|  |
| --- |
| Central Connecticut State University |
| Process Description |
| SCRUM – Applying the Framework |
|  |
| **DeAlessio, Bryce T. (Student)** |
| **Bryce DeAlessio** |

|  |
| --- |
|  |

Introduction

* Define the process with a technical definition.

Scrumis, *“A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value”* (Schwaber & Sutherland). This framework sets forth a set of roles for the people involved in a software development project, a series of events that occur during the process and the artifacts that flow through those events to produce a potentially deliverable portion of the overall project. It uses a number of concepts borrowed from “Lean Manufacturing Principles” <need reference (Toyota way)>.

* Describe the purpose and function of the process:

The purpose of Scrum is to provide a project management process that can handle incomplete and or rapidly changing customer requirements. Scrum is one of a number of Project Management styles that resulted from a backlash against the traditional “Water Fall” method which placed heavy emphasis on knowing all customer requirements before starting a project. See figure X-2



* List the major steps of the process in the order that they will be described.

Discussion

* Step1
  + Define the step
  + Describe it’s purpose and function
  + Describe what happens during this step

Conclusion

Summarize the function and steps

Detailed Requirements:

Design & Analysis

Implementation & Developer Testing

QA /Acceptance Testing

Deployment

Scrum Project Process

Steps:

1. Layout Project Roles
   1. Product Owner – the Product Owner is the interface between the customer and the development team
   2. Scrum Manager
   3. Development Team
2. Gather Initial Customer Requirements.
   1. The Product Owner interfaces with the customer requiremnts for delivering a finished product as well as priority of which functions of the product they would like to see first.
3. The Sprint:
4. Create Product Backlog.
   1. The Product Backlog is the list of features to add to the product that will satisfy the customer’s requirements.
5. The Sprint backlog
   1. For each sprint the scrum team decides which Product Backlog Items to work on.
6. Sprint Planning.
7. The Sprint.
8. Sprint Review.
9. Deliver

<http://www.cs.umd.edu/class/spring2003/cmsc838p/Process/waterfall.pdf>

printed from Proceedings, IEEE WESCON, August 1970, pages 1-9.

Copyright © 1970 by The Institute of Electrical and Electronics Engineers,, .328

Inc. Originally published by TRW.

Winston Royce, “Managing the Development of Large Software Systems”, Proceedings of IEEE WESCON 26 (August): 1–9, 1970.

Why Is It Called Scrum?

When Jeff Sutherland created the scrum process in 1993, he borrowed the term "scrum" from an analogy put forth in a [1986 study by Takeuchi and Nonaka](https://hbr.org/1986/01/the-new-new-product-development-game), published in the *Harvard Business Review.*

- See more at: https://www.scrumalliance.org/why-scrum#sthash.GGacCoIa.dpuf

"Learn About Scrum." What is Scrum? An Agile Framework for Completing Complex Projects - Scrum Alliance. The SCRUM Alliance, n.d. Web. 22 Feb. 2017.

[3] Schwaber, Ken, and Jeff Sutherland. "The Scrum Guide™." Scrum Guide | Scrum Guides. Scrumguides.org, n.d. Web. 27 Feb. 2017.