**A SESSION ON SCRUM**

The session started withe the agendas of a meeting. They were:

* What has the team done since they last met
* What will the team do before we meet again
* Is anything slowing the progress
* Are you getting in some other groups way

This showed the amount of thought that’s put in every step to attain a more effective work.

The two dominant agile approaches are scrum and extreme programming.Scrum is a very popular and widely used methodology.

The ppt brushed the basic points of the previous session regarding the scrum, scrum master and daily scrum. Project planning is based on product backlog which contains functions and technology enhancements. This methodology is one of few agile methods used to scale up for larger projects.The usage of queues in scrum was told. Product backlog queue is a low tech customer managed queue of demand requests for products.

Later the management in scrum consisting of daily scrum and scrum master. Various topics such as product owner, scrum master and development team of previous session was revised.

Then the detailed reading on sprint took place. Sprint is the basic unit of development in scrum. The sprint duration is 1 week to 1 month. Time boxed is the effort of a constant length. Each sprint is planned earlier, tasks identified and retrospected after the work is done. During each sprint, the team creates finished portions of a product which is termed as an increment. The features going into a sprint comes from the product backlog. Sprint goal helps in setting smaller targets and keeps the team focussed. The team later decides the number of features that can be completed in a sprint. These goes into the sprint backlog. Sprint backlog is a property of development team. No body can edit the sprint backlog except the development team.Scrum enables self organizing teams. Encourages co-location of all team members.

Later the template of user story was explained. It requires proper verbal and written communication. The template consists of who, what and why. It can be written as

As a [role] I want to [goal] so I can [reason]

User story is the written details needed as per their expertise in that role. The major steps in user stories are description, conversation and confirmation.

Later the differences the business requirement specification[BRS] and system requirement system[SRS] were listed.BRS is formal, only high functional and created by the business analyst.SRS is formal and informal, highly functional and technical and created by system architect.A activity of writing the user stories and its respective back of card scenarios took place.

Later the points regarding on prioritizing stories was explained. Customer or the product owner prioritizes the stories. A story map of organizing and prioritize stories is constructed. The overall agenda is to receive better outcomes and benefit the product outlook. A diagram representing the prioritizing was seen where the stories at the bottom was more optional and its less optional as the graph moves us vertically . The top level was termed as necessary.

Finally the challenges of agile was discussed. They are:

* More iterations can cost more
* A person should be present throughout the project
* Not suitable for high developer turnover with long time maintenance contract
* Not suitable for safety critical systems
* Less information is given to starters in the team