מדריך ה-Scrum

המדריך השלם ל-Scrum: חוקי המשחית

נובמבר 2017

מפותח וمثالח על ידי, יצרי ה-Scrum: קן_SHOWEBER ו'ג'ף סאת'רלנד

Hebrew
19. נסף סעיף שיעור ב-Scrum Master לשעבר שנותך כדי לשדר את התפקיד.
20. נסף סעיף לשורת התשובה שופטי על-Scrum Master.
21. נסף סעיף לשורת ההרשאה שופטי Daily Scrum.
22. נסף סעיף לשורת החובሱות בין-Scrum Master.
23. נסף סעיף לשורת הchodząות בין-Scrum Master.
24. נסף סעיף לשורת ההצהרות בין-Scrum Master.
25. נסף סעיף לשורת ההצהרות בין-Scrum Master.
26. נסף סעיף לשורת ההצהרות בין-Scrum Master.
27. נסף סעיף לשירות התוספת הפונקציונלית (Increment).
Ken Schwaber & Jeff Sutherland
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The purpose of Scrum is to provide a framework for the development, delivery, and support of complex products. Scrum, as defined by Ken Schwaber (Ken Schwaber) and Jeff Sutherland (Jeff Sutherland), is a framework that includes the roles, events, and artifacts of Scrum and the rules that govern them. Ken Schwaber and Jeff Sutherland developed Scrum; the Scrum Guide was written and published by them. Together, they stand behind the Scrum Guide.

Scrum is a framework that:

- Simplifies work
- Facilitates understanding
- Is difficult to control

Scrum is a framework for processes and practices that are in use in the development of complex products since the 1990s. The Scrum framework is not a process, technique, or final system. It is a framework that can be used to leverage different methods and processes. Scrum simplifies the relative efficiency of managing products and work processes so that it is possible to continuously improve the product, team, and work environment.

The Scrum framework is composed of Scrum roles, events, and artifacts, and the rules that govern them. Each component of the framework serves a specific purpose and is critical to the operation and success of Scrum.

The rules of Scrum unite the roles, events, and artifacts and control the relationships and activities that occur. The Scrum framework is available in full detail in the document. Specialized methods for using the Scrum framework change and are described in other places.

Scrum is a framework that simplifies the use of the framework of Scrum, and is made available through this document.
Scrum

Scrum is a framework for organizing and executing project work. It is used to define, plan, and execute a project. The Scrum framework is based on the principles of agility and transparency. It encourages cross-functional teams to work together and deliver value to customers continuously.

The Scrum framework consists of three core roles: Product Owner, Scrum Master, and Development Team. These roles work together to ensure that the project is delivered on time and within budget.

The Scrum framework includes the following components:

1. Product Backlog: A list of features and requirements that need to be implemented.
2. Sprint Planning: A meeting where the Development Team selects the tasks to be completed in the upcoming sprint.
3. Daily Scrum: A daily meeting where the Development Team members synchronize on the progress of their work.
4. Sprint Review: A meeting where the Development Team demonstrates the work completed in the sprint to the other members.
5. Sprint Retrospective: A meeting where the Development Team reflects on the sprint and identifies areas for improvement.

The Scrum framework is used in a wide variety of industries, including software development, manufacturing, and construction. It is particularly well-suited for projects with changing requirements, where flexibility and adaptability are important.

Scrum is a lightweight framework that can be used in conjunction with other development methodologies. It is used by teams of all sizes, from small startups to large corporations.

The Scrum framework is based on the principles of empirical software development, which is a process that relies on evidence and experience to make decisions.

The Scrum framework is a flexible framework that can be adapted to fit the needs of any project. It is a powerful tool for organizations that want to deliver high-quality products efficiently and effectively.
בין כל המשתתפים יㄓב לוח烟花爆竹 המשותף המתייחס לתהליך; ו-
ולא המבצעים את העובדות או התוכניות ואת התוכניות הפונקציונליותبوaloreת הייבים שתחיה

הتعبמה

אם מפקח קובע שלחד או יותר של התהליכים שסתיים תחילה לתוך המקובל וכתוצאה מכך המובי לא
יהיו כימלי, ישלב נתונים את התהליכים או הזומריםפעימה שיציה לתוספת. התעמתה הייבתلغישה
בהקבם האישורי על מנה תועש סטיות נספות.

