

Scrum Team

A Scrum Team is a small, cohesive unit comprising a Scrum Master, a Product Owner, and Developers, focused on a single Product Goal.

They are cross-functional, possessing all essential skills to deliver value every Sprint, and self-managing in organizing their work.

With typically 10 or fewer members, smaller teams are favored for better communication and productivity.



If a team grows too large, splitting into multiple Scrum Teams working towards the same product is advised.

They handle all product-related tasks and are empowered to manage their work, aiming for a valuable product increment every Sprint, with clear accountabilities defined among the team members.

Developer

Developers are committed to creating any aspect of a usable Increment each Sprint. The specific skills needed by the Developers are often broad and will vary with the domain of work.

- Developers are accountable for:
- Creating a plan for the Sprint, the Sprint Backlog;
 - Instilling quality by adhering to a Definition of Done;
 - Adapting their plan each day toward the Sprint Goal; and,
 - Holding each other accountable as professionals.

Scrum Master

The Scrum Master embodies a leadership role, serving the Scrum Team, the Product Owner, and the organization to ensure the effective application and success of Scrum.

Serving the Organization:

- Leads Scrum adoption through training and coaching.
- Advises on Scrum implementations.
- Helps enact empirical approaches for complex work.
- Removes barriers between stakeholders and Scrum Teams.

Establishing Scrum:
Ensures understanding of Scrum theory and practice within the team and organization.

Serving the Product Owner:

- Assists in effective Product Goal definition and Product Backlog management.
- Promotes understanding of clear, concise Product Backlog
- Helps establish empirical product planning.
- Facilitates stakeholder collaboration as needed.

Serving the Scrum Team:

- Coaches on self management and cross functionality.
- Aids focus on high-value Increments meeting the Definition of Done.
- Removes impediments to progress.
- Ensures productive, time-boxed Scrum events.

Team Effectiveness:
Aids the team in improving practices within the Scrum framework.

