

1. Agile and scrum development is a framework on how people work together on a project. Scrum is so popular because it doesn't define specifics, but rather than a framework of things to do.
2. In scrum there is simple member of the scrum team and there is the scrum master, this is usually referred to as the project master.
3. The main events in scrum are the sprint planning where you take what user stories you want to make and break them down for the sprint. Then there is the daily standup meeting which is no more than 15 minutes long. Then at the end of the sprint is the iteration review where you look back and see the progress on the sprint. Next there is a retrospective to see if the current system of things doing is working out.
4. The three artifacts of scrum are the product backlog which is where the user stories are held, the sprint backlog, the tasks needed for that sprint. Increment is that sprints goal.
5. The sprint review is the meeting at the end of the spring to determine weather or not what we wanted to accomplish is done.
6. The sprint retrospective is used to determine if the methodology for the scrum is working for the team, at this point we can decide weather or not to shorten or lengthens sprints and how to be more efficient for the next sprint.

<https://www.atlassian.com/agile/scrum>