Agile & Scrum

Agile Principles

1 Customer Satisfaction:
Deliver valuable software early and continously to ensure customer satisfaction

2 welcome change: Embrace changing requirements, even late in development to improve customer outcomes.

3 Frequent Delivery: Deliver working software freq. from a couple of weeks to a couple of months, with a preference for the shorter timescale.

4 Collaboration: Business stakeholders and developers must work together daily throughout the project.

5 Motivated individuals: Build project around motivated individuals. give them the environment & support they need.

6 Face to Face communication → The most efficient & effective method of conveying information to & within a development team is face to face conversation.

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Scrum Framework

→ Scrum team:

- product owner: Represents stakeholders priorities the product backlog & ensures the team delivers max values

- Development: A self-organizing group that works on delivering the product

→ Scrum Events

- sprint: A time-boxed period during which a potentially shippable product increment is created.

- Daily scrum: A 15-minute time-boxed event for the dev team to synchro-activities & create a plan for next 24 h

Scrum Rules:

Definition of Done: A shared understanding of what it means for work to be complete, ensuring transparency & quality.

Commitment: Each scrum role has commitments the product owner to the product backlog.