Agile Methods and Practices

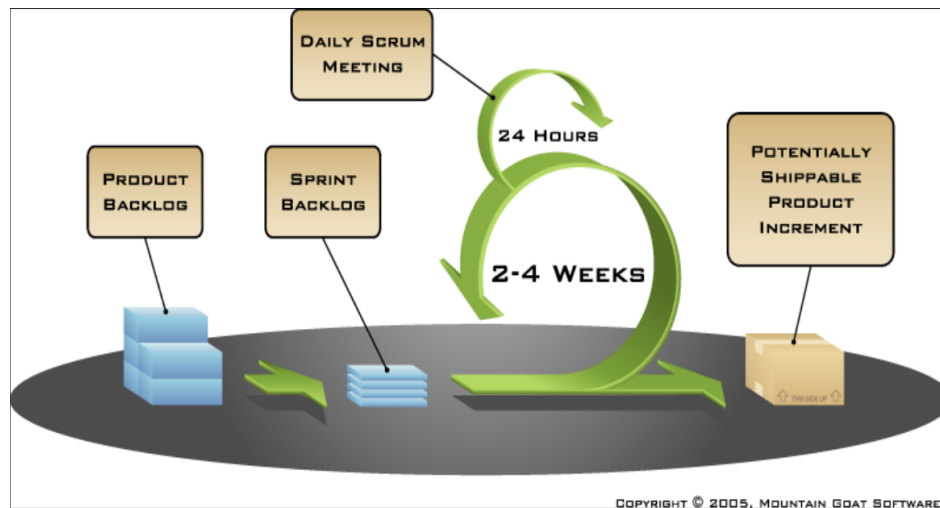GMU Fall 2019 CS 321

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Scrum

Figure 1: Scrum Workflow.

- Process management framework
- Facilitates incremental and iterative development
- Does not specify software development techniques

Phases

- Pre-game phase
- Development phase
- Post-game phase

Roles and responsibilities

- Scrum Master
- Product Owner
- Scrum team
- Customer
- Management

Practices

- Product backlog

- Effort estimation
- Sprint
- Sprint planning meeting
- Sprint backlog
- Daily Scrum meeting
- Sprint review meeting
- Sprint Retrospective

Extreme Programming

- Designed for small to medium teams
- Based on 4 values: communication, simplicity, feedback and courage
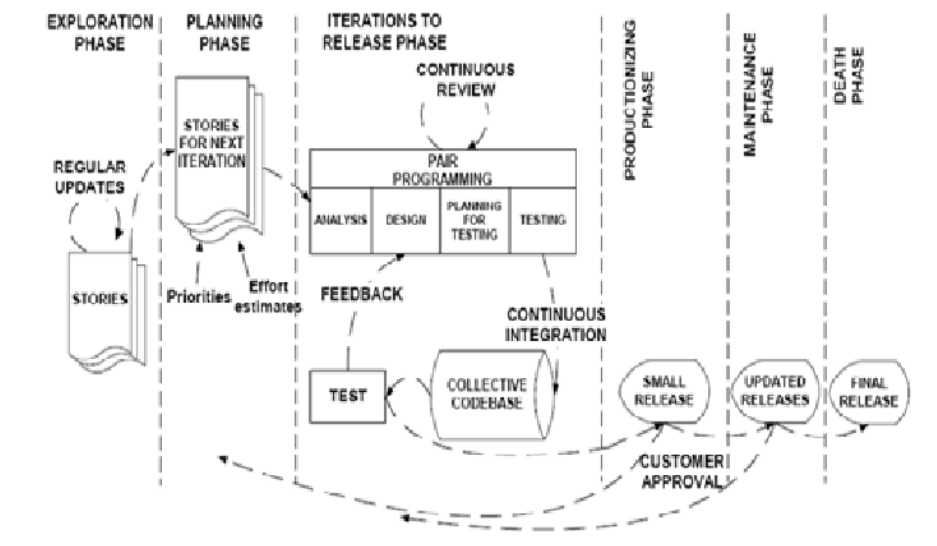- Emphasizes on an onsite customer
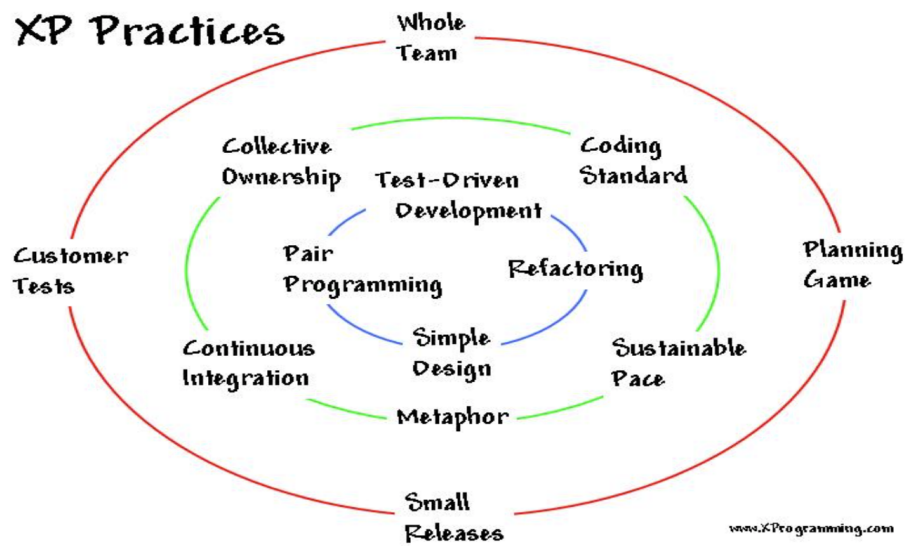

Figure 2: The XP Process.

Figure 3: XP Practices.