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CITA 450

Assignment 3

Agile is a method of managing a projects so that they are broken up managed and implemented in small chunks of work. Scrum is a simplistic agile framework. In scrum the parts of the projects are broken up into what are called sprints. In a traditional waterfall methodology, you would work on each large section of a project until it was completed and then move on the next one. these are large steps and it would be hard for backwards movement. In a scrum sprint you don't split the work into any activity specific fazes you instead do fix length iterations. In these sprint every step of the development sycle is realized and the goal is to try to deliver a real life working deliverable. These deliverable could be very small, but their goal is to be polished and finished.

During the sprints there are specific events that take place. The first is sprint planning. Sprint planning is to kick off the sprint and the desired outcome of it is to know the sprint goal and sprint backlog. Daily meeting called daily scrum are quick 15 minute standing meetings that are meant for people to provide details on progress. The last two events are the sprint review and the sprint retrospective. The sprint review is held the last day of the sprint and its point is to show the deliverable to stakeholders. The sprint retrospective is designed so that the team can look back on the sprint and decide what could have been improved upon.

Scrum has three different roles. The product owner, the scrum master and the development team. The product owner is the one that is paying for the software and decide what the projects needs are and the priorities. The scrum master is a project manager and is the one that makes sure that everything is fallowing the scrum framework and is guiding and couching the team. The development team are the ones that are doing all of the specialized technical work like writing and testing code.

Scrum artifacts are key piece of information that the entire team and stakeholders should be aware of. Artifacts include Product Vision, sprint goal, product backlog, sprint backlog, definition of done, burn-down chart, and the burn-down chart.