

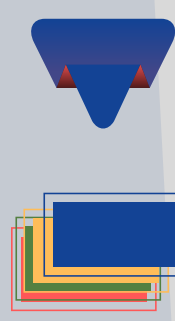
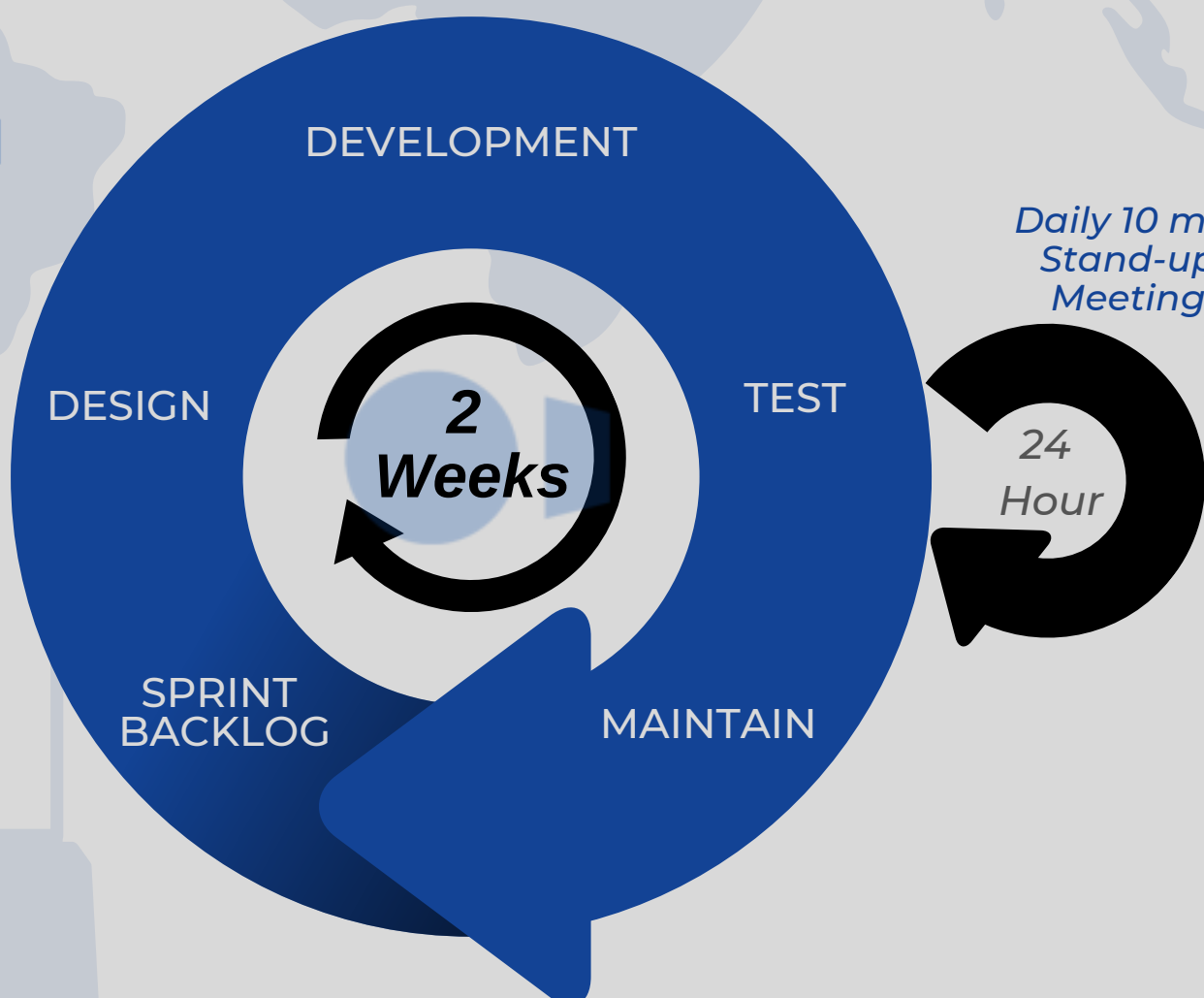
AGILE SOFTWARE DEVELOPMENT PROCESS 01SYNERGY

This method assists teams in responding to the unpredictability of constructing software. It uses incremental, iterative work sequences that are commonly known as **SPRINTS**.

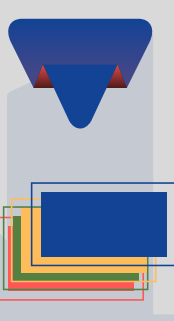

PRODUCT OWNER


SCRUM MASTER

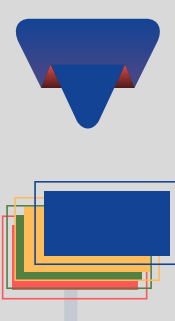

SCRUM TEAM



SPRINT REVIEW



FINISHED PRODUCT



RETROSPECTIVE

GLOSSARY



PRODUCT OWNER: Stake Holder, Client, or Business Analyst of Company (if Client has no knowledge of product)



SCRUM MASTER: Acts as Bridge between the Scrum Team and the Product Owner. The basic Roles of Scrum Master are - Scheduling daily stand-up meetings, Sprint meetings with team and product owner, and resolving issues.

SPRINT DURATION: Min 5 Days to Max 2 Weeks

SCRUM TEAM: Min 2 Members to Max 13 Members

