Scrum Framework

Many teams work for months before discovering that the customer wanted something else. Scrum is a simple framework that helps teams deliver value in small steps and learn quickly from feedback. Ken Schwaber and Jeff Sutherland created it in the 1990s and describe it in a short document called the Scrum Guide. The name comes from rugby, where the whole team moves the ball forward together. Scrum rests on three ideas: make the work visible, inspect it often, and adapt when something needs to change. It has three accountabilities, five events and three artifacts.

1. The Scrum Team

A Scrum Team is small, usually ten people or fewer, with all the skills needed to create value. Inside the team, there are three accountabilities. The Product Owner decides what is most valuable to build and keeps the Product Backlog in order. The Scrum Master helps everyone understand Scrum, removes obstacles and serves the team as a coaching leader. The Developers do the work and decide together how to turn ideas into a usable result.

Example: when a family moves house, one person sets the priorities, another keeps everyone organised, and the others pack the boxes.

At work: Tariq works for a bank that wants a new mobile app. The Product Owner sets the priorities, a Scrum Master supports the team, and Tariq is one of six Developers.

2. The Sprint and Sprint Planning

All the work in Scrum happens inside Sprints. A Sprint is a fixed period of one month or less, and the next Sprint starts right after it ends. Each Sprint begins with Sprint Planning, where the whole Scrum Team agrees on three things. Why is this Sprint valuable, what can be done in it, and how will the work get done? The answer to the first question becomes the Sprint Goal, a single objective that keeps the team focused.

Example: a family plans a two-week holiday with one clear goal, to rest, and chooses only the activities that support it.

At work: Tariq's team works in two-week Sprints. In Sprint Planning, they set the Sprint Goal: customers can log in safely with their fingerprint.

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3. Daily Scrum, Review and Retrospective

Three more events help the team inspect its work and adapt. The Daily Scrum is a fifteen-minute meeting for the Developers, where they check progress toward the Sprint Goal and adjust their plan. At the end of the Sprint, the Sprint Review shows the result to stakeholders, and together they decide what to do next. It is a working session, not just a presentation. Finally, the Sprint Retrospective lets the team look at how it worked and choose ways to improve quality and effectiveness.

Example: a football team talks briefly before every training, reviews each match, and then agrees on one way to play better.

At work: in a Daily Scrum, Tariq says that a security test is blocking his work, and a colleague offers help. At the Sprint Review, managers try the fingerprint login, and in the Retrospective the team decides to test earlier.

4. The Three Artifacts

Three artifacts make the work visible to everyone. The Product Backlog is an ordered list of everything that could improve the product, and its commitment is the Product Goal, the long-term aim. The Sprint Backlog is the Developers' plan for the Sprint, and its commitment is the Sprint Goal. The Increment is the usable result, and its commitment is the Definition of Done, a clear quality standard. Work that does not meet it is not part of the Increment and cannot be shown at the Sprint Review.

Example: a wedding planner keeps a list of all ideas, a plan for this week, and a checklist that shows when a task is truly finished.

At work: Tariq's team has a Definition of Done: the code is reviewed, tested and checked for security. The fingerprint login is shown at the Sprint Review only when it meets all three.

Conclusion

In summary, Scrum is easy to understand but takes practice to master. Three accountabilities, five events and three artifacts work together in short cycles. The team makes the work visible, inspects it often and adapts quickly. Scrum also depends on five values: commitment, focus, openness, respect and courage. Teams that improve one Sprint at a time learn fast and deliver value that customers really use.

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