* Scrum: **Scrum** is an [agile](https://en.wikipedia.org/wiki/Agile_management) team collaboration framework commonly used in

[software development](https://en.wikipedia.org/wiki/Software_development) and other industries.

Scrum prescribes for teams to break work into [goals](https://en.wikipedia.org/wiki/Goal) to be completed within

[time-boxed](https://en.wikipedia.org/wiki/Timeboxing) iterations, called *sprints.* Each sprint is no longer than one month and commonly lasts two weeks.

Sprint backlog: the Sprint Backlog is composed of the [Sprint Goal](https://www.scrum.org/node/66948) (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

The Sprint Backlog is a plan by and for the Developers. It is a highly visible, real-time picture of the work that the Developers plan to accomplish during the Sprint in order to achieve the Sprint Goal.

Product Backlog:

* Sprint

Def: A dedicated period of time in which a set amount of work will be completed on a project. It’s

part of agile methodology. And an agile project will be broken down into a no.of sprints, each sprint

taking the project closer to completetion.

* Scrum team

A scrum team is organized into at least three categories of individuals: the product owner, developers, and the scrum master. The product owner liaises with stakeholders, those who have interest in the project's outcome, to communicate tasks and expectations with developers.[[14]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-:0-14) Developers in a scrum team organize work by themselves, with the facilitation of a scrum master.[[15]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-15) Scrum teams, ideally, should abide by the five values of scrum: commitment, courage, focus, openness, and respect.

1. Product owner:

A [product owner](https://www.simplilearn.com/professional-scrum-product-owner-pspo-certification-training-course) is responsible for ensuring the success of a project in Scrum. The product owner is responsible for managing and optimizing the product backlog in order to maximize the value of the product.

* Who is a Product Owner?

A Product Owner is part of the [scrum team](https://www.simplilearn.com/what-is-scrum-team-article). The key responsibilities of a Product Owner are to define user stories and create a product backlog. The Product Owner is the primary point of contact on behalf of the customer to identify the[product requirements](https://www.simplilearn.com/what-is-requirement-analysis-article) for the development team.

The Product Owner must ensure that the user stories meet customer requirements. The role of the Product Owner is critical for companies that are keen to move to an agile-based product development methodology. The Product Owner has to collaborate and work closely with various stakeholders such as customers, business leaders, development teams, [project managers](https://www.simplilearn.com/what-qualifications-do-you-need-to-be-a-project-manager-article), and other [stakeholders.](https://www.simplilearn.com/stakeholders-impact-on-the-projects-article)

* What Does a Product Owner Do?
* Defining and managing the product vision and strategy, based on customer and stakeholder needs and [market research](https://www.simplilearn.com/how-to-do-market-research-article).
* Creating and prioritizing a product backlog (a list of features and requirements) that aligns with the product vision and goals, and continuously refining it based on feedback and changing business needs.
* Collaborating closely with cross-functional teams (e.g. developers, designers, marketers, and quality assurance) to ensure that the product meets customer needs and is delivered on time and within budget.
* Product Owner Roles
* The product backlog must be clearly defined, and all the items need to be mentioned elaborately.
* Prioritize and order the product backlog in the right manner so that the important tasks are given topmost priority.
* Prioritize work items and product backlog, this must be in line with customer vision and goals.
* Product Backlog

Product Backlog is one of the primary responsibilities of the Product Owner. He/she must own and define the [product backlog](https://www.simplilearn.com/new-product-owners-mistakes-article) according to customer requirements. The Product Owner must first update the product backlog list. Following this activity, there must be proper prioritizing of the backlog based on urgency and criticality of the requirements.

1. Developers:

Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint. The term Developers is used because these are the people who develop or create the increment. It does not mean software developers exclusively.

Ultimately, a Scrum team should consist of less than 9 people. For large enterprise projects, the ideal Scrum team size is 7 people.

1. Scrum master:

* Scrum is facilitated by a scrum master, whose role is to educate and coach teams about scrum theory and practice.[[1]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-scrumguidepdf2020-1)
* Scrum masters have differing roles and responsibilities from traditional [team leads](https://en.wikipedia.org/wiki/Team_leader) or [project managers](https://en.wikipedia.org/wiki/Project_manager).
* Some scrum master responsibilities include coaching, objective setting, problem solving, oversight, planning, backlog management, and communication facilitation.[[1]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-scrumguidepdf2020-1)
* On the other hand, traditional project managers often have [people management](https://en.wikipedia.org/wiki/Management) responsibilities, which a scrum master does not. Scrum teams do not involve project managers, so as to maximize self-organisation among developers.
* Increment:

An increment is a potentially releasable output of a sprint, which meets the sprint goal. It is formed from all the completed sprint backlog items, integrated with the work of all previous sprints. An ideal increment is complete, fully functioning, and in a usable condition.

* Daily scrum:
* Each day during a sprint, the developers hold a daily scrum (often conducted [standing up](https://en.wikipedia.org/wiki/Stand-up_meeting)) with specific guidelines, and which may be facilitated by a scrum master.[[3]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-schwaber-3)[[26]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-26)
* Daily scrum meetings are intended to be less than 15 minutes in length, taking place at the same time and location daily.
* The purpose of the meeting is to announce progress made towards the sprint goal and issues that may be hindering the goal, without going into any detailed discussion.
* Once over, individual members can go into a 'breakout session' or an 'after party' for extended discussion and collaboration.[[27]](https://en.wikipedia.org/wiki/Scrum_(software_development)#cite_note-:5-27) Scrum masters are responsible for ensuring that team members use daily scrums effectively, or, if team members are unable to use them, to provide alternatives to achieve similar outcomes
* Sprint retrospective:
* A sprint retrospective is a type of meeting within the Agile framework, when teams reflect on what went well and what could be improved for their next sprint.
* Retrospectives are essential to continuously improve your sprint process and ensure key learnings are incorporated for next time.