



Waterfall Model	Agile Model
<ul style="list-style-type: none"> <li>Known requirements</li> <li>Traditional Model - linear approach</li> </ul>	<ul style="list-style-type: none"> <li>UnKnown requirements</li> <li>popular one - iterative approach</li> </ul>
<ul style="list-style-type: none"> <li>changes can cause hefty amount of effort, time and price - clear inputs before every phase (additions are easy anyway)</li> </ul>	<ul style="list-style-type: none"> <li>changes are always welcomed - and sprints retrospective are powerful</li> </ul>
<ul style="list-style-type: none"> <li>PMBOK Framework</li> </ul>	<ul style="list-style-type: none"> <li>Scrum Framework</li> </ul>

We don't need to satisfy particular entity | Individual  
 - Govt. approach (or NGO)  
 {no competition in the market - or let's say less!}

Customer satisfaction focused - popular among software dev

Initiating  
 Planning  
 Executing  
 Monitoring & Controlling  
 Closing

Sprint planning  
 Daily Scrum  
 Sprint review  
 Sprint retrospective

Other artifacts

- Product backlog
- Sprint backlog
- Increments



→ Phase 2  
Goal

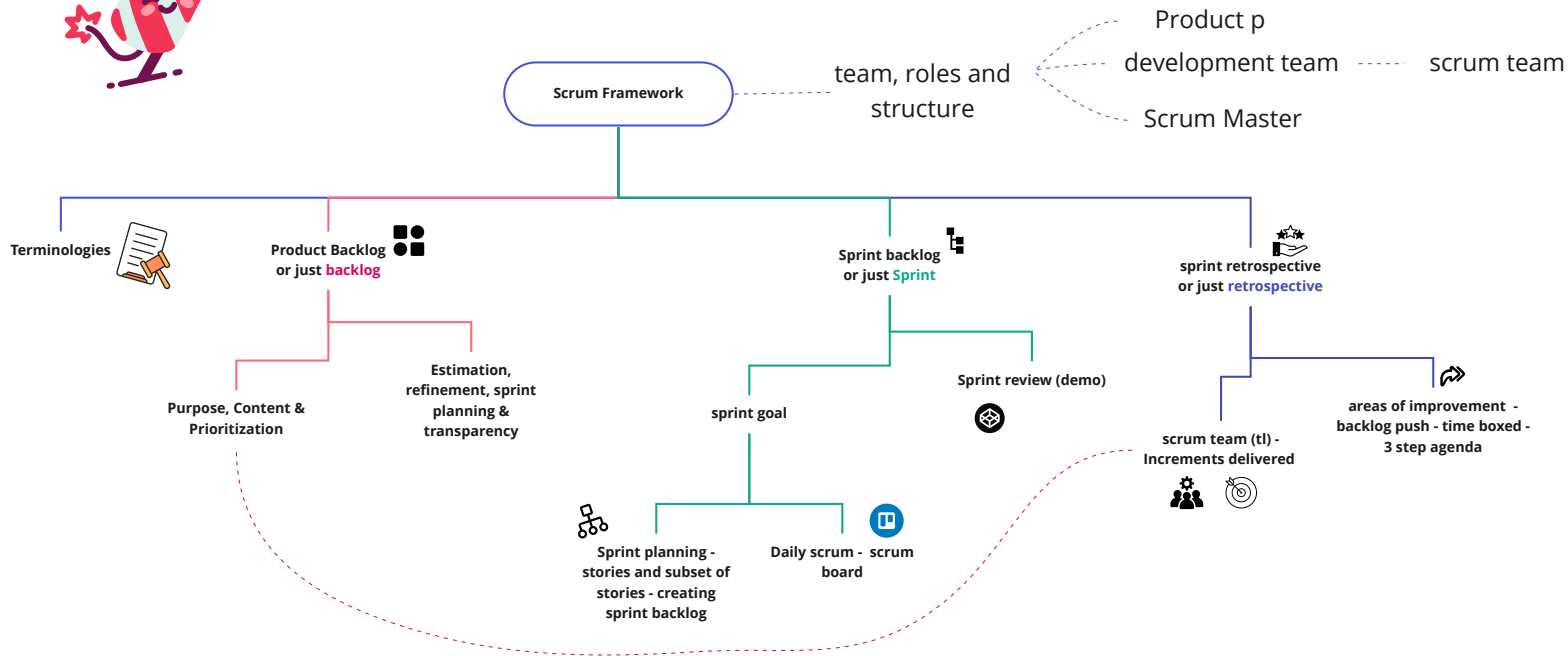


Within each iteration/sprint, the team completes the following steps:

