**Scrum**

Scrum is a framework that helps teams work together. Scrum is structured to help teams naturally adapt to changing conditions and user requirements, with re-prioritization built into the process and short release cycles so your team can constantly learn and improve.

**Scrum artifacts**

**Product Backlog** is the primary list of work that needs to get done maintained by the product owner or product manager. This is a dynamic list of features, requirements, enhancements, and fixes that acts as the input for the sprint backlog

**Sprint Backlog** is the list of items, Userstories, or bug fixes, selected by the development team for implementation in the current sprint cycle.

Before each sprint, in the sprint planning meeting the team chooses which items it will work on for the sprint from the product backlog. A sprint backlog may be flexible and can evolve during a sprint

## Scrum ceremonies or events

**Organize the backlog**: Sometimes known as backlog grooming, this event is the responsibility of the product owner. The product owner’s main jobs are to drive the product towards its product vision and have a constant pulse on the market and the customer. Therefore, he/she maintains this list using feedback from users and the development team to help prioritize and keep the list clean and ready to be worked on at any given time.

**Sprint planning**: The work to be performed (scope) during the current sprint is planned during this meeting by the entire development team. This meeting is led by the scrum master and is where the team decides on the sprint goal. Estimates the stories,Specific use stories are then added to the sprint from the product backlog.

At the end of the planning meeting, every scrum member needs to be clear on what can be delivered in the sprint and how the increment can be delivered.

**Sprint**: A sprint is the actual time period when the scrum team works together to finish an increment. Two weeks is a pretty typical length for a sprint, though some teams find a week to be easier to scope or a month to be easier to deliver a valuable increment.

All the events — from planning to retrospective — happen during the sprint. Once a certain time interval for a sprint is established, it has to remain consistent throughout the development period. This helps the team learn from past experiences and apply that insight to future sprints.

**Daily scrum or stand up**: This is a daily super-short meeting that happens at the same time and place to keep it simple.

**The stand up is the time to voice any concerns you have with meeting the sprint goal or any blockers.**  
  
A common way to conduct a stand up is for every team member to answers three questions in the context of achieving the sprint goal:  
  
•      What did I do yesterday?  
•      What do I plan to do today?  
•      Are there any obstacles?

**Sprint review**: At the end of the sprint, the team gets together for an informal session to view a demo of, or inspect, the increment. The development team showcases the backlog items that are now ‘Done’ to stakeholders and teammates for feedback. The product owner can decide whether or not to release the increment, although in most cases the increment is released.

**Sprint retrospective**: The [retrospective](https://www.atlassian.com/agile/scrum/retrospectives) is where the team comes together to document and discuss what worked and what didn’t work in a sprint, a project, people or relationships, tools, or even for certain ceremonies. The idea is to create a place where the team can focus on what went well and what needs to be improved for the next time, and less about what went wrong.

## Three essential roles for scrum

A scrum team needs three specific roles: product owner, scrum master, and the development team. And because scrum teams are cross-functional, the development team includes testers, designers, UX specialists, and ops engineers in addition to developers.

### The scrum product owner

Product owners are the champions for their product. They are focused on understanding business, customer, and market requirements, then prioritizing the work to be done by the engineering team accordingly. Effective product owners:

* Build and manage the product backlog.
* Closely partner with the business and the team to ensure everyone understands the work items in the product backlog.
* Give the team clear guidance on which features to deliver next.
* Decide when to ship the product with a predisposition towards more frequent delivery.

### The scrum master

Scrum masters are the champions for scrum within their teams. They coach teams, product owners, and the business on the scrum process, and look for ways to fine-tune their practice of it.

An effective scrum master deeply understands the work being done by the team and can help the team optimize their transparency and delivery flow. As the facilitator-in-chief, he/she schedules the needed resources (both human and logistical) for sprint planning, stand-up, sprint review, and the sprint retrospective.

### The scrum development team

They are are the champions for sustainable development practices. The most effective scrum teams are tight-knit, co-located, and usually five to seven members. One way to work out the team size is to use the famous ‘two pizza rule’ coined by Jeff Bezos, the CEO of Amazon (the team should be small enough to share two pizzas).

Team members have differing skill sets, and cross-train each other so no one person becomes a bottleneck in the delivery of work. Strong scrum teams are self-organising and approach their projects with a clear ‘we’ attitude. All members of the team help one another to ensure a successful sprint completion.