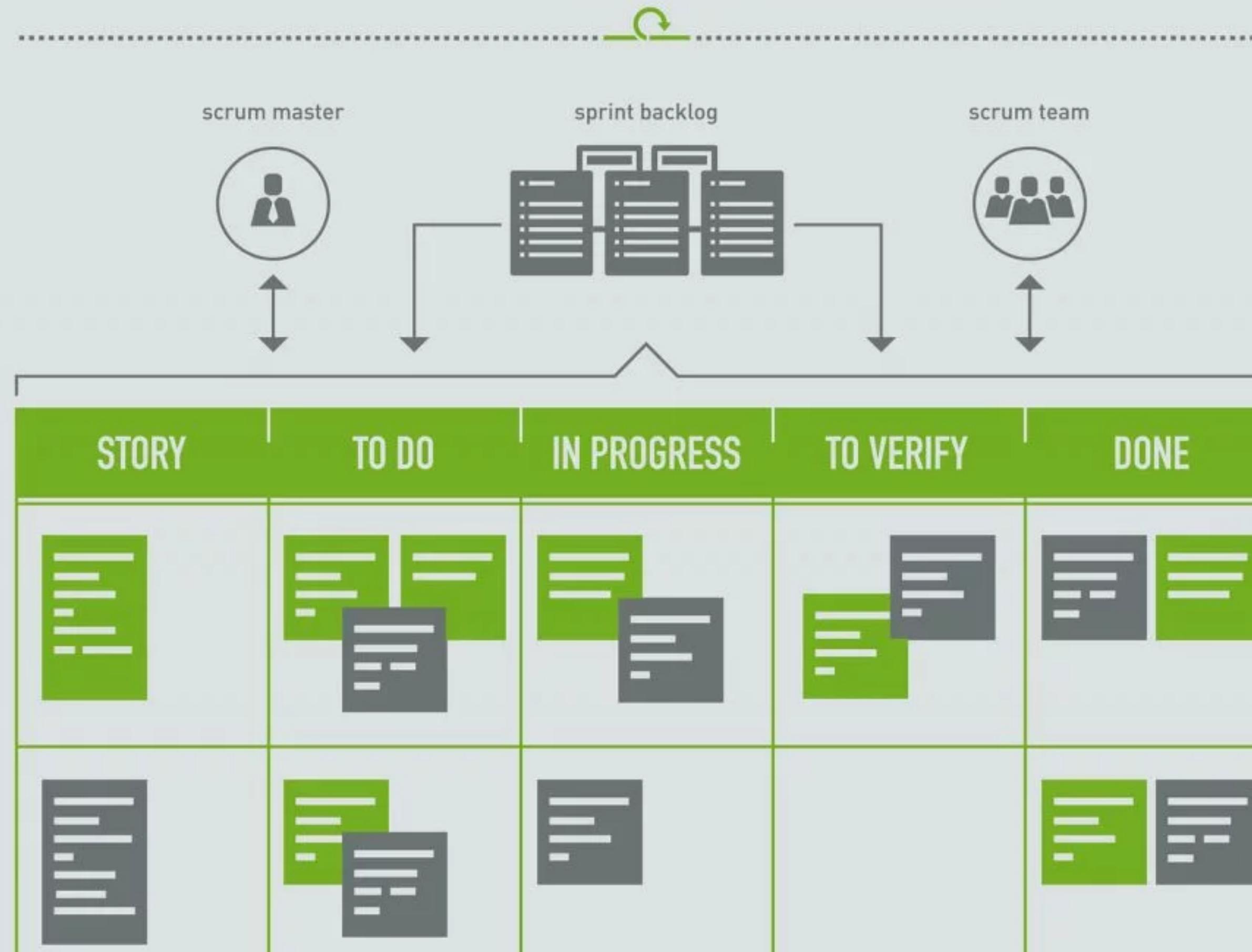
# Sprint Backlog (SB)

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 as Scrum board – 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.

# SCRUM TASK BOARD



""Success is not merely achieved through talent or luck, but through unwavering dedication and hard work.""

-Linuxify