1. Plan
2. Develop
3. Test:
4. Review
5. Adapt



# Agile Project Management



## Terminologies



1. **Agile:** An iterative and incremental approach to project management and software development.
2. **Scrum:** A framework for implementing Agile that emphasizes collaboration, flexibility, and continuous improvement.
3. **Product backlog:** A prioritized list of user stories and requirements for the product.
4. **Sprint:** A time-boxed period of development work, typically 1-4 weeks long.
5. **Sprint retrospective:** A meeting at the end of each sprint to reflect on the sprint process and identify opportunities for improvement.

1. **Product owner:** The person responsible for the product backlog and for prioritizing and defining the features and requirements of the product.
2. **Development team:** The group of individuals responsible for delivering the product increment.
3. **Scrum master:** The person responsible for facilitating the Scrum process and ensuring that the team adheres to Scrum principles and practices.
4. **User story:** A short, simple description of a feature or functionality that a user wants or needs.
5. **Increment:** The sum of all completed and integrated product backlog items at the end of a sprint.
6. **Definition of Ready:** A set of criteria that a user story or feature must meet in order to be considered ready for inclusion in a sprint.
7. **The Definition of Done** is created collaboratively by the Development Team and the Product Owner, and it should be reviewed and updated regularly to reflect changes in the project or the product
8. **In software development**, epics can be used to group related user stories or features that are too large to be completed in a single sprint.

Product Backlog

→ Sprint Backlog

→ Sprint

→ Product Increment

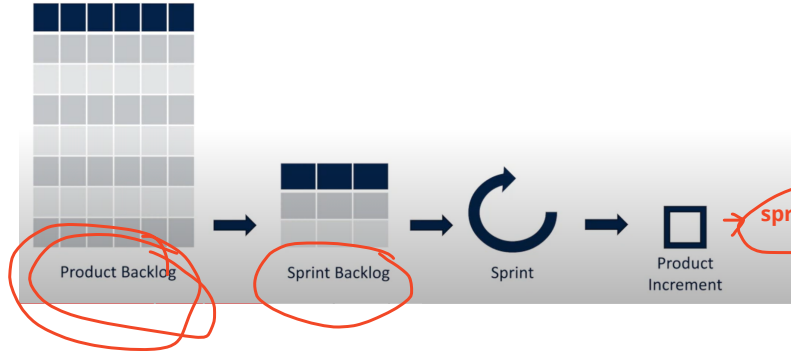
→ sprint retrospective

sets priority of the agile program  
(new features, bugs, enhancements etc)

items selected from the  
product backlog in sprints

in specific  
timeline  
(standard  
one 2-4  
weeks)

## Scrum Cheat Sheet



key terminologies used in the Agile Scrum framework:

1. **Agile**: An iterative and incremental approach to project management and software development.
2. **Scrum**: A framework for implementing Agile that emphasizes collaboration, flexibility, and continuous improvement.
3. **Sprint**: A time-boxed period of development work, typically 1-4 weeks long.
4. **Sprint planning**: A meeting at the beginning of each sprint to plan the work to be done.
5. **Sprint backlog**: A prioritized list of tasks or user stories for the sprint.
6. **Daily Scrum**: A daily stand-up meeting to discuss progress and plan for the day.
7. **Sprint review**: A meeting at the end of each sprint to review the work done and demonstrate the product increment.
8. **Sprint retrospective**: A meeting at the end of each sprint to reflect on the sprint process and identify opportunities for improvement.
9. **Product owner**: The person responsible for the product backlog and for prioritizing and defining the features and requirements of the product.
10. **Development team**: The group of individuals responsible for delivering the product increment.

