

Agile Principles :

Customer Satisfaction → Delivering valuable software to customers is the highest priority.

Embrace Change → Welcome changing requirements, even late in development, to harness customer feedback.

Incremental Delivery → Break projects into small, manageable increments for frequent delivery and feedback.

Collaboration → Business people and developers must work together daily throughout the project.

Motivated Individual → Build projects around motivated individuals.
Give them the environment and support they need and trust them to get the job done.

Working Software → Primary measure of progress

Sustainable Development → Promote sustainable development by maintaining a constant pace indefinitely.

Simplicity → Maximize the amount of work not done, focusing on simplicity.

Reflection → At regular intervals, teams reflect on how to become more effective, then tune and adjust their behaviour accordingly.

Scrum Framework →

Scrum Team → Comprises the Product Owner, Scrum Master, & Development Team.

Product Owner → Represents the stakeholders & prioritizes backlog items based on business value.

Scrum Master → Facilitates Scrum events, removes impediments, and coaches the team on Agile practices.

Development Team → Self-organizing group responsible for delivering potentially shippable increments of product at the end of each sprint.

Scrum Events →

Sprint → A time-boxed period, typically 2-4 weeks, during which a potentially shippable product increment is created.

Sprint Planning → Meeting at the start of the sprint where the team collaborates to define the sprint goal and select backlog items to work on.

Daily Scrum → A 15 minute time boxed meeting held daily for the development team to synchronize activities and create a plan for the next 24 hours.

Sprint Review → Meeting held at the end of the sprint to inspect the increment & adapt the product backlog if needed. Stakeholders provide feedback.