Development Team

"... consists of professionals who do the work of delivering a potentially releasable Increment of "Done" product at the end of each Sprint."
(The Scrum Guide 2017)

- They are self-organising. No one (not even the Scrum Master) tells them how to turn Product Backlog into Increments of potentially releasable functionality
- They are cross-functional, with all the skills as a team necessary to create a product Increment
- Scrum recognises no titles for Development Team members, regardless of the work being performed by the person
- Individual Development Team members may have specialised skills and areas of focus, but accountability belongs to the Development Team as a whole
- Optimal team size is small enough to remain nimble and large enough to complete significant work within a Sprint
    - Fewer than three Development Team members decreases interaction and results in smaller productivity gains.
    - Small teams may encounter skill restraints
    - More than nine members requires too much co-ordination
    - Large teams generate too much complexity