History and Definition:

Developers, Product owner and Scrum master

Why agile?

A screenshot of a computer

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Above it is a waterfall , we start from the top to the bottom.

Agile has been developed to respond to the request of customers which can change with time , if for example, you receive a request from customer to create a new software in order to manage his stock.

It took 1 year to implement the software in the customer environment.

The issue is that after 1 year the customer could discover that He wants new features or remove some features etc …

It is for this reason that agile is born.

A screenshot of a software development program

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4 pillars and 12 values:

1. it is focused on individual interactions over process and tools.

Not focus on process but on interactions between individuals.

1. Working software over comprehensive document, more important than documentation.

Feature and specification created before software, it is loss of time , the best is to create a basic software, receive feed-back and have feed-back .

Before the customer was involved in the beginning.

1. Customer collaboration over contract negotiations (adapt even if it is not in the contract)

Before they did just what was negotiated and now it is finished, we will respond to change and collaborate with customer.

1. Responding to change over following a plan. (Include the client on the way you think)

Before they were focusing on process and not on clients’ needs.

12 Principles:

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1. We will prioritise the client (Best value) and will change in function of his needs continuously. (Not like waterfall framework)
2. Included change if needed.
3. We work in short development deliver and feed-back better than long development and feed-back after a while. (We save time)
4. Businesspeople and developers should work daily
5. Build projects around motivated individuals. (Trust is important)
6. The most efficient and effective method is face-to-face conversations
7. Working software is the most important thing (customer doesn’t need documentation and not working software)
8. The purpose is not a sprint, you want a stable team and sustainable, (remain the same team)
9. Continuously improving and improving your software.
10. Do it simple!
11. Instead of assigning things but it is the team together. (there is no project manager we discuss together, no hierarchy)
12. Continuous improvement

Scrum team

Scrum master:

Product owner:

Developers:

Scrum framework:

A diagram of a scrum framework

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3 pillars : transparency (everything you do should be visible to anyone ) , Inspect (whatever you do , you check that it works as expected) and adapt

The team is self-managed.

A diagram of a scrum

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The job of the scrum master is to fix issue which blocks the team to progress and the scrum principles happens.

For example the number of hours in meeting limitation .

A screenshot of a diagram

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