**Scrum:**

Scrum is a lightweight framework that helps the teams to work together. Scrum is best practiced due to iterative and incremental delivery of customer services. The main focus of scrum is to provide with a high-quality product much sooner with faster feedback to make sure of the continuous improvement along with building the correct product and lessen the team burnout.

Some of the features of scrum are:

* It helps people, teams and organizations generate value through adaptive solutions for complex problems.
* Scrum framework is heuristic; it’s based on continuous learning and adjustment to fluctuating factors.
* The Scrum process requires the scrum master to enable an environment where:

1. The product owner creates a product backlog regarding the complex problem to be addressed
2. The scrum team then turns the so created product backlog to works and finally achieve increments with the completion of works
3. The scrum team and involved stakeholders inspects the result of the sprint and prepare for the next sprint

**Scrum Events:**

Each event in Scrum is a formal opportunity to inspect and adapt Scrum artifacts. There are 5 key events in Scrum. Scrum events, meetings are some of the well-known parts of scrum framework which the scrum team members perform on regular basis.

1. Sprint

A sprint is a fixed length period of time usually a month or less in which all the events necessary to achieve the product goal is performed.

A sprint includes:

* sprint planning,
* daily scrums,
* sprint review, and
* sprint retrospective

1. Sprint Planning

The work that needs to be performed within the duration of sprint is discussed and planned during the sprint planning so as they align to achieve the product goal. This planning involves the whole development team with the scrum master leading the event. The team decides on certain user stories from the product backlogs which must align with the product goal and that the user stories can be implemented within the sprint period.

Some of the questions that needs to be discussed during the sprint planning are:

* Why is this Sprint Valuable?
* What can be done with this sprint?
* How will we choose how the work will get done?

1. Daily Scrum

A daily scrum resembles 15 minutes (usually) meeting between the developers of scrum team to discuss the progression towards sprint goal and adapt the sprint backlog as scrum definition. It can also be described as a daily standup between the team members. It is a short and simple meeting addressing the following questions:

* What did I do yesterday?
* What will I do today?
* Are there any hinderance?

1. Sprint Review

The purpose of the Sprint Review is to inspect the outcome of the Sprint and determine future adaptations. The team at the end of the sprint comes together to review, inspect the increment. The development team shows the backlog items that are now done to the stakeholders and team members for feedback. The product owner then decides on whether or not to release the increment, for most cases the increment is released.

1. Sprint Retrospective

The purpose of sprint retrospective is to document and plan for increasing the effectiveness and efficiency from the sprint by discussing what worked and what didn’t for this. The team inspects how the last sprint went with regards to individuals, interactions, tools and the definition of being done. It usually takes 3 hours for a month-long sprint

**Scrum Roles:**

* Developers

Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint. Basically, developers are the part of the team that gets the work going.

Developers perform following functions:

* Creating a plan for the sprint, a sprint backlog
* Establishing the definition of done
* Planning the daily activities leading to the achievement of sprint goal.
* Taking each other accountable as professionals.
* Product Owner

The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team.

PO perform following functions:

* Establishing and circulating the product goal.
* Creating and communicating the product backlog items.
* Ordering the product backlog items.
* Ensuring the backlog items are transparent and clearly understood.
* Scrum Master

The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization.

**Scrum Artifacts:**

Artifacts are something that we make, like a tool to solve a problem. Scrum Artifacts represents work or values. Artifacts helps to maintain or maximize the transparency and key information.

Product backlog, a sprint backlog, and an increment with definition of “done” are the three scrum artifacts:

* **Product Backlog** (“To Do List”) is the primary list of work that needs to get done maintained by the product owner or product manager. The product backlog maintains a list of works needed to improve the product. This is a dynamic list of features, requirements, enhancements, and fixes that acts as the input for the sprint backlog. It is compiled from dynamic sources like customer demands, business requirements.
* **Sprint Backlog** is the list of items, user stories, or bug fixes, selected by the development team for implementation in the current sprint cycle. The sprint backlog contains the sprint goal (why), the set of product backlog items which is selected for the sprint (what), and an action plan on how to deliver the increment (how). The sprint backlog is developed by and for the developers.
* **Incremen**t or the definition of being done collectively leads toward the product goal. Each increment is a step forward to the prior increments and is thoroughly verified to ensure all the increments works together. Increments may be multiple within a sprint. The sum of increments is presented at the sprint review. For the work to be a part of an increment it must meet the definition of done.

**References:**

1. Schwaber, K. and Sutherland, J., 2020. The Definitive Guide to Scrum: The rules of the game.
2. Drumond, C., n.d. Scrum - what it is, how it works, and why it's awesome. [online] Atlassian. Available at: <https://www.atlassian.com/agile/scrum> [Accessed 26 May 2022].