SCRUM TEAM

Scrum team

Scrum is built around a small team of individuals that includes a product owner, a Scrum Master, and developers. The team is self-managing, cross-functional, and single-mindedly focused on one goal at a time: the product goal.

Product owner

The product owner is responsible for delivering good business results by representing the product's stakeholders and the voice of the customer (or by representing the desires of a committee). As a result, the product owner is accountable for the product backlog and for maximising the value that the team delivers. The product owner defines the product in terms of customer-centric outcomes (usually user stories, but not always), adds them to the product backlog, and prioritises them based on priority and dependencies.

A scrum team should only have one product owner (but a product owner could support several teams), and this function should not be combined with that of the scrum master. The product owner should concentrate on the business aspects of product development and spend the majority of his or her time communicating with stakeholders and team members

This is a critical function that necessitates a thorough grasp of both the business and the scrum team's engineers (developers). As a result, a successful product owner should be able to express what the business requires, question why they need it (since there may be better ways to do the same thing), and communicate the message to all stakeholders, including developers, using technical terminology as needed. Scrum's empirical tools are used by the product owner to manage highly complicated work while controlling risk and creating value.

The product owner's primary responsibility is communication. To drive product development in the proper direction, it's critical to be able to communicate priorities and

sympathise with team members and stakeholders. The product owner job serves as a conduit between the team and its stakeholders, acting as a proxy for stakeholders to the team and a team representative to the larger stakeholder community.

- Define and publicise release dates.

- Keep customers informed about delivery and product status.

- Report on progress at governance meetings.

- Inform key stakeholders on important RIDAs (risks, obstacles, dependencies, and assumptions).

- Agree on priorities, scope, budget, and timeline.

- Make sure the product backlog is visible, accessible, and easy to understand.

Developers

Every sprint, the developers complete all work required to build incremental increments of value. Developers include researchers, architects, designers, data specialists, statisticians, analysts, engineers, programmers, and testers, among others, who have a role in the development and support of the system or product. Due to the ambiguity that might exist when certain persons do not believe the title "developer" applies to them, they are frequently referred to simply as "team members."

Scrum master

Scrum is led by a scrum master, who is responsible for removing roadblocks to the team's ability to meet product goals and deliverables. The scrum master isn't a traditional team leader or project manager; instead, he or she serves as a buffer between the team and any distracting factors. The scrum master ensures that the scrum framework is followed by coaching the team on scrum theory and ideas, facilitating critical sessions when necessary, and encouraging the team to grow and improve. To emphasise these two views, the role has also been referred to as a team facilitator or servant-leader.