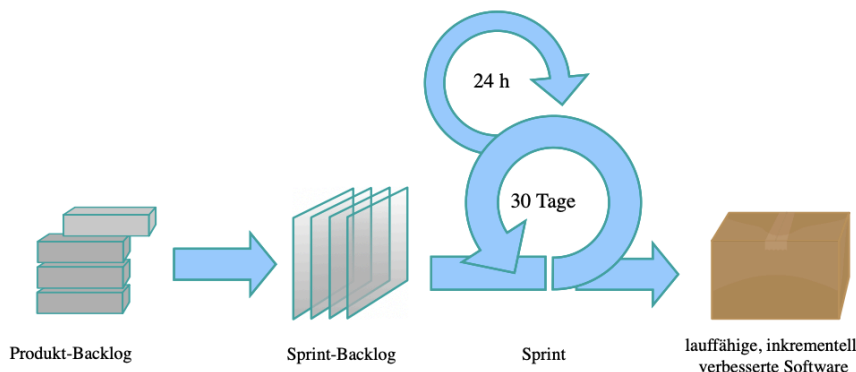


Quick start

Scrum (from "the crowd") is a process model of project and product management, especially for agile software development. It was originally developed in software engineering, but is independent of it. Scrum can therefore be used in many areas.



Scrum consists of only a few rules. These describe four events, three artefacts and three roles that make up the core. The rules are described in the Scrum Guide, there is another short description in the Agile Atlas. The Scrum framework must be concretized by techniques for the conversion of the events,

artefacts and roles, in order to be able to convert Scrum actually. By separating from the core in Scrum, the central elements and mechanisms of action were clearly defined in order to allow freedom in individual design.

Step 1: Product Backlog

The Product Backlog is created, developed, maintained and changed by the Product Owner at Scrum. It contains all the requirements of the project. The focus is **less on the technical aspects** and more on **the needs of future users**. The product backlog contains the user stories (application descriptions).

In the product backlog, for example, a user story is formulated as follows in the first approach: "In the hectic daily routine, clerk Müller does not want to forget that he has agreed special conditions with customer Maier for certain cases in order not to annoy him with false invoices".

Step 2: Sprint Backlog

If the team starts with the implementation, the product owner has to divide the product into different subrequirements. He lets the team break down the basic user stories into individual partial stories in order to concretize the requirements.

In the Sprint Planning Meeting, product owners and the team meet. The Product Owner specifies which User Story should be tackled next. The team then decides which subtasks should be assigned to which employees. The user stories in the product backlog must be broken down so small that the team can process them within a sprint. Experience has shown that a sprint lasts between one and a maximum of four weeks, depending on the initial definition by the Scrum Master.

What you need to put into practice is quickly explained: a white board - the so-called kanban board, including associated markers or a traditional board or pinboard, lots of post-its (i.e. "cards") and at least as many creative minds.

Step 3: Sprint

The Sprint can be compared to a project that takes a maximum of one month to complete. For a sprint, the duration, the result to be achieved, the resources available and the procedure are fixed as in project planning. From the point of view of project management, a sprint can be regarded as either a "work package" or a "process".

Sprints always have a fixed duration of one to a maximum of four weeks (unusual special cases can be longer planned).

A sprint, regardless of its duration, consists of the following five activities:

- The Sprint Planning
- "Daily Scrum, **the daily meeting of** the Scrum team.
- Convert backlog items into software functions
- Sprint Review, the quality review of the created product increment with regard to the definition of "Done"
- Sprint retrospective, the analysis and evaluation of the methodical procedure during the sprint

Step 4: Runnable product increment

The goal of a sprint is to realize the requirements defined in the sprint backlog. At the end of the sprint, an executable product increment must always be available.

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