

Scrum

Scrum is a framework for project management with an initial emphasis on software development, although it has been used in other fields including research, sales, marketing and advanced technologies. It is designed for teams of ten or fewer members who break their work into goals that can be completed within time-boxed iterations, called *sprints*, no longer than one month and most commonly two weeks. The scrum team assesses progress in time-boxed daily meetings of 15 minutes or fewer, called daily scrums (a form of stand-up meeting). At the end of the sprint, the team holds two further meetings: one sprint review intended to demonstrate the

work done for stakeholders and elicit feedback, and one sprint retrospective intended to enable the team to reflect and improve.

Scrum Team

> Product owner

- **Define and announce releases.**
- **Communicate delivery and product status.**
- **Share progress during governance meetings.**
- **Share significant RIDAs (**risks**, impediments, **dependencies**, and assumptions) with stakeholders.**
- **Negotiate priorities, scope, funding, and schedule.**

- **Ensure that the product backlog is visible, transparent and clear.**

Developers

The developers carry out all work required to build increments of value every sprint.

The term *developers* refers to anyone who plays a role in the development and support of the system or product

Scrum master

- Helping the product owner maintain the product backlog in a way that ensures the needed work is well understood so the team can continually make forward progress

- Helping the team to determine the definition of done for the product, with input from key stakeholders
- Coaching the team, within the scrum principles, in order to deliver high-quality features for its product^[38]
- Educating key stakeholders and the rest of the organization on scrum (and possibly agile) principles