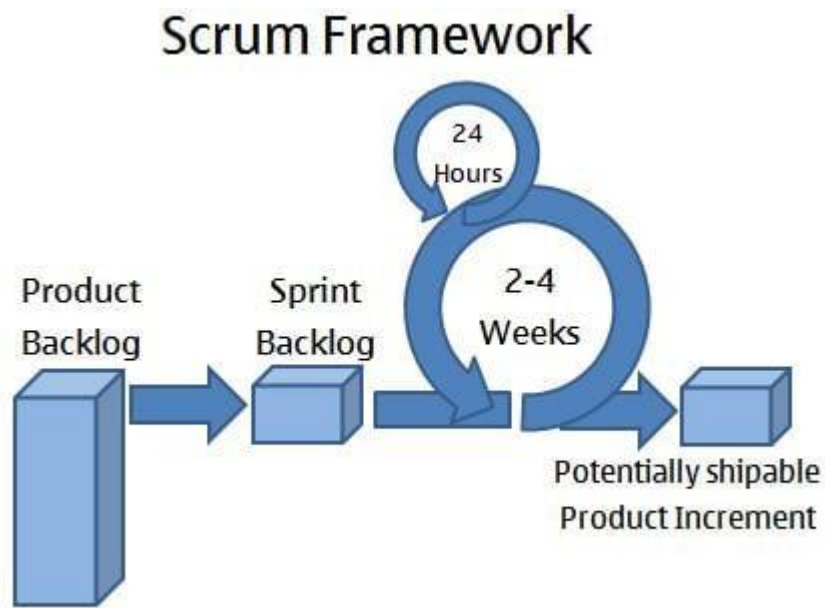


4/3/19

Agile software development is a way of developing code for a project in a way that prioritizes flexibility and ability to change. The basis of agile is that it consists of 2-4 week long “sprints”. During these sprints the team chooses one of more features to do and works for that period without changing the goal. This makes the teams more efficient and keeps them focused on the task at hand.



Scrum is a way of using agile. The basis of scrum is that there are three scrum roles. There is the product owner, the team, and the scrum master. Each role has its own set of responsibilities. The product owner is responsible for communicating what the company wants and how they want it. He is the one that is ultimately responsible for what the project ends up being when it is finished. The team is responsible for doing the work. They do the sprints and are responsible for getting the features finished. The scrum master is basically the buffer between the owner and the team. The master is responsible for helping the owner make a detailed and accurate list of features and is responsible for protecting the team from

distractions while they are working. The master is also responsible for resolving any conflicts within the team.