| S. No. | SCRUM | KANBAN |
|---|---|---|
| 1. | It defines the role of each member of the Scrum team. | There is no role assigned to individuals. |
| 2. | It follows the iterative method. | It does not follow the iterative approach |
| 3. | To solve a problem, it breaks it into small tasks and then processes it further. | It does not break a problem into sub-problems. |
| 4. | It is a highly prescriptive approach. | It is not much prescriptive as compared to Scrum. |
| 5. | There is no visualization process to perform tasks. | There is a visualization process to perform tasks. |
| 6. | There are sprints that keep track of the progress of any project. | They use task cards to keep track of the progress of any project. |
| 7. | It is processed in successive sprints to complete a task. | It is used to optimize the task to complete a project. |
| 8. | It is not preferred when resources are limited. | It is preferred when tasks and resources are limited. |
| 9. | Scrum Master is the problem solver in case of a problem. | All the members are allowed to pick a problem and solve it. |
| 10. | The process does not get disturbed if a team member leaves in between a sprint. | The flow of work gets disturbed if a team member leaves in between. |
| 11. | The velocity of the sprint is used to measure the production. | The time taken to finish the project is the measure of production. |
| 12. | Estimation is crucial to Scrum because it places a strong emphasis on planning. | Estimation is not as important in Kanban as in scrum. |
| 13. | In scrum, cross-functional teams are important to deal with the issues that may occur during software development. | In Kanban, specialized teams are important. |

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|---|---|---|
| 14. | Only one team owns a sprint backlog. | The sharing among multiple teams is possible with Kanban board. |
| 15. | The scrum methodology is centered on the backlog. | The Kanban methodology is centered on the process dashboard. |
| 16. | It is suitable for projects that have changing priorities. | It is suitable for projects that have stable priorities i.e. unlikely to change over time. |
| 17. | “Velocity” through sprints is a production measurement metric. | “Cycle time” is a production measurement metric. |
| 18. | One to four weeks make up a sprint cycle. | The delivery cycle is continuous. |
| 19. | Some of the Tools-<br>• Jira Software<br>• Axosoft<br>• VivifyScrum and more. | Some of the Tools-<br>• Jira Software<br>• Kanbanize<br>• SwiftKanban<br>• Asana and more. |