

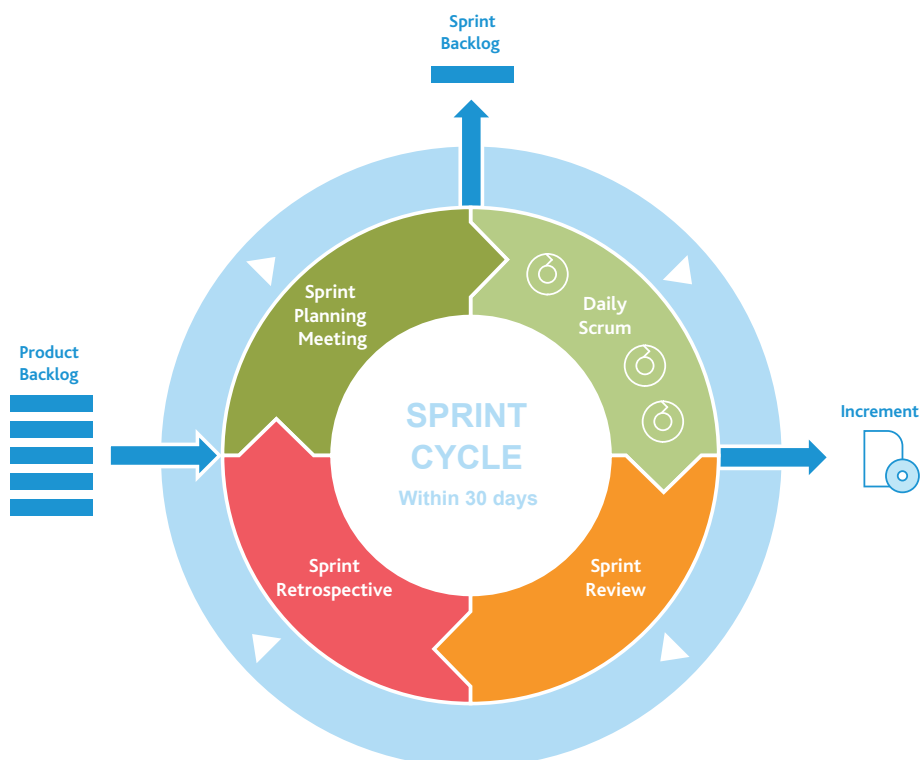
SCRUM

Idea in brief

Scrum is the most famous and popular framework for developing and sustaining complex products, but there is a risk of it being misapplied due to its popularity. Created by Schwaber and Sutherland as a way to deliver working software in a maximum of 30 days, Scrum is designed to focus the team's attention on flow and value. It's based on real data – enabling good decisions and good estimation. The short development cycles drive frequent feedback, encouraging you to embrace change.

Ideas in practice

- **Product Backlog** – a list of all the ideas that make up our vision of the product. It must be ordered with the most important and valuable at the top.
- **Sprint Backlog** – the list of items that has been accepted for that Sprint – is managed by the Development Team.
- **Increment** – the amount of work delivered during a given Sprint. Each builds on the one before, meaning all increments must be fully integrated. Each increment should deliver a potentially shippable product.
- **Sprint Planning Meeting** – 8 hours – selecting and planning the work that will form the Sprint Backlog.
- **Daily Scrum** – no longer than 15 minutes – “What did I do yesterday? What will I do today? What obstacles are in my way?”
- **Sprint Review** – 4 hours – a feedback session – agree what has been done, and what needs further work in later sprints.
- **Sprint Retrospective** – 3 hours – “What improvements can we make to the process and the way we work together?”



THE SCRUM TEAM



PRODUCT OWNER

Owns the vision, goals and mission
Manages the Product Backlog
Orders the Product Backlog to maximise value



SCRUM MASTER

Ensures Scrum is understood and enacted
Helps the Scrum Team increase productivity
A servant leader for the Scrum Team



DEVELOPMENT TEAM

Delivers an Increment each Sprint
Self-organised and cross-functional
No specific titles or sub-teams

PILLARS



TRANSPARENCY

INSPECTION

ADAPTATION

- **The Scrum Team** – between three and nine people – relies on size for its agility and speed.
- **The Three Pillars** – transparency, inspection, adaptation – highlight the cultural changes required for a successful implementation of Scrum.