Scrum

Scrum is a framework for developing complex products. It was created in order to improve productivity, creativity and reactivity in solving complex problems iteratively and incrementally while optimizing predictability and controlling risks.

Its philosophy is rooted on three core pillars: *transparency*, *inspection*, and *adaptation*. Transparency is vital for communication and a prerequisite for effective inspection. Learning by careful inspection in turn is a prerequisite for productive adaptation. Adaptation is how the system improves itself in order to employ its resources more productively.

Scrum involves a scheme of several practices and artifacts which incorporate its philosophy into a practical procedure. Most of the important artifacts and practices are discussed in the links below.

According to some, Scrum is lightweight, simple to understand but difficult to master.

Resources:

- Scrum Guide
- Scrum Primer
- Scrum Glossary
- Artifacts of Scrum (pretty practical)
- Why story points are better than man-hours