



The Scrum Guide (Kilde: Scrum.org)
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1 Scrum Overview/Framework/Theory

1.1 Overview :
- Lightweight
- Simple to understand
- Extremely difficult to Master

1.2 Framework :
NOT process/Technique
BUT : Roles, Events,
Artifacts, Rules

Theory:
1) Transparency (For all)
1.3.2) Inspection (For improvement)
1.3.3) Adaption (For adjustment)

2 Scrum Roles

2.1 Product Owner (1 person)
(Accountable for the resultat)
(Owns til Product Backlog)

2.2 Development Team (3-9 persons)
(Responsible for sprint developments)
(Owns the Sprint Backlog)
(Self-Organizing and Cross-functional)

2.3 Scrum Master (1 person)
(Responsibility for the relevant use of Scrum)
(More Coaching Less leading)

3 Scrum Events

3.1.1 Sprint Planning Meeting (8 hours/Month)
(Content: What/How)
(Focus: Realistic Sprint Backlog)

3.1.2 Daily Scrum (15min/Day)
(Content: Accomplished ,plan and obstacles)
Focus: Goal and next 24 hours)

3.1.3 Sprint Review (4 hours/Month)
(Content: "Done" and how)
(Fokus: Review and next Sprint)

3.1.4 Sprint Retrospective (3 hours/Month)
(Content: inspect last Sprint)
(Focus: Framework and improvement)

3.1 Sprint (1 Month)
(Fix goal,team, sprint Backlog -
but Scope can be re-negotiabled)
(Focus: "Done" of Product increment)

4 Scrum Artifacts

4.1 Product Backlog
(Ordred list of products elements)
(Content: Features,functions,requirements,enhancements,fix/Changed)
(Attributes: Description,ordre, estimate)
(Order: Value,risk,priority and necessity)

4.2 Sprint Backlog
(Subset of Product Backlog for Sprint)

4.3 Increment
(Sum of completed Product Backlog Items)