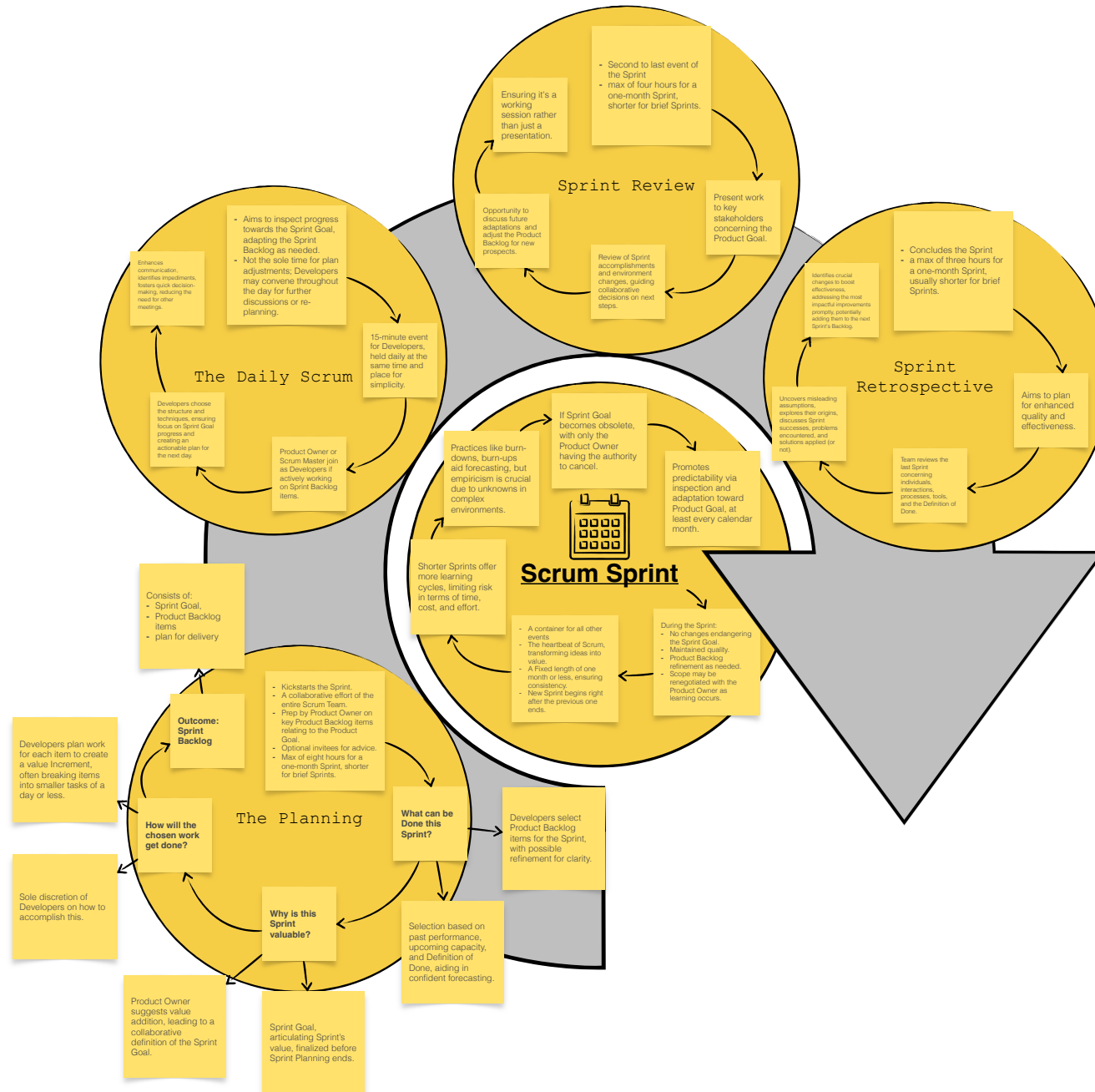
Product Owner

The Product Owner (PO) is key in maximizing product value.

- He is representing various stakeholders in the Product Backlog.
- Though they can delegate tasks, accountability remains with them.
- Success hinges on organizational respect for the PO's decisions, visible in the Product Backlog and inspected Increment during Sprint Review.
- Product Backlog alterations require persuading the PO.

The Product Backlog includes:

- Developing and explicitly communicating the Product Goal;
- Creating and clearly communicating Product Backlog items;
- Ordering Product Backlog items; and,
- Ensuring that the Product Backlog is transparent, visible and understood.



Scrum Artifacts

- Scrum's artifacts represent **work or value**.
- Everyone inspecting them has **the same basis** for adaptation.

Each artifact contains a **commitment** to ensure

- it provides information that enhances transparency
- and focus against which progress can be measured.

These commitments exist to **reinforce empiricism** and the Scrum values for the Scrum Team and their stakeholders.

Product Backlog

Emergent, ordered list aimed at product improvement, acting as the sole work source for the Scrum Team.

Item deemed ready for a Sprint Planning event can be completed within one Sprint, usually post refinement activities.

Sizing handled by Developers, with Product Owner aiding in understanding and selecting trade-offs.

Refinement: Ongoing act of breaking down, further defining items to add details like description, order, and size.

Goal: Product Goal

Product Goal represents a long-term objective; one goal must be fulfilled or abandoned before moving to the next.

Product: A value delivery vehicle with clear boundary, known stakeholders, defined users/customers, could be a service, physical product, or abstract.

Envisioned future product state serving as a planning target, housed in the Product Backlog.

Sprint Backlog

Comprises the Sprint Goal (why), chosen Product Backlog items (what), and an actionable plan for Increment delivery (how).

Crafted by and for Developers, offering a real-time, highly visible snapshot of work planned to achieve the Sprint Goal.

Continually updated during the Sprint as more is learned.

Detailed enough for progress inspection in the Daily Scrum.

Goal: Sprint Goal

Sprint Goal is a singular objective for the Sprint, a Developers' commitment providing work flexibility to achieve it while maintaining coherence and focus.

Formulated during Sprint Planning, added to the Sprint Backlog, guiding Developers' work.

If work deviates, Developers and Product Owner negotiate Sprint Backlog scope within the Sprint, keeping the Sprint Goal unaffected.

Increment

Must be usable to provide value, with multiple Increments possible within a Sprint.

Sum of Increments showcased at Sprint Review, though an Increment may be delivered earlier.

Only work meeting the Definition of Done is considered part of an Increment.

A tangible step towards the Product Goal, additive to previous Increments and thoroughly verified for cohesive functionality.

Goal: Definition of Done

Definition of Done is the description of the Increment's state upon meeting required quality measures.

Formulated during Sprint Planning, added to the Sprint Backlog, guiding Developers' work.

Developers must conform to the Definition of Done, with multiple Scrum Teams on a product aligning on a mutual definition.

Achieved when a Product Backlog item fulfills the Definition of Done, fostering transparency regarding completed work.

Unmet items return to Product Backlog for future consideration.