1.

Life cycle of scrum software development Methodology

paily Scrum Meeting 24hrs

sprint backlog

Backlog Tasks expanded

30 days

product backlog as prioritized by product Owner

potentially shippable product increment
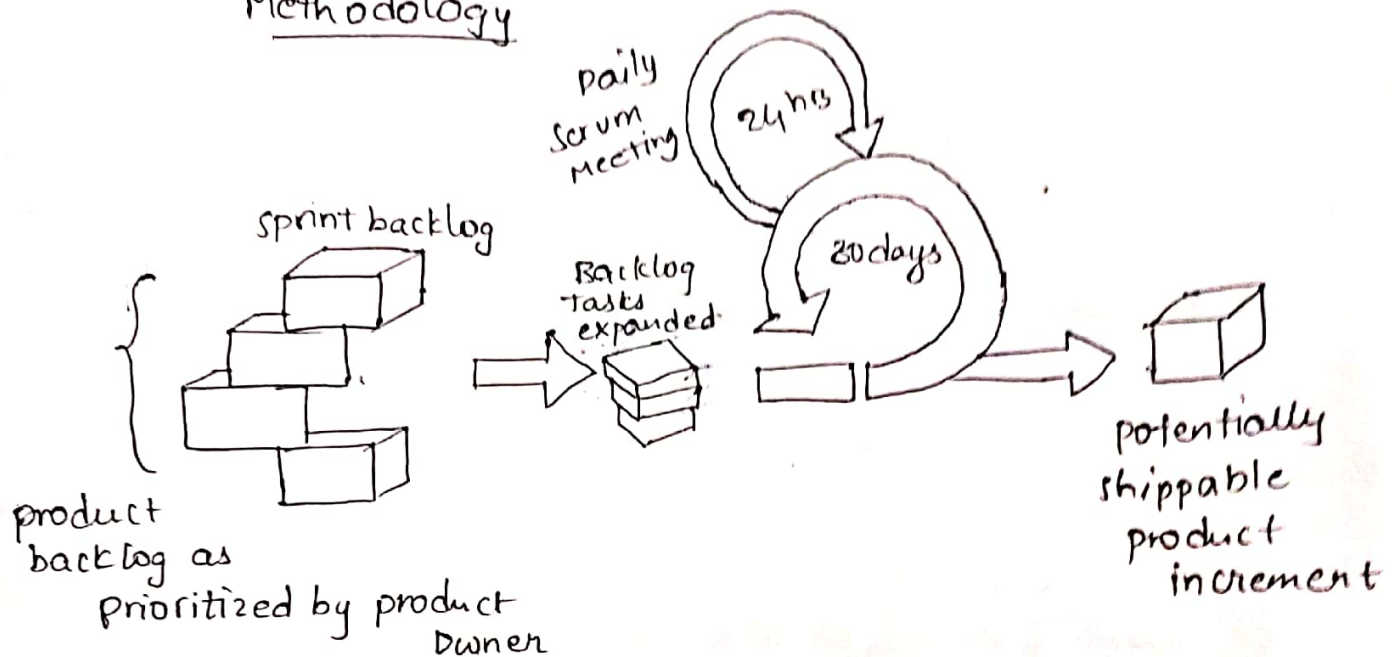
Scrum is a agile, light weight process
→ can manage and control software and product development
→ Has simple implementation
→ Increases productivity
→ Reduces Time
→ Embraces the opposite of water fall approch.

Scrum principles

Iterative Development
Empirical process control
self organisation
collaboration
value based prioritization
Time-boxing

4. Scrum Meeting

It is heart beat of scrum and the project.

The following questions are answered by each member (every time)

1. What have you done since last scrum?

2. What will you do b/w now and next scrum?

3. What is getting in the way of meeting the iteration goals?

4. Any tasks to add to the sprint backlog

some key practices

→ self directed and self organizing team
→ No external addition of work to an iteration, once chosen.
→ daily stand-up meeting with special questions.
→ Usually 30 calendar day iteration
→ demo to external stake holders at the end of each iteration.
→ each iteration, client-driven adaptive planning

scrum values :-

commitment :- Team members personally commit to acheive team goals.

Courage :- Team members do the right things and work on tough problems.

Focus :- concentrate on the work identified for the sprint and goals of team.

Openness :- Team members and stakeholders are open about all the work and the challenges the team encounters.

Respect :- Team members must respect each other