SCRUM is a methodology for web and mobile app development

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This agile working method for delivering complex projects was originally created for programming development, but is applicable to any kind of project. Within its simplicity, this framework allow us to deliver complex projects by splitting/scaling them into more simple modules, or black boxes, that make up the final product.

Some of the key concepts of Scrum:

Product owner
Customers normally have an initial idea, and along with Imaginanet’s development team, will create a product backlog. During the development stage, the customer will assess every module’s partial result, being able to make modifications for the next module (as long as these changes do not affect the basic tenets of the project).

Scrum Master
This person is in direct contact with the customer and is responsible for assessing prioritised requisites, coordinating, assigning tasks and supervising the work of each developer.

Development team
Imaginanet’s team will share out the work in line with the Scrum Master’s guidelines, so each member will be in charge of the specific tasks required by the project, such as:
- Web design
- Layout
- Web programming
- Mobile apps programming (Android, iPhone)

Sprint or iteration
The Scrum Master will draw up a series of modules from the goals’ list, and will establish a series of tasks for the team to execute to complete each partial delivery. This sprint will last a specified amount of time, depending on the project’s complexity, normally 7, 15 or 30 days.

The sprint’s final objective is to produce a partial or total product delivery, which can be seen by the final customer. If it is a partial delivery, another iteration with its goals will be presented.

The final part of the sprint consists of reviewing progress made so far and assessing it in order to ensure optimal results in future iterations. After every sprint, the work done will be presented to the client in demo mode. Within this demo, all the work done will be seen, and the client will be able to make new requirements to meet their needs, so the Scrum Master will re-plan the project if required.
Daily scrum
Every day there will be a scrum between the team and the Scrum Master, who will review the sprint’s current state, difficulties encountered and the best way to solve them.

This meeting’s goals are:
Reviewing progress since the last meeting
Synchronising tasks with dependencies between them
Planning priorities for next tasks to be executed within the product backlog
Anticipating future difficulties

Scrum is a team-working methodology which achieves functional results in an effective way for web or mobile app development projects.