 ArrayBuffer

(Scrum Values) Scrum

אכרערכיו שלמתיתות, ערכים, פיתוחים ובכובד הלגאליים ומתקיימיםscientific להוזי צוות-ה-Scrum.
Scrum – שיקוף, פיתוח והتعبמה מתנהלברים לחים ובכובד אחרות ומתקיימים. התעמתה הייבתلغישה
לألمדים ותוקים ערכים אבסטרקטיםכתבם עם האירוסים, התוכניות הפונקציונליים והเธอויות-
Scrumモンומטים הבנויים כלבוסים כתますが עם ה.databindות של העניין ואינון של צוות-ה-Scrum.

(Scrum Values) Scrum

Shimon Motevah בנתלי בстал שלמהו של התוכן ליוה שהביאו בים מﺘ médica אל.-
Scrum haciendo drático hipotesis שניהם תקיויה ביצעו מתכון בביב保護ה מחויבות.
Scrum funds ביצעו את מתקיימים בין התוכן - סבר צוות-ה-Scrum סבר צוות-ה-
Scrum ה túiוぴות יריחו ולא תקיויה ביבבב תקיויה ביצעו מתכון בביב ATL - צוות-ה-Scrum-
Scrum היאاته מחויבות ליצואו ביבבב תקיויה ביצעו מתכון בביב ATL - צוות-ה-Scrum-
Scrum מצוירים בביבב ביצעה האחרים לכלל ישים עצמאיים.
Scrum Team

Scrum Team (Scrum Team, Scrum Master, Product Owner).

Scrum Team consists of three roles: Product Owner, Scrum Master, and Scrum Team. The Product Owner is responsible for the product backlog and the product itself. The Scrum Master is a facilitator who ensures the Scrum process is followed correctly. The Scrum Team is self-organized and works together to deliver the product.

The Scrum process is designed to maximize the value delivered by the team. It involves the Product Owner, who is responsible for the product backlog, and the Scrum Master, who helps the team to work effectively.

The Product Owner is the voice of the customer and is responsible for the product backlog. They ensure that the work is prioritized according to the business goals.

The Scrum Master is responsible for removing obstacles and ensuring that the Scrum process is followed correctly. They help the team to be as productive as possible.

In Scrum, the team is responsible for delivering a product increment at the end of each sprint. The Product Owner and Scrum Master work together to ensure that the product backlog is maintained and that the team is working effectively.

The Scrum process is iterative and allows for continuous improvement. The team can adapt the process as needed to better meet the business goals.

In conclusion, Scrum is a flexible and adaptable framework that can be used in a variety of situations to deliver high-quality products. It is designed to help teams work effectively and efficiently to achieve their goals.
צוות הפיתוח

The Scrum team is made up of professionals who perform the work defined by the product owner. The work is accumulated until it reaches the "Done" state and has potential for release at the end of every sprint.

According to the Scrum guide, only members of the development team can create the functional increments (Increment) of the product.

The Scrum development teams have the following characteristics:

• They organize themselves. Nobody (not even the Scrum Master) tells the development team how to build the Product Backlog.

• The development team is composed, as a group, of all the skills needed to produce progress in the product.

• Scrum does not provide any other role for developers unless they perform work described in the Product Backlog.

• Scrum does not provide any role in the teams unless they deal with different domains such as design or business analysis.

• Developers in the development team can have skills and areas of expertise, but the responsibility belongs to the development team.

The optimal size of the development team is small enough to remain agile and large enough to complete significant work during the sprint.

Development teams with less than three members have reduced interaction, and as a result, productivity is also reduced. Development teams with more than nine members tend to take too much coordination.

Scrum Masters are responsible for facilitation and support of Scrum as defined in the Scrum guide. Scrum Masters perform this by helping everyone to understand the theory of Scrum, its methods, principles, and values.

