Within an Agile team, many roles contribute to a project for it be functional. With that in mind, here are eight example roles that are common:

1. Product Owner: Represents the stakeholders and ensures their requirements are met.
2. Scrum Master: Facilitates the Agile process, removes obstacles, and promotes team collaboration.
3. Development Team: Responsible for delivering the product increments.
4. Stakeholders: Individuals with a vested interest in the project, such as customers, end-users, and sponsors.
5. Agile Coach: Guides the team in adopting Agile principles and practices effectively.
6. Business Analyst: Analyzes business needs and translates them into user stories.
7. Quality Assurance (QA) Engineer: Ensures the quality of the software through testing and validation.
8. User Experience Designer: Focuses on enhancing the user's experience and satisfaction with the product.

Ceremonies:

Agile SDLC includes several meetings or events, known as ceremonies, to facilitate collaboration and decision-making. Here are five significant ceremonies

1. Sprint Planning: The team plans the work to be completed during the sprint.
2. Daily Stand-up (Daily Scrum): Team members provide updates on their progress, discuss any obstacles, and align their efforts.
3. Sprint Review: The team demonstrates the completed work to stakeholders and receives feedback.
4. Sprint Retrospective: The team reflects on the previous sprint, identifies areas for improvement, and discusses strategies for enhancing productivity.
5. Backlog Refinement (Grooming): The team collaboratively refines and prioritizes items in the product backlog.

Artifacts in Agile SDLC represent information used by stakeholders and the Scrum team to describe the product being developed. Here are six essential artifacts:

1. Product Backlog: A prioritized list of features, enhancements, and bug fixes.
2. Sprint Backlog: The subset of items from the product backlog selected for the current sprint.
3. User Stories: Descriptions of specific functionality or features from the user's perspective.
4. Burndown Chart: Visual representation of the work remaining versus time during a sprint.
5. Increment: The sum of all completed and tested product backlog items at the end of a sprint.
6. Definition of Done (DoD): A shared understanding of the criteria that define when a product backlog item is considered complete.