SCRUM artifacts

Definition of Done – acceptance criteria –

Prompt cross functionality

Consistently improving

Scrum events are prescribed and used to create regularity and to minimise the need for meetings not defined by the scrum.

* Scrum events are designed by timeboxed events – that define the maximum time that should be spent on an event. – this ensures an appropriate amount of time is planning and minimises waste.
* A SCRUM is a formal opportunity to inspect and adapt something
* Designed to promote critical transparency and inspection

SCRUM events

The sprint:

* At the heart of a scrum is a sprint - timeboxed event that usually lasts less than a month.
* By the end of a sprint a usable, and potentially releasable product increment is developed. Sprint have consistent duration, a new sprints starts immediately after the conclusion of the previous sprint

Sprint planning - The work to be done in Sprint is planned during the Sprint Planning Meeting. The plan is developed by the work of the entire Scrum team. Sprint planning is time-boxed for eight hours for a one-month Sprint. Sprint Planning meeting consist of two parts.

Sprint Goal - As the development team works it keeps this goal in mind. In order to satisfy this goal, it implements the functionality and technology.

Daily scrum - The daily scrum is a 15-minute time-boxed event for the team to synchronize activities for the next 24 hours. The Daily Scrum is held at the same time and place each day to reduce complexity. During the meeting, each Development Team member explains:

* + What has been accomplished since the last meeting?
  + What will be done before the next meeting?
  + What obstacles are in the way?

        The Daily Scrum improves communications, eliminates other meetings and highlights and promotes quick decision making.

Sprint review - A sprint review is held at the end of of the Sprint to inspect increment and adapt the product Backlog if needed. The result of the Sprint Review is a revised Product Backlog that defines the probable Product Backlog items for the next Sprint. The Product Backlog may also be adjusted to meet new opportunities.

Sprint retrospective:

**Scrum artifacts**

Product backlog - ordered list of everything that might be needed in the product and is the single source of requirements for any changes that need to be made the product. The product backlog is never complete. Backlog is dynamic, it consistently changes to identify what the product needs to be useful.

Monitoring the progress towards a goal – at any time, the total work remaining for each goal can be summed. Various projection practices have been used to forecast the progress

Sprint backlog – the sprint backlog is the set of product backlog items selected for the sprint and a plan for delivering the product increment and realising the sprint goal. The sprint backlog is a forecast by the department team about what functionality will be in the next increment and the work needed to deliver that functionality.

Monitoring sprint progress – development tracks

Increment

Roles in scrum

Product owner - The Product Owner (PO) is a member of the Agile Team responsible for defining Stories and prioritizing the Team Backlog to streamline the execution of program priorities while maintaining the conceptual and technical integrity of the Features or components for the team.

Scrum master – A scrum master is the facilitator for an [Agile development](https://searchsoftwarequality.techtarget.com/definition/agile-software-development) team; they are responsible for managing the exchange of information between team members. [Scrum](https://searchsoftwarequality.techtarget.com/definition/Scrum) is a methodology that allows a team to self-organize and make changes quickly, in accordance with Agile principles.

Development team members - A Development Team is a collection of individuals working together to develop and deliver the requested and committed product increments. It comprises of cross-functional members who are capable of achieving the sprint goals. This could include software engineers, architects, programmers, analysts, system admins, QA experts, testers, UI designers, etc.

* The Development Team builds the product that the Product Owner indicates: the application or website, for example. The Team in Scrum is “cross-functional”
* The Development Team includes all the expertise necessary to deliver the potentially shippable product each Sprint
* The Development Team is self-organizing, with a very high degree of autonomy and accountability.
* The Development Team decides how many items to build in a Sprint, and how best to accomplish that goal.
* The Development Team is a cross functional, small and self-organizing team which owns the collective responsibility of developing, testing and releasing the Product increment.
* The Development Team may not appoint any team lead since decisions are taken collectively by the team.