Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Scrum will be useful in web application because it will involve planning, reviewing, updating, and improving the application as the time goes by. It is similar to websites we are using nowadays. For example, Facebook. Facebook started from a simple application for school use but now, it is one the most used application in the world, connecting everyone in just one click.

Scrum Planning

Planning is very important in web application. Making a web application directly without planning would result to a disaster. You won't know where to start and where to end the program because you have no outline of your application. Selecting how much can be completed within a Sprint may be challenging. However, the more the Developers know about their past performance, their upcoming capacity, and their Definition of Done, the more confident they will be in their Sprint forecasts.

Daily Scrum

The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work. The developers meet to adjust and fix everything that they may encounter along the way towards the Scrum Goal.

The Daily Scrum is a 15-minute event for the Developers of the Scrum Team. To reduce complexity, it is held at the same time and place every working day of the Sprint.

Selecting whatever structure and techniques, the developers can stay focused and improve their self-management.

Daily Scrums improve communications, identify impediments, promote quick decision-making, and consequently eliminate the need for other meetings.

Sprint Review

The purpose of the Sprint Review is to inspect the outcome of the Sprint and determine future adaptations.

This is done to review what was accomplished in the Sprint and what has changed in the environment. The Sprint Review is a working session, and the Scrum Team should avoid limiting it to a presentation.

The Sprint Review is the second to last event of the Sprint.

Sprint Retrospective

The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.

The Scrum Team discusses what went well during the Sprint, what problems it encountered, and how those problems were (or were not) solved.

The Scrum Team identifies the most helpful changes to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint.

The Sprint Retrospective concludes the Sprint.

Scrum Artifacts

Scrum's artifacts represent work or value. They are designed to maximize transparency of key information. Thus, everyone inspecting them has the same basis for adaptation.

Each artifact contains a commitment to ensure it provides information that enhances transparency and focus against which progress can be measured:

For the Product Backlog it is the Product Goal.

For the Sprint Backlog it is the Sprint Goal.

For the Increment it is the Definition of Done.

These commitments exist to reinforce empiricism and the Scrum values for the Scrum Team and their stakeholders.

Product Backlog

The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.

Product Backlog refinement is the act of breaking down and further defining Product Backlog items into smaller more precise items. This is an ongoing activity to add details, such as a description, order, and size. Attributes often vary with the domain of work.

The Developers who will be doing the work are responsible for the sizing. The Product Owner may influence the Developers by helping them understand and select trade-offs.

Sprint Backlog

The Sprint Backlog is composed of the Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

The Sprint Backlog is a plan by and for the Developers. It is a highly visible, real-time picture of the work that the Developers plan to accomplish during the Sprint in order to achieve the Sprint Goal. Consequently, the Sprint Backlog is updated throughout the Sprint as more is learned. It should have enough detail that they can inspect their progress in the Daily Scrum.