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1. What is scrum/agile?

2. What is a story point?

3. What is a story?

4. What is a daily standup?

5. What is a grooming session?

6. What is sprint planing?

7. What is a sprint and how long are average sprints?

8. What are demo meeting for?

1). Agile is a software development methodology followed by many organizations for developing and maintaining software. Specifically, it values the following:

1. Individuals and interactions over processes and tools. While having the correct tools are obviously important, never discount the value you can get from proper communication and collaboration with your team and clients.
2. Working software over comprehensive documentation. Your final product should not be the only time you have working software. Strive to deliver working software frequently.
3. Customer collaboration over contract negotiations. The customer isn’t just a person who pays you at the end of the job. The customer should constantly engage with your project to make sure the work is meeting their standards.
4. Responding to change over following a plan. Unexpected events do happen. Make sure you are flexible and can adapt.

Scrum is an Agile Framework. It is better suited for smaller projects with smaller teams. Teammates take on certain roles, including:

1. Product Owner. Responsible for direct communication with the client and organizing items on the Product Backlog (list of things that need to be completed in the project).
2. Scrum Master. Ensures that development team sticks to Agile principles, leading Sprint meetings, direct communication with the Product Owner, etc.
3. Development team. Primary responsibility is developing the software.

2). A story point is a unit of measurement used to estimate the total amount of work needed to complete a product on the product backlog. The total amount of work also includes the complexity of the work and any risks involved. Story points are typically numerical values that are only important when comparing them to other story point values. For example, if story point A is 2 and B is 8, this should mean B will take four times as much effort as A.

3). User stories are short, defined details of what the end users will want in the product, whether it be a functionality, a look and feel, etc. User stories are typically a sentence long that defines who the end user is, what they want and why they want it. They are listed in the Product Backlog.

4). What is a daily standup?

In Scrum, a daily standup is a meeting conducted each day in the Sprint, usually in the morning. Teammates discuss their work done since the prior meeting and what should be accomplished by the end of the next meeting. These typically last no longer than 15 minutes.

5). What is a grooming session?

Backlog grooming refers to developers (usually Product owner or Scrum Master) going into the product backlog and ensuring that user stories are properly defined, completed items are removed, and what items should be considered for the next Sprint.

6). What is Sprint Planning?

Facilitated by the Scrum Master, it’s when everyone on the team comes together and decides which items from the backlog should be completed for the next Sprint. These typically only last a few hours and are done at the beginning of every new Sprint. Things like effort and time estimation are all critical factors to consider.

7). Sprints are the backbone of Scrum. It is a defined period of time (usually one month or less) where a working increment of the product is created and potentially available for release. The major purpose is to have a tangible demonstration of the product for the client and other stakeholders. The work the team does is determined during the Sprint Planning.

8). What is a demo meeting?

The Sprint demo meeting is a meeting conducted by the Scrum team for the stakeholders, taking place at the end of each Sprint. It’s purpose is to demonstrate to stakeholders where the product currently stands. The stakeholders will ask questions and provide feedback that the team can use for preparing for the next Sprint.