

COGIFY AG WHITEPAPER

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SCRUM METHODOLOGY









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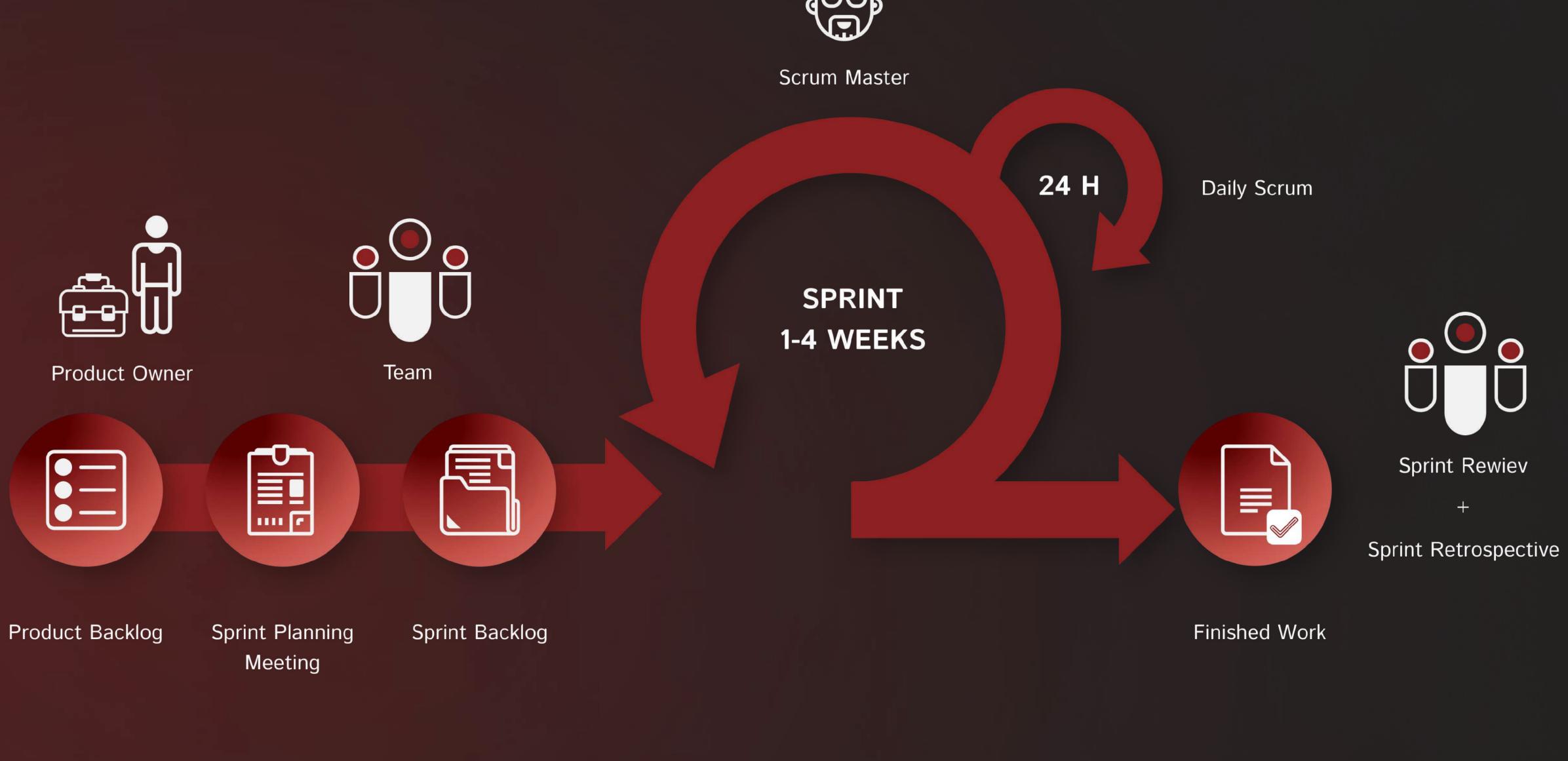
Traditional project management methods identify requirements to control time and cost; Scrum, on the other hand, fixes time and cost to control requirements. Time boxes, collaborative rituals, prioritised product backlogs, and regular feedback cycles are used to accomplish this. Scrum relies significantly on communication between the team and the customer or customer representative to build the proper product in a Lean way, hence business engagement is crucial throughout the project.

Scrum Framework

connotation of the word "methodology", which many consider to be prescriptive in nature. In contrast, Scrum only provides a delivery structure, but doesn't tell you how to do a particular practice, leaving it to the team to determine.

