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The document is to provide Scrum Framework of agile methodology used for iterative and incremental product development, Roles Events and Artifacts

SCRUM FRamework

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**Epic 1: Agile Fundamentals**

**Task 2: Scrum Framework (Roles, Events, Artifacts)**

# Agile Fundamentals

## Scrum Framework – Roles Events Artifacts

## Purpose

To Analyse the **Scrum framework**, which is a popular Agile methodology used for iterative and incremental product development through clearly defined roles, events, and artifacts.

## Theory

**Scrum** is a lightweight Agile framework that helps teams work together. It encourages **transparency**, **inspection**, and **adaptation** through structured practices.

### Scrum Roles

| **Role** | **Responsibility** |
| --- | --- |
| **Product Owner** | Represents the customer, defines product backlog, sets priorities |
| **Scrum Master** | Facilitates Scrum, removes impediments, coaches the team |
| **Development Team** | Self-organizing group that builds and delivers the product |

### Scrum Events

| **Event** | **Purpose** |
| --- | --- |
| **Sprint Planning** | Define what can be delivered in the upcoming sprint and how it will be achieved |
| **Daily Scrum (Stand-up)** | 15-min meeting for team to sync up and plan the next 24 hours |
| **Sprint Review** | Demo of completed work to stakeholders and gathering feedback |
| **Sprint Retrospective** | Reflect on sprint and identify ways to improve |

### Scrum Artifacts

| **Artifact** | **Description** |
| --- | --- |
| **Product Backlog** | Ordered list of features, enhancements, bug fixes, etc. |
| **Sprint Backlog** | Items selected for the sprint + plan for delivering them |
| **Increment** | The sum of all completed product backlog items at the end of a sprint |

Scrum operates in **time-boxed iterations** called **Sprints** (usually 1–4 weeks), delivering small increments of working software frequently.

## Agile VS Scrum

**Agile** is a broad project management philosophy or set of principles, while **Scrum** is a specific methodology (framework) used to put Agile principles into practice.

* **Agile** is a mindset or approach that emphasizes iterative development, frequent feedback, adaptability, and collaboration. It provides guiding values and principles but does not dictate specific roles or processes.
* **Scrum** is one of several frameworks that implement the Agile philosophy. It provides a structured, prescriptive process with defined roles (e.g., Scrum Master, Product Owner, Development Team), artifacts (e.g., Product Backlog, Sprint Backlog), and ceremonies (e.g., Sprint Planning, Daily Stand-ups, Sprint Review, Retrospective).

| **Aspect** | **Agile** | **Scrum** |
| --- | --- | --- |
| Nature | Philosophy/principles | Framework/methodology |
| Scope | General (multiple frameworks) | A specific implementation of Agile |
| Structure | Flexible, no formal process | Defined roles, events, and artifacts |
| Iterations | Iterative, length can vary | Iterative, time-boxed sprints (2–4 weeks) |
| Roles | Not prescribed | Scrum Master, Product Owner, Team |
| Application | Can use many methods (Scrum, Kanban, XP) | Just one of the Agile methods |

**Scrum is a type of Agile**—all Scrum is Agile, but not all Agile is Scrum. Other Agile frameworks include Kanban, Extreme Programming