

What is SCRUM?

The name of SCRUM comes from the game of rugby, in rugby the team work together to achieve a common goal (get the ball across the line) and the process is often done in a number of stages, each of them moving the ball a certain distance up the field. In SCRUM development the team work together and do the development in a series of development steps called sprints.

So in SCRUM the lifecycle splits the development into a series of efforts called sprints. Each sprint lasts around 1 to 4 weeks and is preceded by a sprint planning meeting. At the start of the project and as the project moves forward, the total work needed to complete the project is contained within a document called the product backlog, as items are completed they are removed from the product backlog. This can include anything from product features to debugging tasks and technical tasks. Each item in the product backlog has a description/specification as well as a score in terms of its business value. Each item in the backlog is also given an estimate by the development team in terms of the effort required to complete it.

What is a daily SCRUM?

This is a short meeting in which all developers answer the following questions. What have you done since yesterday? What are you planning to do today? Any impediments/stumbling blocks?

Sprint planning

In the sprint planning meeting it is decided the scope of work to be done, how long it is going to take, this work is added to the sprint backlog. The amount of work is carefully selected so that the it is enough to fill the sprint, this is done by looking at the workload delivered by previous sprints and what is called the projects velocity. Any work that is not complete at the end of a sprint is returned to the product backlog.

Burn down chart

As the project progresses its progress is measured using a burn down chart which gives you a clear indication of how much has been completed.