Schwaber (one of Scrum founders) refers to Scrum as a framework rather than a methodology. This is mainly due to the

SCRUM PROCESS



A time box, often called an iteration or a sprint, is a set amount of time that a team must complete a selected feature. Sprints

are typically one to four weeks in length, and maintain this length throughout the life of the project in order to establish a

The project started with a clear vision provided by the business, and a list of product features in order of importance. These

features are part of the product backlog and are maintained by the customer or customer representative (called the product

with features and tasks in the sprint planning meeting. Once the team is committed to the sprint backlog, task work begins. During this time in the sprint, the team is immune to interruptions and can focus on meeting the sprint goals. Changes to the sprint backlog are not allowed; however, the product backlog can be changed to prepare for the next sprint.

During a sprint, teams discuss and communicate with each other in 15-minute meetings (called scrum daily's) each day. The

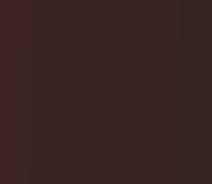
team forms a circle and each member explains what they did yesterday, what they plan to do today, and what their way is.

rhythm. The team selects items from the Product Backlog that it thinks can be done in the sprint and creates a sprint backlog

At the end of the sprint, the team demonstrates their completed work to stakeholders and gathers feedback that will influence their work in the next sprint. They also held a retrospectiveto see how they could improve. This meeting is critical because it focuses on the three pillars of Scrum: Transparency, Inspection, and Adaptation.

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what the end product is and the steps required in order to achieve it. Those who are responsible for the outcome must be able to observe the results of the tasks performed by their teams. This is referred to as a 'Definition of Done'; wherein, all **Transparency** participants of those performing and accepting the work agree on what the end product is and the steps required in order to achieve it.

This framework is based on three pillars:



owner).

Scrum users must inspect Scrum artefacts often as part of progressing towards the sprint goal. An artefact refers to the information that both the Scrum team and stakeholdersuse to determine how the product is developed, the actions necessary in order to produce it and how this is performed during the project.

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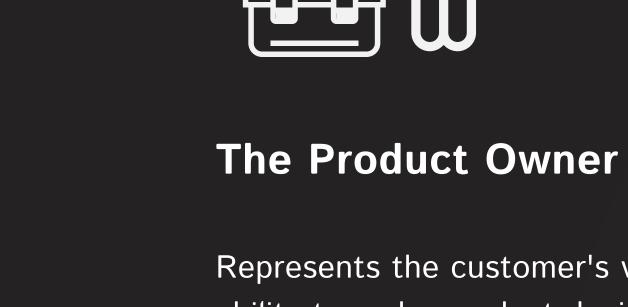
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If an inspector becomes concerned with one or more aspects that hinder the process outside of an agreed pathway, and that the end product will not be satisfactory, then the process must be modified in order to limitfurther hindrances and improve the quality of the product.

Roles and Responsibilities

There are only three roles in Scrum: ScrumMaster, Product Owner, and Development Team.



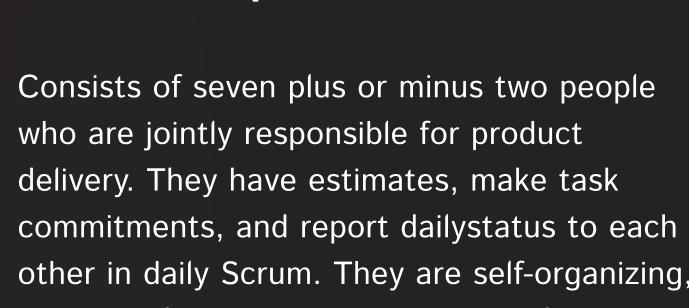
Scrum pillars.

product guidance.

Represents the customer's voice and has the ability to make product decisions. This person owns the product backlog, is responsible for communicating the vision to the team, and defines and prioritizes the backlog items. The Product Owner works with the team on a



daily basis, answering questions and providing



other in daily Scrum. They are self-organizing, meaning that structures emerge without explicit outside intervention. In other words,

The Development Team

the team owns how to choose to build product features - the team owns the "how" and the product owner owns the "what".

Is the guardian of the process, the advocate of the team and the protector of the team. They remove barriers, facilitate team communication, mediate discussions within the team, and consult with people outside

the team. Most importantly, they exist in

Team Services.

To summarise, implementing scrum to your projects will result in success. According to a Mckinsey study, businesses that innovate in terms of their sales and marketing are growing at 4.1 % faster as opposed to others who fail to keep up. This Whitepaper's main objective is to give an introduction into what the Scrum framework is and how it is used holistically. It mainly describes the agile framework, lists Scrum's artifacts, and defines how each of the Product Owner, the ScrumMaster, and the Development team contribute tothe project. Finally, communication in Scrum is key. This is why a daily meeting is held

to coverdifferent team members' tasks and plans, focusing on transparency, inspection, iteration, and adaptation as the key





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