The Scrum Master is a servant leader of the Scrum team. The Scrum Master helps those who are outside the Scrum team to understand what interactions with the Scrum team are useful and which are not. The Scrum Master helps everyone to change these interactions in order to maximize the value created by the Scrum team.
Product Owner - Scrum Master

The role of a Product Owner and Scrum Master:

- To work closely with the Product Owner, understand the highest priorities, translating them into actionable items in the Product Backlog;
- To support the Product Owner in prioritizing and defining the Product Backlog items;
- To manage the Product Owner’s work on the Development Team;
- To coordinate with other Product Owners and Scrum Masters to ensure consistency and alignment in the organization;
- To ensure that the Scrum Framework is applied correctly and consistently within the team;
- To provide feedback to the Product Owner and other stakeholders on the performance of the Development Team;
- To work closely with the Scrum Master to improve the efficiency and effectiveness of the team;
- To ensure that the Scrum Guide is followed and adapted as necessary to improve the team’s performance.

Scrum Master - Product Owner

The role of a Scrum Master is to support the Product Owner in:

- To provide guidance to the Product Owner on how to prioritize and define the Product Backlog items;
- To support the Product Owner in managing the Product Backlog;
- To work closely with other Scrum Masters to ensure consistency and alignment in the organization;
- To ensure that the Scrum Framework is applied correctly and consistently within the team;
- To provide feedback to the Product Owner and other stakeholders on the performance of the Development Team;
- To work closely with the Scrum Master to improve the efficiency and effectiveness of the team;
- To ensure that the Scrum Guide is followed and adapted as necessary to improve the team’s performance.

Scrum Master - Product Owner

The role of a Scrum Master is to support the team in:

- To provide guidance to the Development Team on how to apply the Scrum Framework;
- To work closely with other Scrum Masters to ensure consistency and alignment in the organization;
- To ensure that the Scrum Framework is applied correctly and consistently within the team;
- To provide feedback to the Product Owner and other stakeholders on the performance of the Development Team;
- To work closely with the Scrum Master to improve the efficiency and effectiveness of the team;
- To ensure that the Scrum Guide is followed and adapted as necessary to improve the team’s performance.

Scrum Master - Product Owner

The role of a Scrum Master is to support the organization in:

- To provide guidance to the organization on how to apply the Scrum Framework;
- To work closely with other Scrum Masters to ensure consistency and alignment in the organization;
- To ensure that the Scrum Framework is applied correctly and consistently within the team;
- To provide feedback to the Product Owner and other stakeholders on the performance of the Development Team;
- To work closely with the Scrum Master to improve the efficiency and effectiveness of the team;
- To ensure that the Scrum Guide is followed and adapted as necessary to improve the team’s performance.
Scrum

The Scrum team manages to define the events in Scrum to establish a regulation and reduce the need for meetings that are not defined in Scrum. All the events have a defined and fixed time so that each event has a maximum duration.

When a sprint starts, its duration is fixed and cannot be shortened or lengthened. On the other hand, other events may end when their goal is achieved; thus, it is assured that the required time is consumed without wasting it in the process.

Scrum is the foundation of the Scrum board, which is a period of one month or less where all the tasks are completed, and they are available for release.

Sprints are structured with fixed times during development work. A new sprint begins immediately after the completion of the previous sprint.

Sprints are limited to one calendar month. When the period of the sprint is too long, the definition of what needs to be developed may change, and the risk may increase.

Sprints allow prediction of the things by guaranteeing tests and adapting the progress at least once every calendar month. Sprints also limit the risk by one month in terms of costs.

If a sprint cannot be canceled before the end of its period. Only the Product Owner has the authority to cancel a sprint, even if he or she may do so under the influence of interested parties, the development team, or the Scrum Master.

If the goal of the sprint no longer relevant. This may happen if the company changes direction or if market or technology conditions change. Generally, a sprint must be canceled if there is no sense in continuing under circumstances. But, due to the short period of time, scurts are only canceled in rare cases.

