

AGILE METHODOLOGY

Agile software development is a group of software development methods based on iterative and incremental development, where requirements and solutions evolve through collaboration between self-organizing, cross-functional teams. It promotes adaptive planning, evolutionary development and delivery, a time-boxed iterative approach, and encourages rapid and flexible response to change. It is a conceptual framework that promotes foreseen tight interactions throughout the development cycle.

The *Agile Manifesto* introduced the term in 2001. Since then, the *Agile Movement*, with all its values, principles, methods, practices, tools, champions and practitioners, philosophies and cultures, has significantly changed the landscape of the modern software engineering and commercial software development in the Internet era.

The Agile movement proposes alternatives to traditional project management. Agile approaches are typically used in software development to help businesses respond to unpredictability.

WHAT IS SCRUM?

Scrum is the most popular way of introducing Agility due to its simplicity and flexibility. Because of this popularity, many organizations claim to be "doing Scrum" but aren't doing anything close to Scrum's actual definition. Scrum emphasizes empirical feedback; team self management, and striving to build properly tested product increments within short iterations. Doing Scrum as it's actually defined usually comes into conflict with existing habits at established non-Agile organizations.

Scrum has only three roles: Product Owner, Team, and Scrum Master. These are described in detail by the Scrum Training Series. The responsibilities of the traditional project manager role are split up among these three Scrum roles. Scrum has five meetings: Backlog Grooming (aka Backlog Refinement), Sprint Planning, Daily Scrum (aka 15-minute standup), the Sprint Review Meeting, and the Sprint Retrospective Meeting.

Scrum is a lightweight agile project management framework with broad applicability for managing and controlling iterative and incremental projects of all types. Ken Schwaber, Mike Beedle, Jeff Sutherland and others have contributed significantly to the evolution of Scrum over the last decade. Scrum has garnered increasing popularity in the software community due to its simplicity, proven productivity, and ability to act as a wrapper for various engineering practices promoted by other agile methodologies.

In Scrum, the "Product Owner" works closely with the team to identify and prioritize system functionality in form of a "Product Backlog". The Product Backlog consists of features, bug fixes, non-functional requirements, etc. - whatever needs to be done in order to successfully deliver a working software system. With priorities driven by the Product