

Definition of “Done” for a Product Increment

When a Product Backlog item or an Increment is described as "Done", everyone must understand what "Done" means. Although this may vary significantly per Scrum Team, members must have a shared understanding of what it means for work to be complete, to ensure transparency. This is the definition of "Done" for the Scrum Team and is used to assess when work is complete on the product Increment.

—The Scrum Guide

When a new Scrum Team forms, if a definition of "Done" doesn't already exist as a convention of the development organization, the Development Team must define an appropriate definition of "Done" for the product being developed. The exact criteria of a definition of "Done" will therefore vary depending on the organization what is being built. Here's an example of one team's initial definition of "Done:"

- Unit test code coverage is at least 80%
- Regression tests pass
- Architecture diagram has been created/updated
- All bugs identified as critical severity are fixed.
- Help documentation updated
- Installer created

Later, as the team becomes more skilled, they might increase their quality goals:

- All bugs identified as high or critical severity are fixed
- Unit test code coverage is at least 85%

Stakeholder feedback might prompt increasingly stringent criteria, such as:

- Performance testing
- Stress testing
- Security testing

As Scrum Teams mature, it is expected that their definitions of "Done" will expand to include more stringent criteria for higher quality. New definitions, as used, may uncover work to be done in previously "Done" increments. Any one product or system should have a definition of "Done" that is a standard for any work done on it.

—The Scrum Guide
