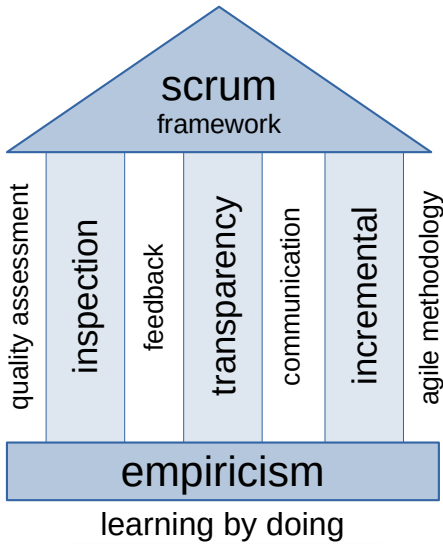


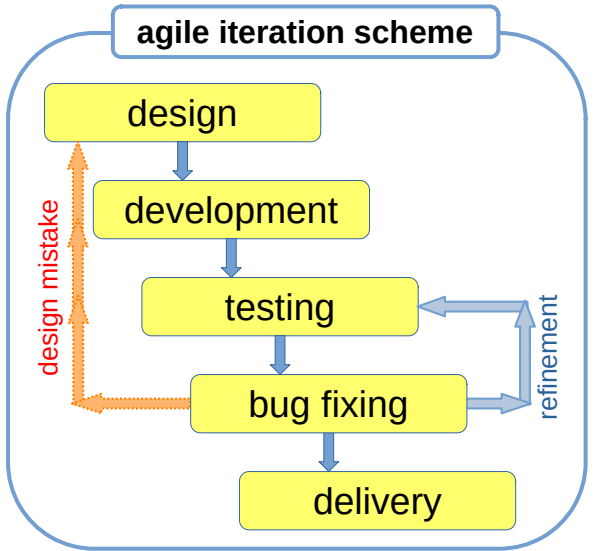
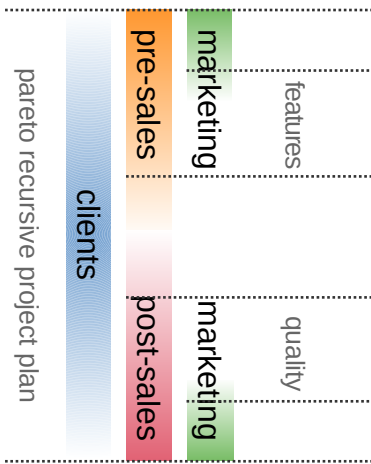
# MY SCRUM IN A NUTSHELL

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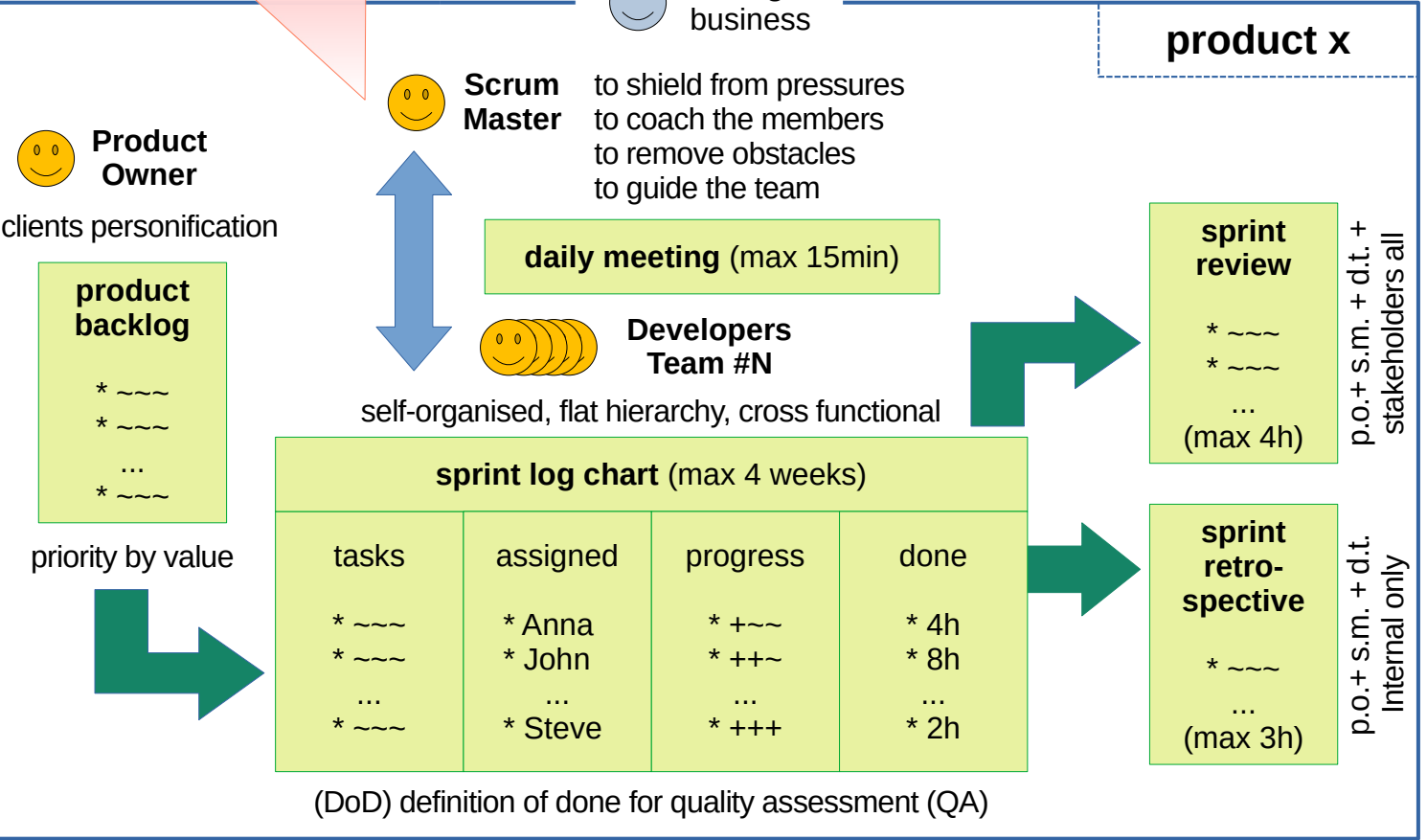
## product life cycle

stakeholders involvement



*commitment, focus, openness, respect and courage*

Manager business



12

58

288

1440

## PARETO PRINCIPLE 20:80

Agile broke down Waterfall introducing interactions and Scrum provided a framework for incremental development. However, this approach is not smart enough when an IT system should be created from scratch but fractality helps a lot. The Pareto principle suggests that 20% of time makes 80% of work done and this introduces fractality into project management: {{{system design 12h}, proof of concept 58h}, working system 288h}, features addition 1440h}. In practice, the process begins with a brief system design phase (e.g. 2h), followed by a proof-of-concept implementation, which involves iterative redesign until the system is well-established. The final step is to add the main features, which may require minor design changes and system fine-tuning. This process leads to the creation of v1.0 or equivalent, which is when the Scrum-Agile methodology takes over completely.