* What is scrum?

Scrum is an agile way to manage a project, usually software development. Some of the other ways to implement Agile software development includes Kanban, Extreme Programing, Lean Development etc. Scrum is perceived as a methodology; but rather you can think of it as a framework for managing a process.

* Scrum software development team
* Scrum software development team decides how to solve problems as a whole. There is no overall team leader who decides which person will do which task or how a problem will be solved.
* A team is cross functional, meaning everyone is needed to take a feature from idea to implementation.
* Scrum teams are supported by scrum master who helps team members achieve their highest level of performance and product owner who guides the team toward building the right product.
* Scrum process
* A project progresses via a series of sprints.
* Each sprint is no more than a month long, most commonly two weeks.
* A planning meeting takes place at the start of the sprint, where team members figure out how many items they can commit to, and then create a sprint backlog – a list of the tasks to perform during the sprint.
* During each sprint, the Scrum team works on a small set of features from idea to coding and to testing. At the end, these features are integrated into the evolving product or system.
* On each day of the sprint, all team members should attend a daily Scrum meeting of no more than 15 mins, including the ScrumMaster and the product owner. During that time, team members share what they worked on the prior day, will work on that day, and identify any blockers (just like us!).
* At the end of each sprint, the team conducts a review meeting where the team demonstrates the new functionality and take feedback that could influence the next sprint.
* Three Scrum artifacts
* The product backlog is the complete list of the functionality that remains to be added to the product. The product backlog consists of user stories, which are short descriptions of functionality described from the perspective of a user or customer. A simple template: As a < type of user >, I want < some goal > so that < some reason >. Product owner takes charge of the product backlog.
* Scrum team members create the sprint backlog on the first day of a sprint at the planning meeting. The sprint backlog is the list of tasks the team needs to perform in order to deliver the functionality the team targets to deliver during the sprint.
* Burndown charts show the amount of work remaining either in a sprint or a release.