Scrum VS Kanban

* [Agile](https://www.atlassian.com/agile) is a set of ideals and principles that serve as [our north star](http://agilemanifesto.org/).
* Kanban and scrum are frameworks that help teams adhere to agile principles and get stuff done.
* Both frameworks will help you build better products(and services) with fewer headaches.
* It's easy to point out the differences between scrum practices and Kanban practices, but that's just at the surface level. While the practices differ, the principles are largely the same.
* [**Kanban**](https://www.atlassian.com/agile/kanban) is all about visualizing your work, limiting [work in progress](https://www.atlassian.com/agile/kanban/wip-limits), and maximizing efficiency (or flow).
* Kan ban teams focus on reducing the time it takes to take a project(or [user story](https://www.atlassian.com/agile/project-management/user-stories)) from start to finish. They do this by using a [kanban board](https://www.atlassian.com/agile/kanban/boards) and continuously improving their flow of work.
* [**Scrum**](https://www.atlassian.com/agile/scrum) teams commit to ship working software through set intervals called sprints. Their goal is to create learning loops to quickly gather and integrate customer feedback.
* Scrum teams adopt specific roles, create special artifacts, and hold regular ceremonies to keep things moving forward.
* Scrum is a tool used to organize work into small, manageable pieces that can be completed by a cross-functional team within a prescribed time period
* Again, scratching the surface, [Kanban](https://www.cprime.com/training/onsite/kanban/) is also a tool used to organize work for the sake of efficiency.
* The Kanban board is used to describe the current development status.

|  | Scrum | Kanban |
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| Cadence | Regular fixed length sprints (ie, 2 weeks) | Continuous flow |
| Release methodology | At the end of each sprint | Continuous delivery |
| Roles | Product owner, scrum master, development team | No required roles |
| Key metrics | Velocity | Lead time, cycle time, WIP |
| Change philosophy | Teams should not make changes during the sprint. | Change can happen at any time |