**Comparison of SCRUM vs. Kanban Methodologies**

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SCRUM is a process that is highly focused on scheduling. One benefit of SCRUM is that it helps a project to be completed efficiently by breaking it into backlog items, which are sized and then assigned to team members with an expectation that the backlog items will be completed by the next sprint. Another benefit is that the SCRUM methodology focuses on continuous optimization and improvement of the process and results in the current, past, and future work flows being highly visible and accessible to all team members. Another benefit of SCRUM is that it helps make sure that there is a production-ready product ready to ship out at the end of well-defined time periods (of about two weeks or so in length) called sprints.

Although SCRUM can be a helpful process for some teams, there are disadvantages to consider as well. For example, one disadvantage is that if a project is not clearly defined, the SCRUM master can have a difficult time organizing the project into clearly defined backlog items and then dividing these items into sprints. Another disadvantage of SCRUM is that it can result in a stressful life cycle for team members, especially if the project requirements change frequently. Even if the project requirements aren’t changing frequently, the short shippable-product delivery deadlines and any uncertainty about what the final product should look like can result in a more stressful work flow for team members. Another disadvantage of SCRUM is that SCRUM requires team members to engage in numerous meetings, some of which cut a substantial chunk of work time out of each week. These meetings include daily standups, sprint planning, sprint reviews, sprint retrospectives, and backlog refinement meetings.

Kanban is another process model that can be beneficial to some teams. One advantage of using Kanban is that, similar to SCRUM, it helps a project to be completed efficiently by breaking it into backlog items, which are then available for the team members to complete as soon as they complete their previous tasks. Another advantage of Kanban is that teams using Kanban don’t have to have members that can complete every aspect of the project (product design, development, testing, etc.), because multiple teams can work on the same project from the same backlog items; the backlog items aren’t divided into sprints and serve more as just an organizational breakdown of the project requirements, so different teams can work on the backlog items in accordance with their various schedules. Another advantage of using Kanban is that it results in teams spending less time in meetings, which means more time can be spent on completing the actual product. Kanban is very flexible and the number and length of meetings a team has each week can be customized to fit each individual team’s needs.

There are, however, several disadvantages of using Kanban. One is that it doesn’t result in a shippable product being produced at the end of a regularly scheduled time interval, since Kanban doesn’t utilize sprints or anything similar. It focuses more on work flow than scheduling of work. Another disadvantage of Kanban is that the project progress is less visible than in SCRUM, since backlog items aren’t divided into regularly scheduled sprints, and so it can be harder to predict when various aspects of the project will be completed. Another disadvantage of Kanban is that it might result in less work being completed, since team members aren’t under as much pressure to finish tasks at the end of a predetermined time period (which is the case with the SCRUM process).