**Scrum roles**

There are three major roles in the scrum team they are

Scrum master

Product owner

Development team

Scrum Master :

Scrum master is the head of the team He act as an coach and directs the team the responsibilities of scrum master are

* Implement Project Management/Best Practices.
* Keep all Parties on Track and Informed. ...
* Introduce Agile Engineering Practices. ...
* Coach Team Members. ...
* Host Daily Stand-up Meetings. ...
* Assist the Product Owner With the Product Backlog. ...
* Remove Roadblocks. ...
* Teach Scrum Practices and Principles.

Product Owner

A Product owner is responsible for ensuring the success of a project in Scrum. The product owner is responsible for managing and optimizing the product backlog in order to maximize the value of the product.

A Product Owner needs to ensure and realize maximum value for the organization, from the Product development process. This essentially means collaborating closely with the development team and ensuring all the product requirements are well-defined and executed in time. A Product Owner plays a key role in the Scrum team, along with the Scrum master and the development team. However, the responsibilities of the scrum master are different and the Product Owner must ensure that the responsibilities of the two roles do not overlap each other.

One of the main roles of a Product Owner is to manage the product backlog. This may include the following activities:

* The product backlog must be clearly defined, and all the items need to be mentioned elaborately.
* Prioritize and order the product backlog in the right manner so that the important tasks are given topmost priority.
* Prioritize work items and product backlog, this must be in line with customer vision and goals.
* Evaluate the work done by the development team and provide constant feedback.
* The Product Owner must ensure that the product backlog is communicated clearly to all team members.
* The Scrum Team must have clarity on the product requirements and user expectations.
* Product Backlog

Product Backlog is one of the primary responsibilities of the Product Owner. He/she must own and define the product backlog according to customer requirements. The Product Owner must first update the product backlog list. Following this activity, there must be proper prioritizing of the backlog based on urgency and criticality of the requirements. The proper sequence of development also needs to be appropriately charted out.

This product backlog list needs to be updated continuously. As the products’ needs change and evolve, the backlog list also needs to be continually updated. The product backlog must be made available to all the stakeholders since it is dynamic and subject to many changes.

* Development Stages

A Product Owner must also be actively involved in the product development process. As the customer objectives and vision change, the same needs to be continuously monitored and communicated to the development team. A Product Owner must also be present in all cadence and review calls and meetings. It is always good for a Product Owner to take the initiative and be a part of sprint review meetings while identifying areas of improvement.

* Acting as a Primary Point of Contact

The Product Owner role is unique, and in that, he/she is the primary point of contact for all the relevant stakeholders. He/she must make sure there is an appropriate buy-in from customers along with management and development teams. This is important for the smooth execution of the project and product delivery.

* Communicating Customer Vision

A Product Owner needs to have a clear perspective on customer goals and objectives. This needs to be adequately defined and communicated with all the relevant stakeholders. This includes the customer, development team, scrum master, project team, and corresponding business managers.

* Adept and Anticipate Customer Needs

A Product Owner must have adequate market and industry experience, not just to understand, but also to anticipate customer needs. A Product Owner should also understand the customer requirements from a journey lifecycle perspective. This will help him/her know long-term customer goals and anticipate changes and new requirements better.

* Evaluation of Progress

A Product Owner must be able to liaison and monitor each phase of the product development cycle. At each iteration, the Product Owner must be a part of the product development review and suggest any changes or improvements on behalf of the customer. Based on the feedback from the Product Owner, the development team can then make necessary changes or modifications to the product features.

Development Teams

**Developer** (or team member). The ideal size for a development team is between 3 and 9 people, not including the scrum master and product owner. Any smaller and the team couldn’t accomplish enough each sprint. Any larger and communication becomes complex and cumbersome.

Scrum Developer Authority:

The developers decide how to accomplish the work set forth by the product owner.

Scrum Developer Responsibility:

Teams of developers are structured and empowered to organize and plan how to accomplish their work at an agreed upon level of quality—the definition of done. Developers work together to accomplish the sprint goal, checking in with each other at least daily to [inspect and adapt](https://resources.scrumalliance.org/Article/inspect-adapt-scrum) their plan.

Scrum Developer Tasks:

To achieve these aims, developers perform the following activities:

* Manage the sprint backlog
* Inspect and adapt through a daily scrum.
* Contribute to the sprint goal

Developer Desirable Qualities:

Great teams of developers have the following characteristics:

* Self-organizing. The developers decide how to turn product backlog into Increments of potentially releasable functionality;
* Cross-functional. Together, the developers have all the skills necessary to create a product increment;
* One-team mentality. Scrum assigns no titles to development team members, regardless of the work being performed by the person. There are also no sub-teams among the developers, regardless of domains that need to be addressed like testing, architecture, operations, or business analysis. ​Individual development team members may have specialized skills and areas of focus, but accountability belongs to the development team as a whole.

Script example

metting starts at 9 AM

Scrum master:

Good Morning team, lets starts the daily stand up meeting,

keep the update short and clear,

And plan for the today's task,

for any blocker let us know here,

lets start the update with ramesh,

Raj: yestarday i have worked on Registration authentication,

today i will work on login authentication

i dont have any blocker

Vinay : yestarday worked on movie browsing and movie reviews,

today i will work on movie ratings

i dont have any blocker

ankit : yestarday worked on Payment module

today working on review for the product

iam unable to update the payment methods.

Scrum master: Thank you all for the update,for any issue are challenge

please wait in the meeting for clearity If you need any help feel free to call me.