



Scrum Essentials: Agile Software Development and Agile Project Management for Project Managers, Scrum Masters, Product Owners, and Stakeholders

Troy Dimes

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Create software that delivers more value.

Ideas are cheap. A lot of people seem to think that majority of the software development process is just creating a vague concept of an application that people might want. You've probably heard a lot of people say things like, "I have this idea for an app that'll surely reach a million downloads!" only to find their apps lost in an ocean of similar apps.

Creating great software and delivering them on time requires a rather systematic but not overly rigid implementation scheme. Quality and time must go together. If you deliver software that's full of bugs or poor in user experience, you really can't expect another transaction with your client. A lot of programmers fear this outcome and instead take too long to create programs.

You have a limited amount of time to create software, especially when you're given a deadline, self-imposed or not. You'll want to make sure that the software you build is at least decent but more importantly, on time. How do you balance quality with time?

This audiobook dives into these very important topics. After listening to *Scrum Essentials*, you will know about scrum roles, sprints, scrum artifacts, and much more.

Here is what you will learn by listening to *Scrum Essentials*:

- What the Waterfall Method is and why you shouldn't be using this method to run your software projects.
- What Scrum is, where it came from, why you should use it, and how you can put it practical use in your organization today.
- The difference between Scrum and agile software development.
- The various Scrum roles including the product owner, the Scrum master, and the team members.
- What Sprints are and how to plan them.
- Who to do during a sprint and after.
- What burndown charts are and how they can change the way you run projects

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Mary Bessler:

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