

SCRUM

AGILE SOFTWARE
DEVELOPMENT FRAMEWORK

Overview

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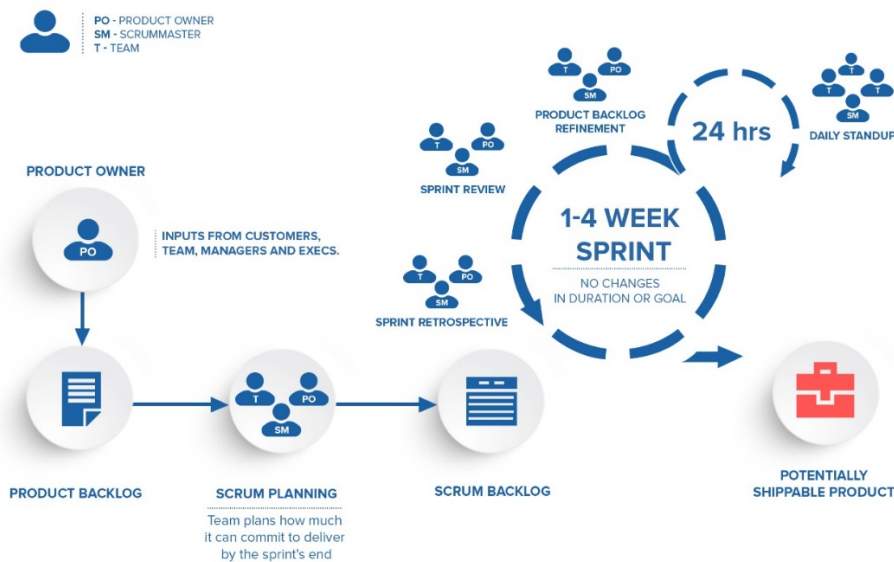
SCRUM OVERVIEW

Scrum is an agile way to manage a project. Scrum embraces iterative and incremental practices. Scrum implies subdividing the whole development into several stages (iterations). Iterative approach encourages creativity and enables fast response to feedback and changes.

Building the development process on Scrum principles, the team can concentrate on development of the most important features bringing value to the client's business.

Moreover, Scrum implies clear and comprehensive reporting mechanism and allows controlling the project scope efficiently.

Please find below diagram, which visually explains suggested processes of cooperation.



ROLES IN SCRUM

A number of roles are defined in Scrum.

Team

The Team is a group of people who work on developing and testing the product. The Team is self-organizing: Team members independently decide how to break work into tasks, and who assign these tasks to, throughout the Sprint.

Product Owner

The Product Owner is the requirements keeper and defines the order of their implementation.

The Product Owner is the mediator between the client's business (keeps the Product Backlog up-to-date and at the level of detail and quality the Team requires) and the product on one side and the Team on the other. He/She is the single point of contact for all questions about product requirements (to define and document technical requirements, to determine the order of their implementation).

ScrumMaster (or Facilitator)

The ScrumMaster helps the Team to achieve its highest level of performance. He/She is responsible for making the process run evenly, for removing obstacles that impact productivity, and for organizing and facilitating the critical meetings.

ScrumMaster (as opposed to a traditional project manager) does not provide constant direction to the Team and does not assign tasks to the Team members.

MEETINGS

There are several meetings held in Scrum.

Sprint Planning Meeting

At the beginning of the sprint cycle (every 7–30 days), a "Sprint planning meeting" is held to:

- choose the work is to be done during this Sprint;
- define the Sprint Backlog with detailed time planning;
- identify and discuss how much of the work is likely to be accomplished during this sprint.

Daily Scrum Meeting

Each day during the sprint, the Team has a meeting. During the meeting, each team member answers three questions:

- What did I do yesterday that helped the Team meet the Sprint Goal?
- What will I do today to help the Team meet the Sprint Goal?
- Do I see any impediment that prevents me or the Team from meeting the Sprint Goal?

The ScrumMaster records any impediments revealed in this meeting and later solves the problems. No detailed discussions happen during these meetings.

Sprint Review Meeting

The Sprint Review Meeting the following parts:

- Review the work completed;
- Review the work planned but not completed;
- Presentation of the completed work to the stakeholders (a.k.a. "the demo");

Sprint Retrospective Meeting

The main aim of the Retrospective meeting is to make continuous process improvements. There are two main questions asked in the sprint retrospective:

- What went well during the sprint?
- What could be improved in the next sprint?

ARTIFACTS

Product backlog

The Product backlog is the complete ordered list of the functionality that is to be developed or remains to be added to the product. It includes:

- Features;
- Bug fixes;
- Non-functional requirements.

The Product owner prioritizes the backlog taking into account the business needs, so the Team always works on the most valuable features first.

Sprint backlog

The sprint backlog is the list of tasks the Team needs to complete in order to deliver the functionality planned for the release in this sprint. The top items of the product backlog is added to the sprint backlog until the Team has enough work to fill the sprint.

Once a Sprint Backlog is set, no additional functionality can be added to the Sprint backlog except by the Team.

Burn down charts

A burn down chart is a graphical representation of work left to do versus time. There are 2 main types of burn down charts:

- **The sprint burn down** chart is a chart showing remaining work in the sprint backlog. It is updated every day giving a simple view of the sprint progress.

- **The release burn own chart** shows the amount of work left to complete the target commitment for a Product Release. The ScrumMaster updates the release burn down chart at the end of each sprint.

RESUME

As a result, development of the project using the Scrum methodology will have the following key advantages:

1) Faster Development

High-value features will be developed and delivered more quickly with short cycles. Working software will be delivered each iteration (sprint).

2) Flexibility and Scalability

The alignment with the client's needs will be easier thanks to frequent opportunities to re-prioritize work, to ensure maximum delivery of value. Less re-implementations will be done due to early responses.

3) Scope and Budget Control

Scrum will provide high visibility into the state of the project development, on a daily basis. Product-backlog is a convenient and transparent tool for the scope and budget controlling.

SUMATOSOFT PROFILE

SumatoSoft is a web company specializing in development and support of feature-rich, scalable and robust SaaS solutions (including expert-level ERP, HRM, CRM web applications) and complex software for business processes automation.

Selected Clients



Our work encompasses a wide range of industries, including Automotive (Toyota Motors), Entertainment (Disney), Advertising (Nectarin), Consulting (Evolv, now Cornerstone OnDemand), Retail (Boxforward), Legal (Simplimagine), E-commerce (Sous Kitchen) and more.

Our experience, industry recognition, technical certifications, market presence and positive client reviews allowed us to become a [Top Web & Software Development Company in Belarus.](#)



We share the international values of mastery and excellence, embrace new trends and best practices in software development and support, and look forward to new challenges.

SumatoSoft advantages over competitors:

- we develop web applications with business logic support functionality;
- we guarantee the high quality of the source code and, consequently, of the final product;
- we build fast development cycle so that our clients see immediate work results;
- we use best industry practices optimizing them to maximize the client business value.

SumatoSoft mission is to enhance the clients' businesses by designing, developing, implementing and maintaining business-oriented enterprise software solutions.

More information about SumatoSoft can be found on the Company's website <http://sumatosoft.com/>.

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