**Day-4 (Assignment-1)**

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| Features | Scrum | Kanban |
| Origin | Derived from Agile software development frameworks | Originated from Lean manufacturing |
| Framework | Prescriptive, with specific roles and ceremonies | Flexible, focusing on visualizing workflow |
| Roles | Defined roles: Product Owner, Scrum Master, Development Team | No fixed roles; team members assume necessary roles |
| Iterations | Uses fixed-length sprints (usually 2-4 weeks) | Continuous flow, no fixed iterations |
| Planning | Sprint planning at the start of each sprint | Continuous planning as work items are added to the board |
| Work Items | Uses a prioritized backlog | Uses a prioritized backlog, with a limit on WIP (Work in Progress) |
| Meetings/Ceremonies | Sprint Planning, Daily Stand-up, Sprint Review, Sprint Retrospective | Daily Stand-up (optional), no required ceremonies |
| Board | Scrum Board with columns for each sprint phase (To Do, In Progress, Done) | Kanban Board with columns for each workflow state (To Do, In Progress, Done), WIP limits on each column |
| Commitment | Team commits to a set of work items for the sprint | Commitment is to managing WIP and continuous delivery |
| Flexibility | Less flexible due to sprint commitments | Highly flexible, allows changes at any time |
| Metrics | Velocity (measures amount of work completed in a sprint) | Lead Time, Cycle Time (measures the time taken for work items to move through the process) |
| Scope Change | No changes allowed during the sprint | Changes can be made anytime, as long as WIP limits are respected |
| Focus | Focus on completing a potentially shippable product increment each sprint | Focus on continuous delivery and flow of work |
| Best For | Projects with well-defined scopes and regular delivery cycles | Projects requiring continuous improvement and flexible priorities |