

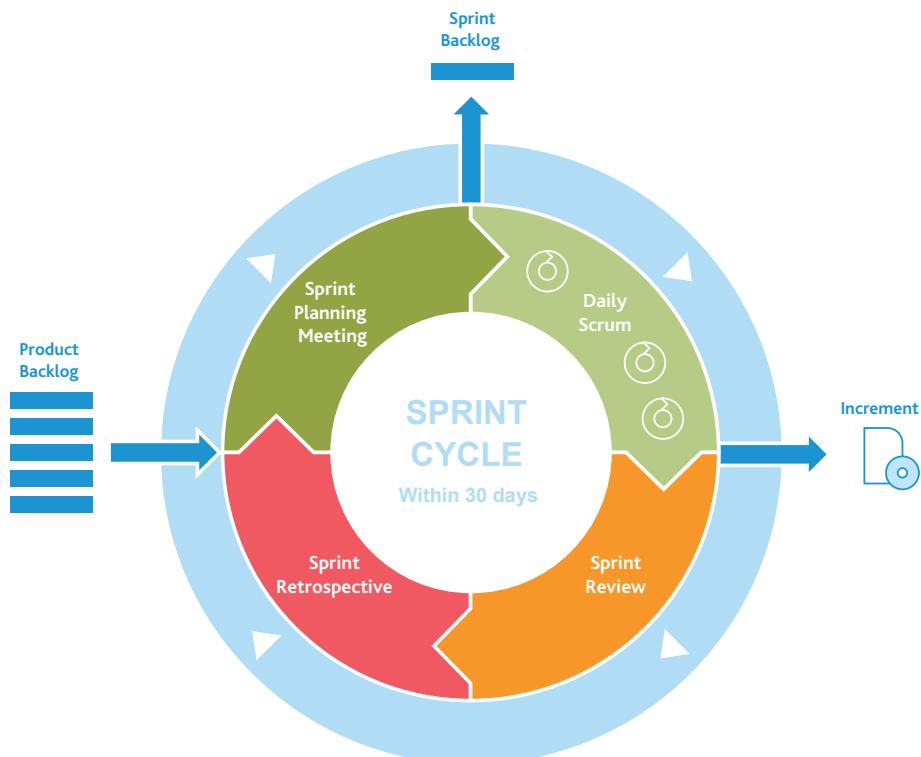
# SCRUM

## Idea in brief

Scrum is the most famous and popular framework for developing and sustaining complex products, but there is a risk of it being misapplied due to its popularity. Created by Schwaber and Sutherland as a way to deliver working software in a maximum of 30 days, Scrum is designed to focus the team's attention on flow and value. It's based on real data – enabling good decisions and good estimation. The short development cycles drive frequent feedback, encouraging you to embrace change.

## Ideas in practice

- **Product Backlog** – a list of all the ideas that make up our vision of the product. It must be ordered with the most important and valuable at the top.
- **Sprint Backlog** – the list of items that has been accepted for that Sprint – is managed by the Development Team.
- **Increment** – the amount of work delivered during a given Sprint. Each builds on the one before, meaning all increments must be fully integrated. Each increment should deliver a potentially shippable product.
- **Sprint Planning Meeting** – 8 hours – selecting and planning the work that will form the Sprint Backlog.
- **Daily Scrum** – no longer than 15 minutes – "What did I do yesterday? What will I do today? What obstacles are in my way?"
- **Sprint Review** – 4 hours – a feedback session – agree what has been done, and what needs further work in later sprints.
- **Sprint Retrospective** – 3 hours – "What improvements can we make to the process and the way we work together?"



### THE SCRUM TEAM

**PRODUCT OWNER**  
Owns the vision, goals and mission  
Manages the Product Backlog  
Orders the Product Backlog to maximise value

**SCRUM MASTER**  
Ensures Scrum is understood and enacted  
Helps the Scrum Team increase productivity  
A servant leader for the Scrum Team

**DEVELOPMENT TEAM**  
Delivers an Increment each Sprint  
Self-organised and cross-functional  
No specific titles or sub-teams

### PILLARS

**TRANSPARENCY**  
**INSPECTION**  
**ADAPTATION**

- **The Scrum Team** - between three and nine people – relies on size for it's agility and speed.
- **The Three Pillars** – transparency, inspection, adaptation – highlight the cultural changes required for a successful implementation of Scrum.