Name: Scrum - glossary test 24.04.2024

① Roles in the scrum cycle

Product owner	1	a self-managing team consisting of one Scrum Master, one Product Owner, and Developers.
Scrum Master	2	any member of a Scrum team who commits to creating any aspect of a usable increment in each sprint.
Scrum Team	3	is a role on a Scrum team that is responsible for the project's outcome. The Role seeks to maximize a product's value by managing and optimizing the product backlog.
Developer	4	role within a Scrum team that is responsible for coaching, supporting and guiding a Scrum team and its environment to properly understand and apply Scrum.

② Flexbibility

Agile	1	a short meeting, intended to be less than 15 minutes, where a team involved in a project meets and discusses what they've worked on since the last meeting.
Scrum	2	is a simple framework that helps people, teams and organizations create value through adaptive solutions to complex problems.
Daily	3	is a method for process oriented project development in ‘sprints’, promoting a supportive work environment for rapid completion.

③ Scrum Baord

Product backlog	1	is a single element that is present in the Product Backlog. It can contain user stories, epics, specifications, criteria or change requests.
Product backlog item	2	A scrum board that consists of an ordered list of work to be done to create and sustain a product. Managed by the product owner.
User story	3	Benefit of the product from the perspective of the the user.

④ The Cycle

Sprint	1	the team gathers to evaluate completed work and determine whether additional changes are needed
Review	2	Just ask a few questions – What went well? What didn't go well? What did we learn? It reflects on the past to improve the future.
Retrospective	3	is a short, time-boxed period when a scrum team works to complete a set amount of work.

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