# Methods:

Scrum

Kanban

Extreme programming (xp)

Lean development

Crystal

# Practices:

Collaborate with the customer. ...

Work together daily. ...

Build projects around motivated individuals. ...

Convey information face-to-face. ...

Form self-organizing teams. ...

Reflect on how teams can become more effective.

# Origins of agile

Software developers in the 80s and 90s experienced high lvls of failed projects and noticed some common traits:

* Too much analysis upfront
* Restrictive change control
* Too much uncertainty

Bc of this software developers started experimenting with new ways of working. They took successful ideas and wrote down a set of underlying values. This where agile manifesto for software development came in

# The agile manifesto

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

* Individuals and interactions over processes and tools
* Working software over comprehensive documentation
* Customer collaboration over contract negotiation
* Responding to change over following a plan

# The agile principles

The 4 agile values above are supported by the 12 agile principles

Do change sometimes and updated based on what is happening

“Scrum is a team-based framework to develop complex systems and products”

Diagram

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Events=meetings

Artifacts=documentation type stuff

Product backlog:

Within agile project management, product backlog refers to a prioritized list of functionality which a product should contain. It is sometimes referred to as a to-do list, and is considered an 'artifact' within the scrum software development framework.

Sprint planning:

Sprint planning is an event in scrum that kicks off the sprint. The purpose of sprint planning is to define what can be delivered in the sprint and how that work will be achieved. Sprint planning is done in collaboration with the whole scrum team.

Sprint backlog:

the Sprint Backlog is composed of the Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

Daily scrum:

The Daily Scrum is a 15-minute time-boxed event for the Development Team to synchronize activities and create a plan for the next 24 hours.

Sprint review:

A sprint review is an informal meeting held at the end of a sprint, during which the team shows what was accomplished, while the stakeholders provide feedback. It's a collaborative working session rather than a one-sided presentation.

Increment:

An Increment is the latest stable and usable version of a product. Professional Scrum Teams create a first Increment during the first Sprint. During a Sprint, a professional Scrum Team creates one or more Increments. Multiple Scrum Teams working on the same product create integrated Increments.

Sprint retrospective:

The sprint retrospective is a recurring meeting dedicated to discussing what went well and what can be improved in a sprint. It also gives a chance to recover from a sprint and prepare for the next one. With a sprint retrospective, you can make each sprint more streamlined and successful than the last.

# Scrum roles

Graphical user interface, text, application, email

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Product owner and scrum master are both career pathways that u can get a certi for

# The scrum team

* Co-located
* Engaged with the customer(s)
* Self-organising
* Accountable & empowered
* Cross functional