Agile Development

"Agile" is an umbrella term or collective that describes a work methodology with, more or less the same ideals. Agile development incorporates the skills of every team member while empowering the team to make decisions about the course of the project. It is an iterative process, meaning that the team will follow a repeating cycle to produce relatively quick updates and releases for the project. Agile development relies heavily on user or stakeholder feedback.

Scrum

Scrum is a development cycle founded on the principles of agile development. It follows many of its principles but applies them to periods of development, called sprints.

The ScrumMaster	Essentially the leader of the team, without absolute authority. The role of the scrumMaster is to encourage and facilitate the processes of the sprint.
The Product Owner	The primary stakeholder and user that the project is ultimately serving. This person works very closely with the team to convey his or her ideas for the project to the group.
The Scrum Team	A group of five to nine individuals, usually with different skill sets. The primary takeaway from the group composition is that each member will have a different set of skills but will perform the same work – there are no roles.
The Backlog	A prioritized list, complete with short descriptions for features and bugs, that the team will use to create sprint objectives.
The Sprint	A predetermined time for development. The objective of the sprint is to complete the tasks on the backlog to create a market-ready product.
The Daily Scrum	A team meeting. The primary reason for this meeting is to update the team on the previous day's progress and provide context for the current day's workload.
Sprint Review and Retrospective	The post-sprint meeting. Here, the team discusses their progress in relation to the backlog with stakeholders and the team. It also provides a time for the team to reflect on factors that affected their progress.