1. **Scrum board:** A visual tool that displays the status of the sprint backlog, often divided into columns representing different stages of the development process (such as "to do", "in progress", and "done").
2. **Definition of Ready:** A set of criteria that a user story or feature must meet in order to be considered ready for inclusion in a sprint.
3. **Increment:** The sum of all completed and integrated product backlog items at the end of a sprint.
4. **Sprint goal:** A short, simple statement that describes the objective of the sprint.
5. **Sprint burndown chart:** A chart that shows the progress of the sprint, typically tracking the amount of work remaining in the sprint backlog over time.
6. **Technical debt:** The cost of maintaining and fixing code that was developed quickly without proper consideration for long-term maintainability.
7. **Agile framework:** A set of practices and tools used to implement Agile, such as Scrum, Kanban, or Extreme Programming (XP).
8. **Backlog grooming:** The process of reviewing and refining the product backlog to ensure that it is up-to-date, well-defined, and prioritized.
9. **Continuous Integration (CI):** The practice of automatically building and testing code changes on a regular basis to ensure that they integrate smoothly with the rest of the codebase.
10. **Definition of Ready:** A checklist of criteria that a user story must meet in order to be considered "ready" to be included in a sprint.

1. **Scrum master:** The person responsible for facilitating the Scrum process and ensuring that the team adheres to Scrum principles and practices.
2. **User story:** A short, simple description of a feature or functionality that a user wants or needs.
3. **Product backlog:** A prioritized list of user stories and requirements for the product.
4. **Epics:** Large, high-level user stories that describe a feature or functionality that is too big to be completed within a single sprint.
5. **Burndown chart:** A chart that shows the progress of the sprint or project, typically tracking the amount of work remaining over time.
6. **Velocity:** A measure of the amount of work that the team can complete within a sprint or iteration.
7. **Acceptance criteria:** A set of conditions that must be met in order for a user story or feature to be considered complete.
8. **Definition of Done:** A shared understanding of what it means for a user story or feature to be fully completed and ready for release.
9. **Agile manifesto:** A set of principles and values for Agile development, emphasizing customer collaboration, working software, and responding to change.
10. **Agile ceremonies:** Formal meetings and events that take place within the Agile Scrum framework, including sprint planning, daily Scrum, sprint review, and sprint retrospective.



▼ Active/Prioritize

<input type="checkbox"/>	User Story		Status	Est. Launch	Impact	Epic	Creation Log	+
<input type="checkbox"/>	user story 01		Research	2 Weeks	★★★★★	#Notification	Mar 4	
<input type="checkbox"/>	user story 02		Upcoming	1 Weeks	★★★★★	#setup		
<input type="checkbox"/>	user story 03			3 Weeks	★★★★★	#explainervids	Mar 4	
<input type="checkbox"/>	paper conservation		Upcoming		★★★★★		Mar 4	
<input type="checkbox"/>	+ Add User Story							
			<div></div>	6 Weeks sum	0 / 5	#Not... #set... #expl...		

▼ Pipeline

<input type="checkbox"/>	User Story		Status	Est. Launch	Impact	Epic	Creation Log	+
<input type="checkbox"/>	user story X			8 Weeks	★★★★★		Mar 4	
<input type="checkbox"/>	explainer video - clone functionality			5 Weeks	★★★★★		Mar 6	
<input type="checkbox"/>	user story Y			0 Weeks	★★★★★			
<input type="checkbox"/>	+ Add User Story							
			<div></div>	13 Weeks sum	0 / 5			

New stories

...

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New Feedback 

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 Person

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Sort

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...

- ▼ Sprint 2.2

	Feedback	Sentiment	Votes	Created By	Submitter	+
	> Feedback X <sup>2</sup>	Improve	1	Mar 4		
	Backlog Push 01		0	Mar 6		
	Feedback 02		0	Mar 6		
	+ Add Feedback					
			Total votes: 1 Total voters: 1			

- ▼ Sprint 2.1

<input type="checkbox"/>	Feedback		Sentiment	Votes	Created By	Submitter	+
<input type="checkbox"/>	Feedback M	<input type="button" value="⊕"/>	Keep	<input type="radio"/> <div><div></div></div> 0	Mar 6		
<input type="checkbox"/>	Backlog Push 07	<input type="button" value="⊕"/>	creative	<input checked="" type="radio"/> <div><div></div></div> 1	Mar 6		
<input type="checkbox"/>	Feedback N	<input type="button" value="⊕"/>		<input type="radio"/> <div><div></div></div> 0	Mar 6		
<input type="checkbox"/>	+ Add Feedback						
			<div><div></div><div></div><div></div></div>	Total votes: 1 Total voters: 1			

+ Add new group

Help

## Upgrade