SCRUM Methodology :
Team_SCRUM

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Presentation Overview

Definition

Scrum is an agile framework for project management.

- iterative development
- team collaboration for solving complex problems
- continuous improvement

History

- Introduced by Jeff Sutherland and Ken Schwaber in the early 1990s
- Scrum quickly gained popularity due to its focus on iterative development, collaboration, and adaptability.

The Scrum method is inspired by the "scrum" formation in rugby

Figure: Scrum formation

Generally

The framework involves breaking down projects into iterations, known as sprints, a sprint can have a duration that generally varies between two weeks and a month.

Scrum events

The Sprint is a container for all other events. Each event in Scrum is a formal opportunity to inspect and adapt Scrum artifacts. These events are specifically designed to enable the transparency required

- Sprint
- Sprint Plaining
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Figure: Scrum events

Scrum artifacts

Scrum's artifacts represent work or value. They are designed to maximize transparency of key information. Thus, everyone inspecting them has the same basis for adaptation

- Product backlog
- Sprint backlog
- Product increment

Scrum Artifacts Explained

1. Product Backlog
The product backlog lists prioritized features, enhancements, bug fixes, tasks, or work requirements needed to build the end product.

2. The Sprint Backlog
The Sprint Backlog comprises a list of tasks that the Scrum team has to achieve by the end of the Sprint.

3. The Product Increment
The Product Increment comprises a list of Product Backlog items completed during the Sprint and the former Sprints.

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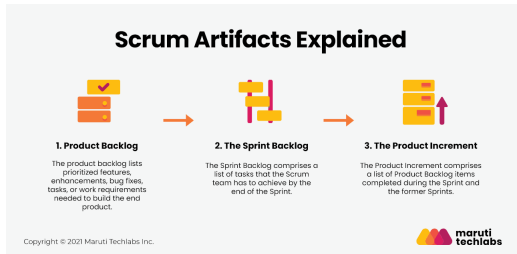
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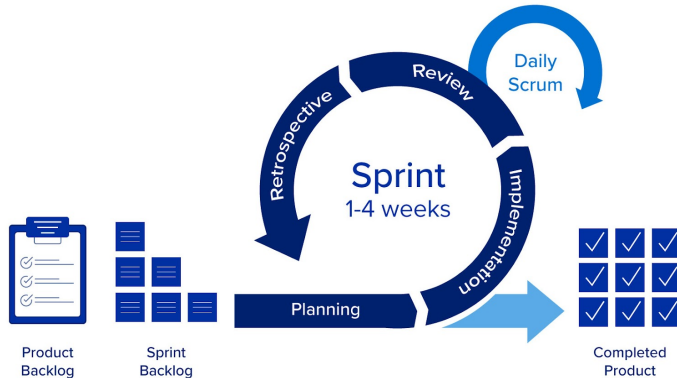
Figure: Scrum artifacts

Scrum process

Figure: Scrum process

The Role of the Scrum Methodology

We have 3 major roles for methods :

- Product Owner
- Scrum Master
- Development Team

The product owner : is the one who define the customer's needs and vision for the final product. He work in collaboration with the rest of the team.

The Scrum Master: his mission is to ensure that the team is fully operational and capable of accomplishing the tasks of each current sprint. He is a bridge between the product owner and the development team.

The Development Team: is responsible for delivering the final product at the end of each sprint.
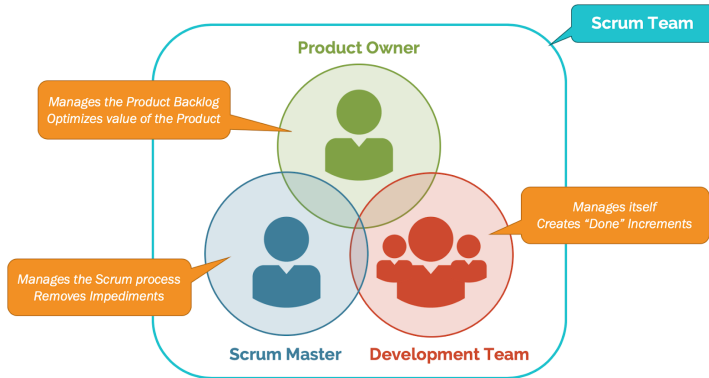
The Role of the Scrum Methodology

Figure: Scrum roles.

The principles

The Scrum Method is based on six principles that enable the A team that using it to be more efficient and productive. the principles are :

- Empirical Process Control
- Self-organization
- Collaboration
- Value-based Prioritization
- Time-boxing
- Iterative Development

The Principles of the Scrum Methodology

The 6 key Scrum principles

Control over
empirical processes

Self-organization

Collaboration

Value-based
prioritization

Time-boxing

Iterative development

Figure: Scrum principles.

Advantages and disadvantages

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Conclusion

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The End

Questions? Comments?