GIS RNRICH PROGFRAM (MODULE 2)

Scrum Framework

History of Scrum





The name Scrum is first introduced by management experts Ikujiro Nonaka and Hirotaka Takeuchi



What is Scrum?

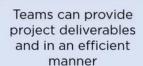


- Scrum is a framework that enables teams to work together
- · With Scrum, teams can:
 - Learn from experiences
 - Self-organize working on problems
 - To reflect on their victories
 - · And their losses to improve

What is Scrum?

Here are some of the benefits of Scrum:







Time and money are used efficiently



Projects are divided into smaller units called sprints



Works best for fast moving projects

What is Scrum?

Here are some of the benefits of Scrum:









Scrum meetings provide the team great visibility Constantly involves feedback from clients and customers

Making changes based on feedback are very easy Individual efforts of the team members are given focus

A scrum team involves three roles:



Product Owner



Scrum Master



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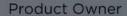
Product Owner

The product owner is primarily responsible for maximizing the ROI by determining the product features, prioritizing it into a list, what needs to be focused on for the next sprint and constantly reprioritizing and refining it

Scrum Master

The Scrum master helps teams learn and apply scrum to obtain business value. He/ she helps remove impediments, protects them from interference and helps the team to adopt agile practices







Scrum Master



A scrum team involves three roles:



The Scrum team is a collection of individuals that work together to deliver the requirements of the stakeholders

Product Owner

Scrum Master



Scrum Artifacts are components of the Scrum process that can improve transparency and understanding of the work. Three artifacts used in the process:

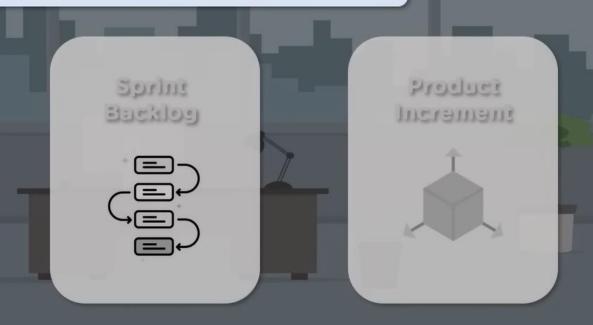


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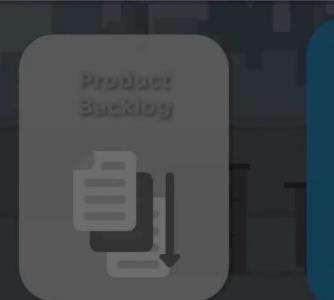
Product Backlog

The product backlog consists of a list of

- · new features
- changes to made to existing features
- bug fixes,
- changes to the infrastructure and several other activities that the team needs to deliver to ensure a particular outcome



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Sprint Ba

- Sprints refers to short periods of time during which a Scrum team aims to get a given amount of work done
- Sprints help teams deliver working software in a frequent manner
- Sprints could be between
 1-4 weeks long

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Sprint Backlog

- A subset of the product backlog, the sprint backlog contains tasks that the team aims to complete to satisfy the sprint goal
- The team first identifies tasks from the product backlog that need to be delivered to achieve a goal. These tasks are then added to the sprint backlog



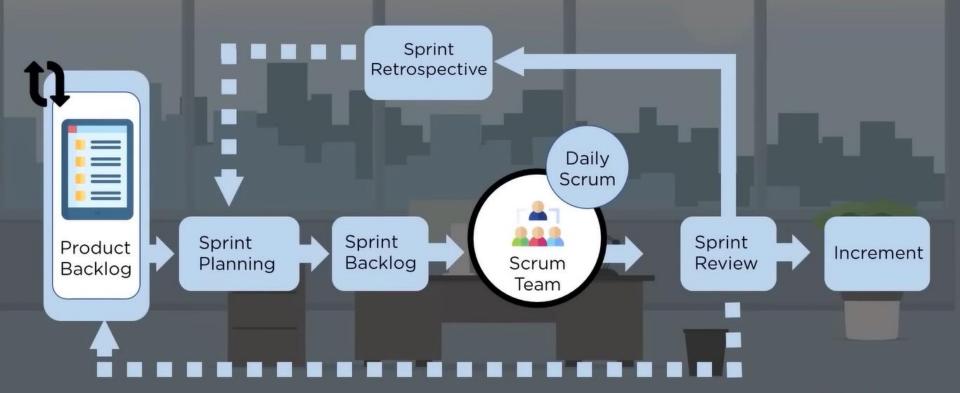
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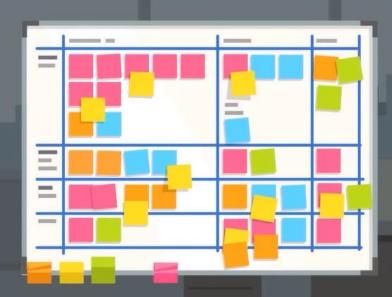


Product Increment

- The product increment is the combination of all product backlog tasks completed in a sprint and the value of increments of previous sprints
- The outcome should be in usable condition, even if the product owner doesn't decide to release it

Scrum Framework





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- It shows all action items during the daily scrum, helping keep the team focused on the tasks that need completion and their priorities
- The scrum board is usually present in a place that's accessible to all team members and can be physical (whiteboard and stickers) or virtual (software tools)



- The scrum board is divided into different slots like To-do, in progress and done
- When new sprints are started, the existing board is reset, and a new scrum board is created

