

Agile methodologies for small projects. Scrum.

Using Agile approach, our team delivers superior quality product. Using the Scrum framework, we ensure an efficient and rational distribution of time and financial resources, which optimizes the customer's costs and makes it possible to release the product as soon as possible.



Agile is an iterative approach to project management and software development.

Scrum is a framework that helps to solve changes in tasks during the process of work to deliver products effectively and creatively to customers with the highest possible value.

Guided by the requirements of Agile development methodology, we strongly encourage active participation of clients and frequent check of progress by both the project team and the customer.

We classify small projects as projects lasting up to 6 months, where a team of up to 10 people works.

Agile is implemented in our company as flexible development methodology (eng. Agile software development, agile methods) *

*series of approaches to software development focused on the use of interactive development, dynamic formation of requirements and ensuring their implementation as a result of constant interaction within self-organizing working groups consisting of specialists of various profiles.

We respect the Agile Manifesto and always follow the four values and 12 principles of Agile in the Agile approach to project management.

The 4 Values of the Agile Manifesto:

01

Individuals and interactions over processes and tools.

02

Working software over comprehensive documentation.

03

Customer collaboration over contract negotiation.

04

Responding to change over following a plan.

Our company has a well-established Scrum processes and this is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions.

When working on projects, we strictly adhere to all the requirements for using the Scrum framework.

We always remember that Scrum is founded on empiricism and lean thinking, and we remember that Scrum uses an iterative, incremental approach to optimize predictability and to control risk.



The three empirical pillars of Scrum

Transparency

01

Inspection

02

Adaptation

03

The Scrum Events

We always follow scrupulously all Scrum events:

- Sprint
- Daily Scrum
- Sprint planning
- Sprint Review
- Sprint Retrospective

We use Sprints with a duration of no more than 1 month, which necessarily includes all 4 Scrum events.

These events work well because they implement the empirical pillars of Scrum.

Roles

Our company always adheres to a clear distribution of roles (Scrum Team):

- Scrum master
- Product owner
- Developers

Scrum master

We have experienced Scrum masters who are responsible for the effectiveness of Scrum Teams by helping other Scrum Team members improve their working methods within the Scrum framework.

Product owner

Our Product Owners are responsible for maximizing the value of the product as expected by the stakeholders. They always maintain close communication with both stakeholders and the rest of the Scrum Team members and carefully monitor changes in the market.

The entire Scrum Team respects the decisions of the Product owner.

Developers

Developers in our Scrum teams are cross-functional, they never miss Scrum events, and they always run the Definition of Done before releasing a product.

Developers strictly follow the definition of the Definition of Done and release a product that fits the Definition of Done only 100%.

Definition of Done

In many cases, the Definition of Done is a single standard of our company, all Scrum Teams use it as a necessary minimum.

In the event when the Definition of Done is not defined by our company standards, the Scrum Team creates the Definition of Done specifically for the customer's project, suitable for the delivered product.

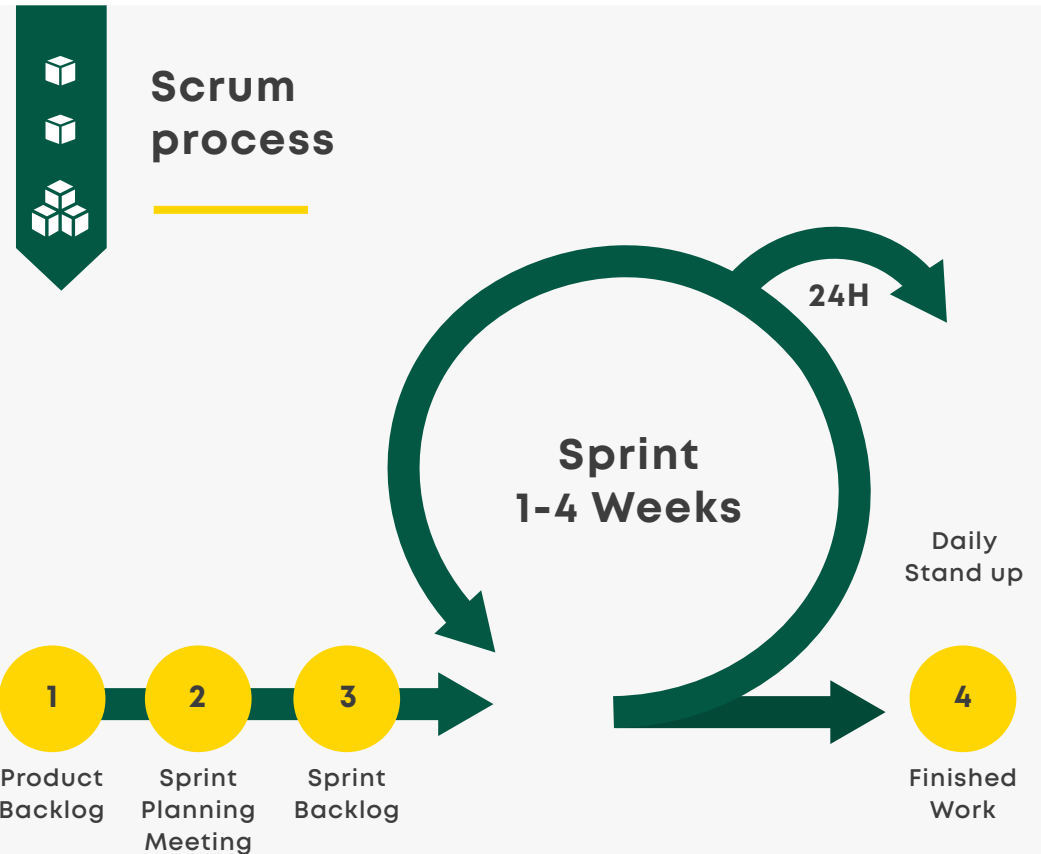
Scrum Artifacts

Our Developers estimate on their own and select tasks that are predictable to be completed during the Sprint.

The result of the Developers' work on the tasks is always an Increment, which is 100% consistent with the Definition of Done.



In Agile, the customer is always involved in the decision-making process, which leads to greater customer retention.



Roles and Scrum Events



Product Owner



Team



Scrum Macter



Sprint Review +
Sprint Retrospective

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