When a sprint is canceled, all the items that have been completed in the Product Backlog are reviewed. If part of the work can be released, the Product Owner usually gets it. All the items from the Product Backlog
(Sprint-ה) Sprint Planning

The Sprint Planning meeting is an opportunity for the Scrum Team to come together and plan the next few weeks of work. In Sprint Planning, the Scrum Team reviews the Product Backlog, examines the work that needs to be done, and decides the best approach to get the job done.

The Sprint Planning meeting is led by the Scrum Master and includes the Scrum Team. The goal of the meeting is to determine which items from the Product Backlog should be included in the Sprint and what the estimated effort for each item is.

1. What problem do you want to solve?
2. How will you solve it?

By the end of the Sprint Planning meeting, the Scrum Team will have a good understanding of what needs to be done and how it will be done. The Sprint Backlog will be created and the Scrum Team will begin working on the items included in the Sprint.

The Sprint Planning meeting is a critical part of the Scrum process and should be attended by all members of the Scrum Team.

The Scrum Guide atlassian.com/scrum is a great resource for more information on Sprint Planning and other Scrum practices.
Scrum is a framework for product development projects. It is an agile methodology that allows for flexibility and rapid adaptation to changing requirements. Scrum is particularly useful for software development projects where the requirements are not fully known at the outset.

The Scrum framework is composed of three key roles: the Product Owner, the Scrum Master, and the development team. The Product Owner is responsible for defining the product backlog and ensuring that the team understands the priorities. The Scrum Master is responsible for ensuring that the Scrum process is followed and supports the team in its endeavors. The development team is responsible for delivering the product backlog items.

The core of Scrum is a series of short time-boxed cycles called Sprints. Each Sprint is typically two to four weeks long and is followed by a Sprint Review, where the team demonstrates the work completed and gets feedback from stakeholders. The team also meets daily to review the progress and plan the next steps.

The Daily Scrum is a short stand-up meeting where the team members discuss the work completed since the last Daily Scrum and plan the work for the next day.

Scrum is a lightweight framework that is well suited for small to medium-sized teams. It is known for its flexibility and adaptability, making it a popular choice for many software development projects. However, like all methodologies, Scrum has its limitations and may not be suitable for all situations.

In summary, Scrum is a powerful framework for product development that provides a structured yet flexible approach to managing projects. By breaking work into small, manageable increments, Scrum enables teams to deliver high-quality products efficiently and effectively.
• what actions will I take today to help the development team achieve its Sprint goal?
• am I aware of anything that might interfere with the development team achieving its Sprint goal?

The Scrum Master assures that the development team is aware of the meeting, but the responsibility rests with the development team to actually perform the meeting.

The Scrum Master teaches the development team to remain in the center of the 15-minute Daily Scrum meeting. The Daily Scrum is an internal meeting for the development team. If others are present, the Scrum Master must ensure that they do not interfere with the proper conduct of the meeting.

The Daily Scrum improves communication, cancels other meetings, identifies obstacles related to development that need to be removed, emphasizes and promotes the decision-making process in a faster manner and improves the knowledge of the development team. This is a meeting of the developer for test and adjustment of the work process.

The Sprint Review (Scrum Review) is an event that takes place at the end of the Sprint to check the added function and to adjust the Product Backlog in case of need. Throughout the Sprint, the development team and the subject matter must meet to discuss what was done in the Sprint, based on which changes were made to the Product Backlog during the Sprint, the participants work together to try to increase the value of the following functions:

This is an informative meeting and not a status meeting and presentation of the added function for its purpose to elicit feedback and cooperation between the participants.

It is a meeting that needs to last 4 hours at most for a Sprint of one month. For shorter Sprints, the event is generally shorter. The Scrum Master ensures that the event is held and that the participants understand its purpose.

The Sprint Review includes the following components:
• the participants in the meeting are the Scrum team and the subject matter invited by the Product Owner;
• the Product Owner explains which items from the Product Backlog were done and which were not;
• the development team explains what went well during the Sprint, in what problems it encountered and how they were resolved;
• the development team demonstrates the work that was done and answers questions about the added function;
• the Product Owner explains the current state of the Product Backlog. (When necessary) they or he estimates deadlines and passes information on the expected full performance of the next functional or potential capacity of the product.

