

# **Agile Model: SCRUM**

**SCRUM** > **INTRODUCTION**

Introduction To **Agile Model: SCRUM**

## SCRUM > OBJECTIVES

- Explain Agile Scrum methodology
- Describe Scrum framework
- Identify distinguishing features of Scrum

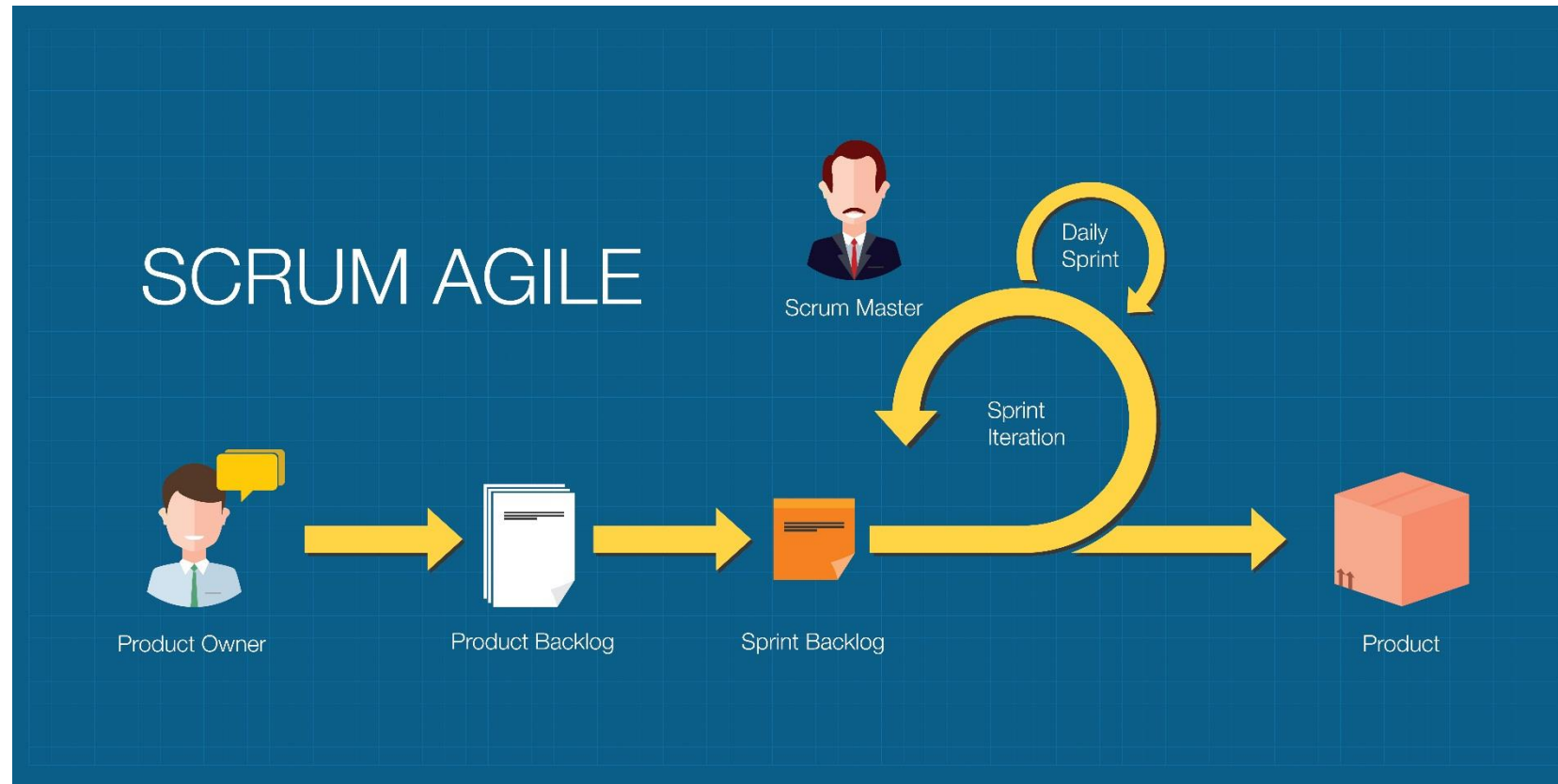
## SCRUM > DESCRIPTION

- Ken Schwaber and Jeff Sutherland are the creators of Scrum.
- Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.
- *Dictionary meaning of 'Scrum':* The method of beginning rugby game in which the forwards of each team crouch side by side with locked arms; play starts when the ball is thrown in between them and the two sides compete for possession.
- Small working teams are organized to maximize communication, sharing of ideas, minimize overhead.

