SCRUM Framework - Detailed Summary

SCRUM is a popular Agile framework used to develop, deliver, and maintain products.  
It helps teams work together efficiently and deliver products quickly.  
Instead of doing all the work at once, the work is divided into small pieces and completed in short cycles called Sprints.

Each Sprint usually lasts 2 to 4 weeks, and at the end of every Sprint, the goal is to deliver a working product that can be used or shown to customers.

SCRUM follows an iterative and incremental approach. This means the product is built step-by-step, improving each time.

Main Roles in SCRUM

There are three important roles in SCRUM:

1. Product Owner

* The Product Owner decides what should be built.
* They create and manage the Product Backlog (a list of all tasks and features needed for the product).
* They prioritize the backlog items based on customer needs and business goals.

1. SCRUM Master

* The SCRUM Master helps the team follow SCRUM rules properly.
* They remove blockers or obstacles that stop the team from working.
* They act like a coach and ensure the team stays focused on Sprint goals.

1. Development Team

* This team is responsible for building the product.
* They do all the work including designing, coding, testing, and integrating.
* The team is self-organizing and decides how to do the work.

Main Events in SCRUM

SCRUM has four important meetings or events:

1. Sprint Planning

* Happens at the beginning of each Sprint.
* The team and Product Owner decide what work will be completed in the Sprint.
* The selected work becomes the Sprint Backlog.

1. Daily Stand-up (Daily Scrum)

* A short meeting (15 minutes) held every day during the Sprint.
* Each team member answers:

What did I do yesterday?

What will I do today?

Is there any blocker?

1. Sprint Review

* Held at the end of the Sprint.
* The team shows the completed work to stakeholders.
* Stakeholders give feedback which can help improve the product.

1. Sprint Retrospective

* This meeting happens after the Sprint Review and before the next Sprint starts.
* The team discusses:

What went well?

What did not go well?

What can we improve?

* It helps the team to continuously learn and become better Sprint by Sprint.

Sprint Retrospective is not about blaming anyone. It is only about finding ways to work better together.

SCRUM Flow - Simple Step-by-Step Process

1. Product Owner prepares the Product Backlog.
2. In Sprint Planning, the team picks items from the Product Backlog and creates the Sprint Backlog.
3. The team works daily during the Sprint and discusses updates in the Daily Stand-up.
4. At the end of the Sprint:

First, they do a Sprint Review to demonstrate the product increment.

Then, they conduct a Sprint Retrospective to improve their process.

1. Immediately after, the next Sprint begins with new planning.

Key Points to Remember

* Sprints have a fixed time period, so work must be planned carefully.
* SCRUM encourages continuous delivery and early feedback.
* The team should be self-organized and have all the skills needed to complete the work.
* SCRUM promotes transparency, inspection, and adaptation at every stage.

In simple words, SCRUM helps teams build better products faster by planning small work items, working daily, reviewing results, learning lessons, and improving continuously.