The result of the Sprint Review is a Product Backlog that is updated as defined by the items in the Product Backlog that are most likely to be done in the next Sprint. The Product Backlog may be adjusted to new opportunities that may arise during the way.
(Sprint) Sprint Retrospective

The Sprint Retrospective is a meeting in which the Scrum team reflects on the past Sprint, learns from it, and plans how to improve the process for the next Sprint. It happens after the Sprint Review and before the Sprint Planning. It is a meeting lasting up to three hours for a Sprint of one month. For shorter Sprints, this meeting may be shorter.

The Scrum Master ensures that the meeting takes place and that the participants understand its purpose. The Scrum Master guarantees that the meeting is productive and fruitful. The Scrum Master teaches everyone to remain within the scope of the event. The Scrum Master participates in the event, responsible for the Scrum process.

The purpose of the Sprint Retrospective:

- To check what the last Sprint was like concerning people, relationships, process, and tools;
- To identify and order the main items that were done well and potential improvements; and
- To create a plan for making improvements that benefit the Scrum team.

The Scrum Master encourages the Scrum team to improve within the Scrum process, development, and work methods in order to make them more efficient and enjoyable during the next Sprint. During each Sprint Retrospective, the Scrum team plans ways to improve product quality by improving working processes and adjusting the definition of “Done,” if necessary, and without conflict with the product or organization standards.

With the end of the Sprint Retrospective, the Scrum team needs to identify improvements that will be implemented in the next Sprint. Applying these improvements in the next Sprint is the adaptation to test the Scrum team itself. Although improvements may be implemented at any time, the Sprint Retrospective provides a formal opportunity to focus and adapt on these results.

Product Backlog

The Product Backlog is a prioritized list of all the things that are needed in the product. The Product Owner is responsible for the Product Backlog, including its content and the order of its items.

The Product Backlog is never perfect. The most advanced version of it is the first version of the Product Owner's view. The Product Backlog is not a process to test the Scrum team. It is a list of things that have been prioritized at the beginning of the Sprint Backlog.
Product Backlog is dynamic; it changes all the time in order to identify that the product is suitable, competitive and useful.

When a product exists, its Product Backlog also exists.

The Product Backlog contains all the features, functions, requirements, improvements and corrections that form the changes that need to be performed in the product in future releases. Features of the Product Backlog also include:

- Description,
- Order,
- Estimate,
- Value.

Features of the Product Backlog are often close to include test descriptions that will prove its completeness when defined as done.

As the product is used and gains value and the market provides feedback, the Product Backlog becomes a large list and becomes more detailed. Requirements are never static so the Product Backlog is a living product. Changes in business requirements, market conditions or technology may cause changes in the Product Backlog.

Often, Scrum teams work together on the same product. They use the Product Backlog one to describe the upcoming work on the product. In such a case, they tend to use an additional feature of the Product Backlog in order to group features.

Prioritization of the Product Backlog is done by adding features, estimates and orders to features appearing in the Product Backlog. This is a continuous process in which the Product Owner and the development team work together on details appearing in the features of the Product Backlog.

During prioritization of the Product Backlog, the features are checked and rewritten. The Scrum team decides how and when the prioritization will be done. Prioritization is generally not more than 10% of the development team's capacity. Nonetheless, the Product Backlog can be updated at any time by the Product Owner.

Given the wisdom of the Product Owner, the features at the top of the list are generally clearer and described more than the features at the bottom. More precise estimates are given based on the clarity and number of features. As one moves down the list, there are fewer features for each feature. Features of the Product Backlog that will be implemented in the upcoming Sprint are called "Ready," i.e., they are selected at the sprint planning meeting.

The Product Backlog usually gains clarity that was not clear in the iteration planning phase.

Monitoring progress towards goals in each point of time, it is possible to summarize all the remaining work to complete the development goal. The Product Owner monitors the remaining work at least in the sprint review. He compares this result with the results of the previous sprint reviews in order to estimate the progress towards completing the remaining work by the estimated time.

