**AGILE ROLES**

1. Product owner -🡪 responsible for getting the requirement from the customer/stakeholder.
2. Defines features of the product.
3. Decide release date and content.
4. Prioritize features according to market value.
5. Adjust features and priority over iteration as needed accept (or) reject work results.

**SCRUM TEAM**

1. A Scrum master is the facilitator for an agile development team.
2. Enable close cooperation across all roles and functions.

**DEFINITION OF READY**

1. User story is clear, testable, feasible, defined, acceptance criteria defined, dependencies identified, sized by development team.
2. Scrum team accepts user experience artifacts.
3. Performance criteria identified, where appropriate.
4. Scalability criteria identified, where appropriate.
5. Person who will accept the user story is identified.
6. Team has a good idea what it will mean to-do the user story

**DEFINITION OF DONE**

1. Code produced {all ‘to-do’ items in code completed}
2. Code commented, checked in and run against current version in source control.
3. Peer reviewed (or produced with pair programming) and meeting development standards.
4. Build without errors.
5. Unit test written and passing.
6. Deployed to system test environment and passed system tests.
7. Passed UAT (USER ACCEPTANCE TESTING) and signed off as meeting requirements
8. Any build/deployment/configuration changes are implemented/documented/communicated.
9. Relevant documentation/diagrams produced and or updated.
10. Remaining hours for task set to zero and task closed.

**Advantages of agile scrum**

1. We can save time and cost of the project.
2. The quality can be ensured because each and every sprint will be tested multiple times.
3. The requirement change can be accepted at any level of the project maintenance.
4. All are participating in scrum meeting so that transparency can be maintained.
5. Each and every sprint we are delivering to the client so we can maintain the customer’s satisfaction and we can avoid delivery risk of the project.