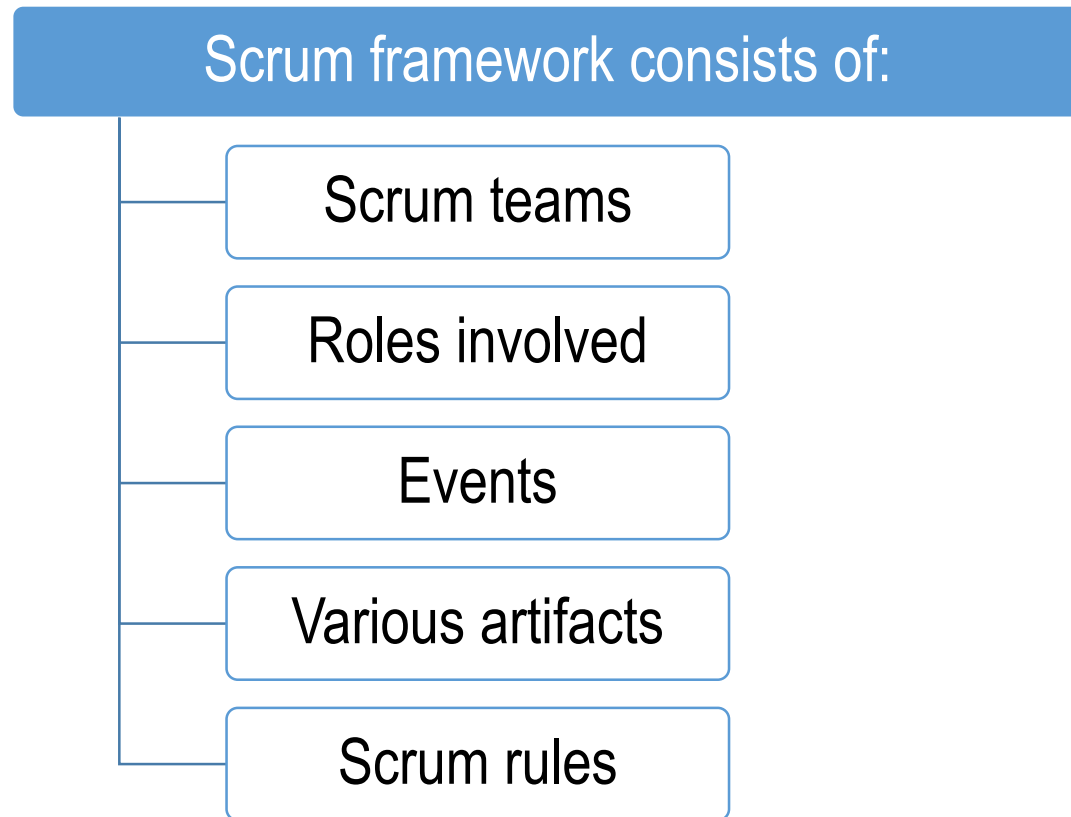


## SCRUM > DESCRIPTION

The process produces frequent software increments “that can be inspected, adjusted, tested, documented, and built on”.



## SCRUM > FRAMEWORK



- Each and every component serves a specific purpose and is important to the success of Scrum
- Lesser documentation to record product backlogs, prepare charts, etc.

## SCRUM > FEATURES

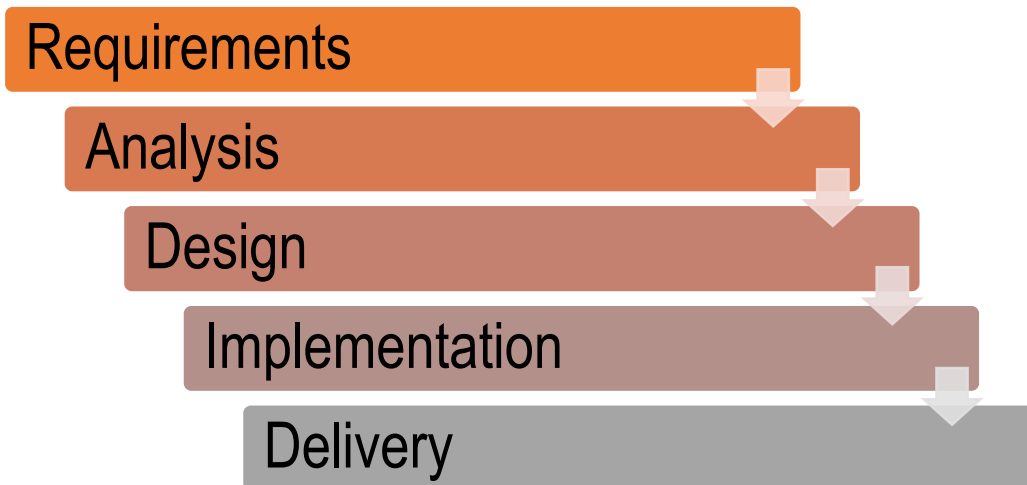
Distinguishing features:

- Development work is partitioned into “packets”
- Testing and documentation are on-going as the product is constructed



## SCRUM > FEATURES

- Scrum incorporates the following activities:



- Work within activities occurs in “sprints” and is derived from a “backlog” of existing requirements
- Sprint is a fixed-length duration during which the product is built
- Backlog is a list of product requirements built over a period of time