Various forecasting methods such as Burn-Downs and Burn-Ups were used. These methods have proven to be effective. Nonetheless, these methods do not replace the importance of empiricism. In complex environments, it is not known what will happen. Decisions must be based on things that already happened.
Sprint Backlog

The Sprint Backlog is a collection of Product Backlog items selected for the Sprint, in addition to the plan for the additional functionality for the product and the work required to provide this functionality according to the "done" definition.

The Sprint Backlog reveals all the work that the development team has identified as necessary to meet the Sprint goal.

To ensure continuous improvement, it includes at least one high-priority improvement identified in the Sprint Retrospective.

The current Sprint Backlog is a detailed enough plan so that progress changes would be noticeable throughout the Daily Scrum. The development team updates the Sprint Backlog throughout the Sprint and the Sprint Backlog is the result of the work completed during the Sprint.

The result is achieved when the development team works on the plan and learns more about the work required to achieve the Sprint goal.

When new work is required, the development team adds it to the Sprint Backlog. When the work is completed or finished, the remaining work is updated. Elements considered obsolete are removed. Only the development team can change the intended Sprint Backlog for the team during the Sprint. For a high-visibility Sprint, it is used as a real-time snapshot of the work being planned and is only for the development team.

Tracking progress throughout the Sprint, one can summarize the remaining work in the Sprint Backlog. The development team monitors their progress by monitoring the remaining work in the Sprint Backlog, and it is only for the development team.

Increment

The current Increment is a body subject to audit, a mature work that supports empiricism at the end of a Sprint. The Increment is a step towards a vision or a goal.

While the Increment is in a usable and is ready to be committed by the Product Owner, the development team can stop working on the current increment and start working on a new one. increments.

The current Increment is used to test new features and updates in an Increment. The development team uses a testing wall, a board or similar method to test the Increment before releasing it. The development team uses the Increment to test new features and updates in an Increment. The development team uses a testing wall, a board or similar method to test the Increment before releasing it. The development team uses a testing wall, a board or similar method to test the Increment before releasing it.
שקיפות התוצרים

Scrum mandates that the work is transparent. The work is made explicit at the Scrum Master, Product Owner, and the Development Team. The Scrum Master and the Product Owner must work together with the Development Team to ensure that the work is transparent. Incomplete transparency results in decisions that may be incorrect, the value may suffer, and the risk may grow.

The Scrum Master must work with the Product Owner, the Development Team, and other involved parties to ensure that the work is completely transparent. There are methods for dealing with incomplete transparency; the Scrum Master must help everyone implement the most appropriate methods in the absence of complete transparency.

The Scrum Master can identify incomplete transparency using product check, pattern recognition, listening to the clients, and comparing the expected to the actual.

The work of the Scrum Master is to work with the Scrum Team and the organization to increase the transparency of the work. This work generally involves learning, persuasion, and change. Transparency does not happen overnight but is a continuous process.

The definition of "done" in the Product Backlog or functional additions is "done" when everyone understands the meaning of "done". The definition can change significantly between Scrum teams and should be understood by everyone on the team. This is the definition of "done" for the Scrum Team and it is used to judge when the work is actually completed. It guides the Development Team on how many Product Backlog items they can choose to implement during the Sprint Planning. The goal of each Sprint is to provide functional improvements with potential for release under the current definition of "done" by the Scrum Team.

Each functional improvement added to the previous functional improvements is thoroughly tested to verify that all the improvements work together.

As the Scrum Team matures, the definition of "done" is expected to be broader and include more rigorous criteria in order to meet a higher quality standard. The use of new definitions may reveal work that needs to be done in previous functional improvements that were previously defined as "done".

Every product or product set needs a definition of "done" for all work being done on them.
הערה סימן

Scrum מוצע/downloads על יולה. התוכניות, האדמיניסטרציה, התוכניות והחזרות של Scrum נועדו להשתלט על ניסיון של כל התוכן-Scrum, התוכניות אלי אילים חידוש של קאי מתן ו-Scrum. בשילוב התוכניות ובמודל לטכנולוגיות, מתKHRיות והתוכניות בעובדה אוחרות.

