0:05 [MUSIC] Welcome back. After completing this lesson, you will have an understanding of Scrum terminology. In Scrum, the final deliverable is developed in small increments, which the team continually builds upon as they plan each sprint.

0:21 The increment at the end of the sprint becomes a new version, which the team iterates throughout the project. Scrum consists of three standard categories of elements, roles, events, and artifacts. Let's define Scrum roles first. There are three key roles in Scrum, a product owner, development team, and a Scrum master. Product owner is a person responsible for the vision of the final deliverable. They are also responsible for helping the team prioritize the right features as the team is planning their work. In other words, the product owner knows what we're trying to achieve and what features will be most important to execute first so the team can successfully plan a sprint. Development team is a cross-functional, meaning they include team members from different functions, and self-organizing team responsible for delivering a product increment. An increment the sum of all backlog tasks the team is delivering at the end of a sprint. Scrum master is a servant leader who ensures that Scrum framework is being followed by mentoring the team and the organization on principles and values of Scrum and facilitating team collaboration. The Scrum master removes impediments or obstacles for the team by working with the product owner. These three roles continuously interact during your project. The quality of communication between the Scrum master, product owner, and the development team often determines the success of a project. All events in Scrum are timeboxed, or in other words, limited in time and have a fixed duration. Each sprint is a timebox event, which can range from one to four weeks in length. During your sprint, the team works on delivering the increment of the product. A typical sprint runs over a two-week period. Sprint planning is a timeboxed event where the team collaborates and agrees on what to be included in a sprint and how that work will be achieved.

2:31 Depending on the length of a sprint, sprint planning can last for up to eight hours for a month-long sprint or two hours for each week of the sprint.

2:41 To determine how much time you'd need for your sprint planning session, multiply two hours by the number of weeks of your sprint to get the final number.

2:51 For example, if my sprint is two weeks long, I would multiply two hours by two weeks to get four hours. Four hours would be the timebox, or in other words, duration of my sprint planning session. A daily Scrum is a 15-minute timebox event, during which the development team plans work for the next 24 hours. It takes place at the same time and location during each day of the sprint. This meeting is internal to the team. The Scrum master ensurers that the meeting takes place, but the team facilitates the meeting. If others outside of the development team are present, the Scrum master ensures they don't interrupt the meeting. Sprint review is a timeboxed event which lasts for up to four hours for a one month-long Sprint. During the sprint review, the development team presents the increment, solicits feedback, and collaborates with the product owner and other stakeholders on what to do next. This input is invaluable for the subsequent sprint planning. Scrum teams continuously learn and evolve. To do this, they hold a team retrospective after each sprint review before planning the next sprint. A retrospective is a timeboxed event which lasts for up to three hours for a one month-long sprint. Its purpose is to review lessons learned and commit to actionable items in the next sprint.

4:17 Lessons learned are facilitated by asking three questions. Those questions are, what went well, what we can improve on, and what actions we will commit in order to improve in the next sprint. To summarize, each sprint consists of sprint planning, daily Scrum, and sprint review. A retrospective is the last event before the next sprint planning session. Then the cycle repeats again. Scrum artifacts document project and deliverables used by the Scrum team to deliver work.

4:51 They include product backlog, sprint backlog, and product increment. Product backlog is an ordered list of product requirements which the team pulls into the sprint backlog. The product owner is responsible for prioritizing the backlog.

5:09 Sprint backlog is a list of product backlog requirements, a plan of how the team is going to deliver on those requirements, and the actionable items defined during a retrospective.

5:23 It's a visible document, usually a poster, that shows in real time what the team is working on. Product increment is a combination of a working inspectable deliverable the team completes during a sprint and the value of all previous increments.

5:40 I know this is a twisted definition. Let me explain it with an example.

5:46 Remember the early example of the painting of the mountains? Let's say we are on the second cycle of developing the painting. At this point, we have the outline of the mountains on the background, with a campsite painted at the foothills, and one snow peak.

6:03 We can demonstrate the picture to the client and any other stakeholders. They can see it, touch it, and ask questions, which makes it inspectable.

6:14 The value of the picture we're able to demonstrate is the sum of all the previous work or the increments we have completed over the last three weeks.

6:24 To summarize, Scrum artifacts consists of a master list of features of the product from which the team pulls a limited number of items into the sprint list of work. When the team finishes the sprint, all of the completed items create an increment together with those items that have been completed during previous sprints. In the next video, you'll learn how to plan a sprint. I'll see you there.