**Scrum**

Scrum is a framework for Agile project management, commonly used in software development but applicable to various types of projects. It provides a structured yet flexible approach to managing complex projects, emphasizing iterative development, collaboration, and continuous improvement. Here are some key aspects of Scrum:

1. **Roles**: Scrum defines three primary roles:
   * **Product Owner**: Represents the interests of stakeholders and is responsible for maximizing the value of the product by managing the product backlog, prioritizing features, and communicating requirements to the development team.
   * **Scrum Master**: Facilitates the Scrum process, removes impediments, and ensures that the team adheres to Scrum principles and practices. The Scrum Master serves as a servant-leader to the team.
   * **Development Team**: Self-organizing and cross-functional, the development team is responsible for delivering increments of potentially shippable product at the end of each sprint.
2. **Artifacts**:
   * **Product Backlog**: A prioritized list of all desired features, enhancements, and fixes for the product. It is managed by the Product Owner and serves as the single source of requirements for the development team.
   * **Sprint Backlog**: A subset of items from the Product Backlog selected for implementation during the current sprint. It is created by the development team during sprint planning and represents the work that will be done during the sprint.
   * **Increment**: The sum of all completed and potentially shippable product backlog items at the end of a sprint. Each increment should be a usable and potentially releasable version of the product.
3. **Events**:
   * **Sprint**: A time-boxed iteration, usually lasting between 1-4 weeks, during which a potentially shippable product increment is created. Sprints begin with sprint planning and end with a sprint review and sprint retrospective.
   * **Sprint Planning**: A meeting at the beginning of each sprint where the development team selects items from the product backlog and creates a plan for how to implement them.
   * **Daily Standup (Daily Scrum)**: A brief daily meeting where team members synchronize their activities, discuss progress, and identify any impediments.
   * **Sprint Review**: A meeting at the end of the sprint where the development team presents the completed increment to stakeholders and receives feedback.
   * **Sprint Retrospective**: A meeting at the end of the sprint where the team reflects on their processes and identifies opportunities for improvement.
4. **Principles**:
   * Transparency, inspection, and adaptation
   * Empirical process control



