SCRUM

* An agile process, not a software development method.
  + Excels at rapid, flexible resonpnse to change in requirements
  + Can manage any activity that delivers value
  + For software, often paired with Extreme Programming
* IN use since 1986
* Product Owner
  + Ta and Proof
* Scrum Master
  + The teams shepherd, facilitatior and expert in scrum
  + No teams, that’s you
* Team member
  + That’s you.
* 4 Primary Scrum Artifcts
  + Product backlog
    - Anything of value to the product Owner
    - Prioritized by the product Owner
  + Sprint backlog
    - The teams To Do List for a single spring
    - Consiscst of Tasks that muc be done to clear backing item
    - Each task belongs to exactly one person
  + Burn chart
    - Simpe line graph of work remaining over time
    - We hope the slope is downward
  + Task Board
    - List of task for the sprint arranged in columns , to do, doing , done provides visibility of activity across the team.