1. For scrum, the development team is self-organizing. There are certain roles prescribed. The team will define what to implement next. The scrum master will do the planning at the beginning. The embedded product owner is in the team to represent the customers. For Kanban, here's no official way to compose teams. You pull items from the backlog based on their priority.

1. In Kanban, there's a WIP limit on how many items. In Scrum, you have a time limit and you have to finish all of the work within the alotted time. Also, there is a barrier to Kanban: changing organizational culture is often difficult.

1. In Scrum, you develop in iterations. You start with what you have and continuously refactor it in a sprint. You have sprint review and sprint retrospectives. There's also sprint planning. In Kanban, you visualize the workflow, you pull items from your backlog and implement them. Once its done, you will test it and deploy it. You're unable to pull items if you've reached the limit. The workflow can be optimized by dynamically changing the limit of WIP to reduce the waste.

Standup meeting
Visualize workflow
Limit WIP

We chose those 3 because we wanted to do Kanban methods but combine it with a standup meeting so that everyone knows where each team member stands.