Describe the three most important scrum artifacts. How are each of these artifacts related to the user story? In your opinion, how do these artifacts help teams become more efficient and productive?

The three scrum artifacts are the product backlog, sprint backlog and the increments, I believe that all of them are the most important and together they make completing the software easier. “Product backlog contains all software requirements in the form of user stories.”(Smith,p.117)

User stories are contained in the production backlog, while there the user stories get refined by priorities and broken down into sprints. The sprints will move to the sprint backlog. The user story helps the team with the sprint by having priorities listed by: MoSCow.

The sprint backlog becomes task. “User stories in the production backlog are estimated by effort measured in story points while task in the sprint backlog are estimated by hours.”(Smith, p 126) The sprint task is given to the team member to be worked on. Once completed and tested the task goes to the Increment

From what I have read it seems that the production artifact offers the most benefit to the team because the user story is evaluated and changed into a product that can be worked on. The other user stories remain in the production backlog until it’s time to move them to the sprint backlog.

Reference:

Agile Software Development with C#, Scrum, eXtreme programming, and Kanban Revised Edition. Lynn Smith, 2019.