

# Lab- 3

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## Research on SCRUM Methodology

Scrum is a framework that helps teams work together. Much like a rugby team (where it gets its name) training for the big game, Scrum encourages teams to learn through experiences, self-organize while working on a problem, and reflect on their wins and losses to continuously improve.

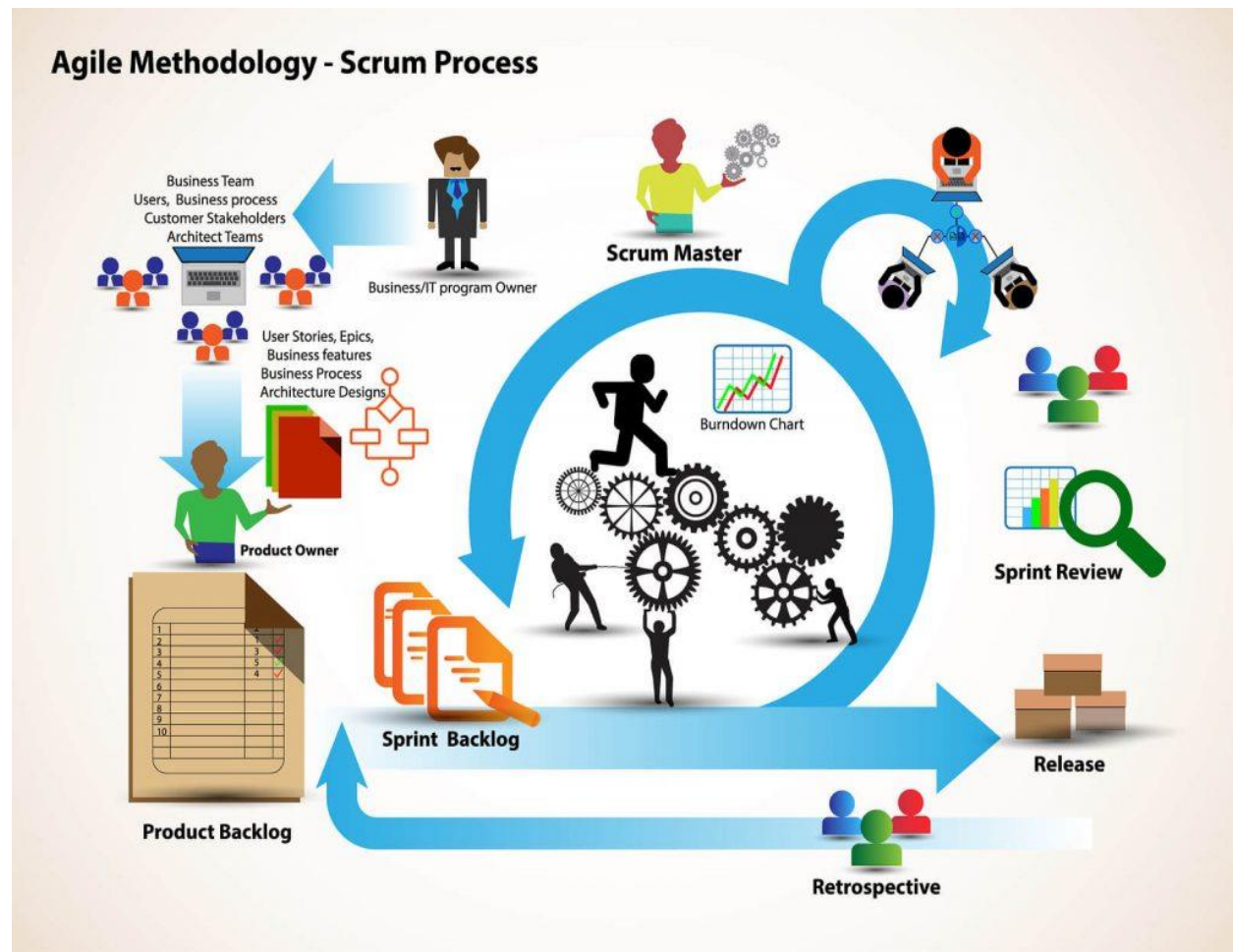
While the Scrum I'm talking about is most frequently used by software development teams, its principles and lessons can be applied to all kinds of teamwork. This is one of the reasons Scrum is so popular. Often thought of as an agile project management framework, Scrum describes a set of meetings, tools, and roles that work in concert to help teams structure and manage their work.



## Scrum Methodology & Process

Scrum is precisely an evolution of Agile Management. Scrum methodology is based on a set of very defined practices and roles that must be involved during the software development process. It is a flexible methodology that rewards the application of the [12 agile principles](#) in a context agreed by all the team members of the product.

Scrum is executed in temporary blocks that are short and periodic, called Sprints, which usually range from 2 to 4 weeks, which is the term for feedback and reflection. Each Sprint is an entity in itself, that is, it provides a complete result, a variation of the final product that must be able to be delivered to the client with the least possible effort when requested.



The process has as a starting point, a list of objectives/ requirements that make up the project plan. It is the client of the project that prioritizes these objectives considering a balance of the value and the cost thereof, that is how the iterations and consequent deliveries are determined.