Extend part of methodology

Agile methodologies are group of software development methods. The four main characteristics are used in all projects are adaptive planning iterative and evolutionary development, rapid and flexible response to change and promote communications. Every project should follow principle of **light and sufficient** and should be people oriented. The production team should start developing simple and predictable approximations throughout the life of the project. This include coding and testing of the code. At regular intervals the team should decide how to be more effective at regular intervals of time. Agile methodologies are used to achieve higher quality software in shorter period of time. This guides us to break the task into small iterations. These are short frames that run from one to four weeks.

Scrum Is used for product development. It is applicable on any project even if the project has to be submitted with aggressive deadlines.

In Scrum, projects progress via a series of iterations called

sprints. Each sprint is typically 2-4 weeks long. A typical

scrum team has between five and nine people, but Scrum

projects can easily scale into the hundreds. The team does not

include any of the traditional software engineering roles such

as programmer, designer, tester, or architect. The product

owner is the project’s main stakeholder and represents users,

customers and others in the process. The ScrumMaster is

responsible for making sure the team is as productive as

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Scrum projects are series of iterations called sprints each has 2-4 weeks long. The scrum team does not have any traditional software engineering roles such as programmer, designer , tester etc. the product owner is the projects main stakeholder and represents users and customers. The scrum master is responsible for making team productive. Scrum is most common used methodology.