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Large-Scale Scrum

Large-scale Scrum (LeSS) is a product development framework that extends Scrum with scaling rules and guidelines without losing the original purposes of Scrum.

*Snippet from [Wikipedia](): **[Scrum (software development)]()***

> **Scrum** is an agile team collaboration framework commonly used in software development and other industries.
>
> Scrum prescribes for teams to break work into goals to be completed within time-boxed iterations, called *sprints.* Each sprint is no longer than one month and commonly lasts two weeks. The scrum team assesses progress in time-boxed, stand-up meetings of up to 15 minutes, called daily scrums. At the end of the sprint, the team holds two further meetings: one sprint review to demonstrate the work for stakeholders and solicit feedback, and one internal sprint retrospective. A person in charge of a scrum team is typically called a **scrum master**.
>
> Scrum's approach to product development involves bringing decision-making authority to an operational level. Unlike a sequential approach to product development, scrum is an iterative and incremental framework for product development. Scrum allows for continuous feedback and flexibility, requiring teams to self-organize by encouraging physical co-location or close online collaboration, and mandating frequent communication among all team members. The flexible and semi-unplanned approach of scrum is based in part on the notion of requirements volatility, that stakeholders will change their requirements as the project evolves.

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