

Core Concepts of Scrum

Scrum is:

a simple framework to build a product rapidly
a tool to gather feedback on the system being built
an organization improvement system
a tool to grow a team

Scrum is not:

a buffet of best practices
magic or a silver bullet
a solution to all your business problems

Sprint: A Sprint is a fixed time period, from one to four weeks, with a preference toward shorter intervals. In each Sprint the Scrum Team will build and deliver a Product Increment. Each increment is a recognizable, visibly improved, operating subset of the product.

Product backlog: ordered list of desired project outcomes/features. It is the source of all requirements for the team.

Sprint planning: At the beginning of the Sprint, the team work with the product owner to select the work they will deliver during a sprint

Daily scrum: the team meets daily to ensure they're on track for meeting the work they committed to. The meeting isn't a status meeting but rather a chance for team members to coordinate and synchronize their work for the coming day.

Team members answer three questions:

- What I have accomplished since our last Daily Scrum;
- What I plan to accomplish between now and our next Daily Scrum;
- What is impeding my progress.

Stop reading

Sprint reviews: At the end of the Sprint, the team reviews their accomplishments for the sprint and demonstrates the completed work to the product owner. This gives the Product Owner an opportunity to re-evaluate the product direction and update the product backlog.

Sprint retrospectives: After the Sprint Review, the team reviews their process and how they worked during the Sprint. Their goal is to celebrate the things that worked well and find ways to work more effectively during the next Sprint.

Stop reading

More information on Scrum

Sprint backlog: the product backlog items that the team selects for the current sprint, usually broken into tasks

Burndown chart: at-a-glance look at the work remaining (can have two charts: one for the sprint and one for the overall project)

Product owner: single individual responsible for owning the vision, understanding the business needs and ordering the Product Backlog so that the team delivers the highest value product.

ScrumMaster: “servant leader” who helps the team use the Scrum Process. Their primary focus should be helping the team grow their capacity to do work.

Team: A group of 5-9 people who self-organize to get the work done. Scrum requires the team to have all of the skills to deliver a working product every Sprint.

Recommended Reading: Agile Atlas - <http://agileatlas.org/atlas/scrum> - the Scrum Alliance’s description of Scrum.