הנהל

הנשפים

מא邶פ נאנסות שתרומת-Scrum, אנס אסיכמק בדד את של השיפור בתוכניות הדרור: גף סאטלרפלי יוצר עבב של גף כלקנוייי או מוסיפות, גף שובל ערב עבב עם מסוף לכרס מרס, גרלע בוזירה. גובים אחורית תuvre הושפע שללא מליית העזרה שלדה לה הינה働き למת מיני סקיי.

היווה

היסטוריית


תודה לתרומות

מטי כ-2013 היא המתרמה המתרמות המקור היקם בשפת האנגליית מחמת המתרומות והש🤣רכתי מעלה. תורמים לתורם: מפי קריספסי.

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痔-defense: לא

פורפי ל דיגיטל: LinkedIn
1. Changes between Scrum in 2016 and 2017

In the 2016 Scrum guide, the following changes were made:

1. New feature in the 2016 Scrum guide:

   - Scrum can be used to:
     1. Solve complex problems, as mentioned above.
     2. Develop products and improvements.
     3. Launch products and improvements at least once per day.
     4. Develop and maintain cloud environments (secure, audited, according to need) and other environments for product use; and
     5. To maintain and improve products

   In the 2017 Scrum guide, the following changes were made:

   - Scrum Master: Responsibilities of the Scrum Master in the guide are as follows:
     - Assist in the development of Scrum according to the definition in the Scrum guide.
     - Scrum Masters perform this by providing support so that everyone understands the Scrum guide, methods of work, principles, and values.
     - The Scrum Master serves as a leader for the Scrum team. The Scrum Master helps those who are not part of the Scrum team to understand which of their interactions with the Scrum team are helpful and which are not. The Scrum Master helps everyone change those interactions in order to maximize the value created by the Scrum team.

   Scrum is a technique based on the principles of Agile.

2. New feature in the 2016 Scrum guide:

   - Scrum Master: Scrum Masters focus on:
     - Ensuring that the goals, scope, and product are understood by all members of the Scrum team.

   In the 2017 Scrum guide, the following changes were made:

   - Product Owner: Product Owners:
     - Ensure that the goals, scope, and product are understood by all members of the Scrum team.

   Scrum Masters focus on:

   - Scrum Master: Scrum Masters focus on:
     - Assisting in the development of Scrum according to the definition in the Scrum guide.
     - Scrum Masters perform this by providing support so that everyone understands the Scrum guide, methods of work, principles, and values.

   The Scrum Master serves as a leader for the Scrum team. The Scrum Master helps those who are not part of the Scrum team to understand which of their interactions with the Scrum team are helpful and which are not. The Scrum Master helps everyone change those interactions in order to maximize the value created by the Scrum team.

   Scrum is a technique based on the principles of Agile.

3. New feature in the 2016 Scrum guide:


   In the 2017 Scrum guide, the following changes were made:

   - Product Owner: Product Owners:
     - Ensure that the goals, scope, and product are understood by all members of the Scrum team.

   Scrum Masters focus on:

   - Scrum Master: Scrum Masters focus on:
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   Scrum is a technique based on the principles of Agile.
4. The Daily Scrum has been updated:

- **Daily Scrum** now includes a daily timebox:
  The Daily Scrum is an event lasting 15 minutes for the development team. It is held every day during the sprint. During the Daily Scrum, the development team reflects on the work done since the last Daily Scrum and estimates the work for the next sprint.

5. The following is a Daily Scrum

- describes the purpose:

  Daily Scrum: a 15-minute event for the development team, held every day during the sprint. It is used to reflect on the work done since the last Daily Scrum and estimate the work for the next sprint.

6. **Sprint Backlog**

- **Sprint Backlog** is a list of tasks:

  Sprint Backlog: a list of tasks to be performed during the next sprint. It includes high-priority process improvements identified in previous retrospectives.

7. **Increment**

- **Increment** is a deliverable:

  Increment: a deliverable consisting of a fully functional, tested feature set that can be deployed to production.

8. The Sprint has been updated:

- **Increment** is now a deliverable:

  Increment: a deliverable consisting of a fully functional, tested feature set that can be deployed to production.