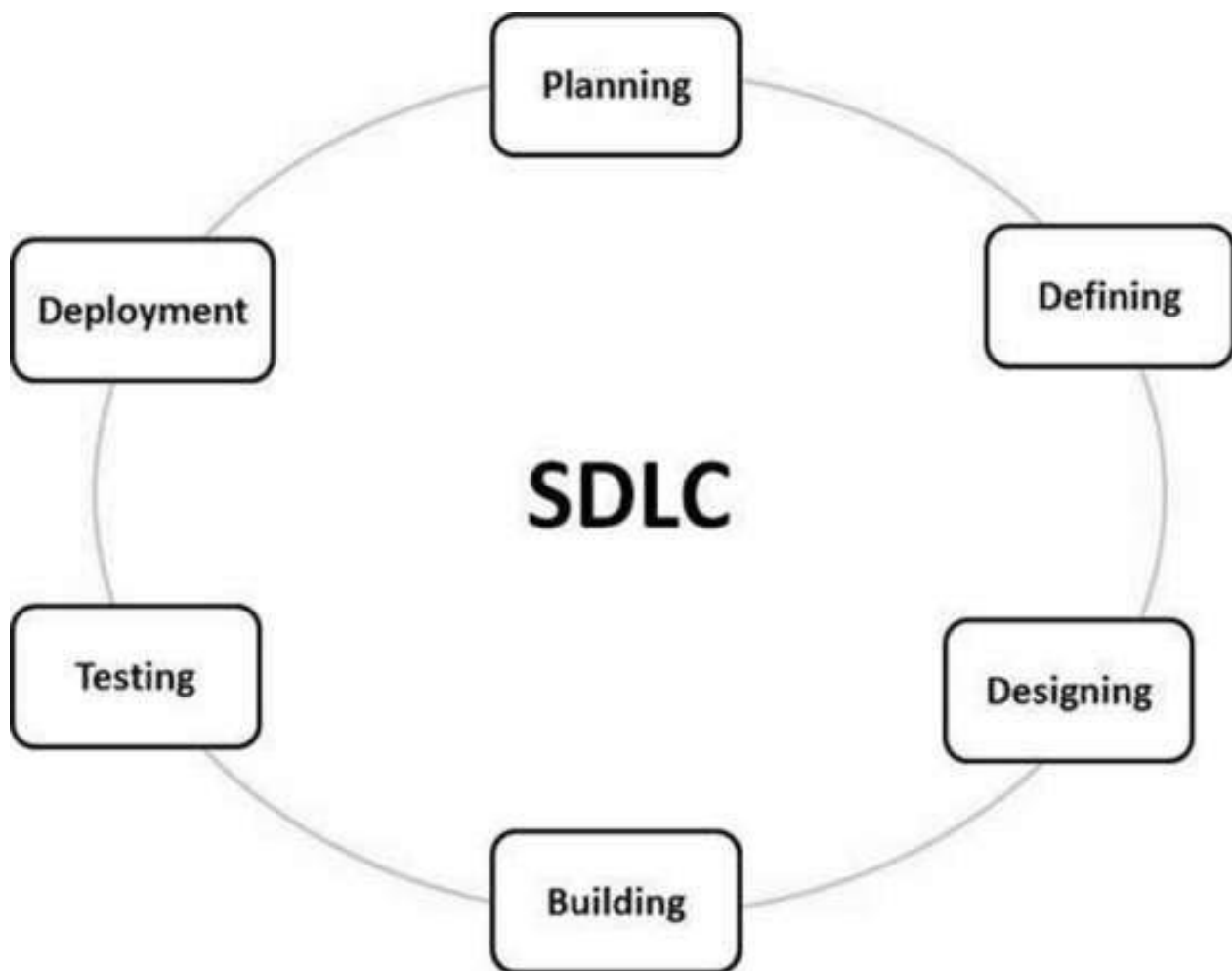


## Assignment 1:

SDLC Overview - Create a one-page infographic that outlines the SDLC phases (Requirements, Design, Implementation, Testing, Deployment), highlighting the importance of each phase and how they interconnect.

### SDLC Architecture:



### Zomato Application Development

#### Step 1:

##### Planning or requirement analysis

- Get input from customer to understand user needs, market trends, and business objectives.
- Analyze requirements such as user profiles, search functionalities, restaurants, ordering process, and payment options.
- Most of the project decisions like risks, time, and requirements are done in this stage.

## **Step 2:**

### **Defining requirements**

- Once the requirement analysis is done the next step is to Clearly document the features and functionalities required for the Zomato application.
- After defining the product get them approved by the customer.
- If the customer approves move to the designing part.

## **Step 3:**

### **Designing product architecture**

- Design the overall architecture of the Zomato application, including database, UI, and other customer requirements.
- After designing the product the best design approach is selected for a project.
- After that it will move to the Development secession.

## **Step 4:**

### **Building or Developing the product**

- In this stage develop the Zomato application according to the design specifications.
- Hear developers must follow the coding guidelines defined by their organization.
- The programming language is chosen with respect to the type of software being developed.

## **Stage 5:**

### **Testing the product**

- After the development of the product, test the software is necessary to ensure it's smooth execution.
- And hear testing works on the base of customer requirements.
- If all the requirement test cases are passed it's will move to the deployment phase.

## **Stage 6:**

### **Deployment and the maintenance of product**

- After the product passes the all testing phase and it's working smoothly then deploy the Zomato application to production environments for users to access.
- Then releasing a product get customer feedback.
- Using customer feedback helps to implement features in the product.

## Assignment 2:

Requirements Gathering - Conduct a 30-minute mock interview to gather requirements for a fictional app that helps organize community events. Summarize the requirements and how you would document and trace them in a one-page brief.

## Summary:

The Community Event organization app's aim is to streamline the process of planning and managing community events. It provides a platform for organizers to create and coordinate events efficiently. The key requirements include event creation and management, attendee registration, volunteer coordination, communication tools and feedback gathering.

## Requirements for Community Event Application

- **Event Creation and Management**

Organizers to create new events, specifying details such as date, time and location.

- **Attendee Registration**

Easy registration process for attendees.

- **Communication Tools**

Automated email notifications for event updates, reminders, and important announcements.

- **Feedback Gathering**

Surveys or rating systems to assess event satisfaction and gather suggestions for improvement.

- **Volunteer Coordination**

Volunteer scheduling and task assignment functionalities.

## Documentation and Tracing

- **Requirement Analysis:**

Conduct stakeholder interviews and surveys to gather requirements.  
Document requirements in a Requirements Specification Document.

- **Planning:**

Define the development methodology (e.g., Agile, Waterfall) based on project requirements.  
Identify required time and risk.

- **Design:**

Design the user interface (UI) and user experience (UX) of the app.  
Architect the system, defining components, modules, and database structures.

- **Implementation:**

Develop the app according to the design specifications.

Utilize programming languages and frameworks suitable for mobile app development (e.g., iOS, Android).

Implement features such as event creation, attendee registration, volunteer coordination, Communication tools and feedback gathering.

- **Testing:**

Carry out system testing to validate the app against the requirement.

Test to assess user interaction and experience.

- **Deployment:**

Prepare the app for deployment to the app stores (e.g. Play Store).

- **Maintenance:**

Address bugs or issues that are there in the live Environment if their fix those issues.

Continuously update the app to add new features based on user feedback.

### **Assignment 3:**

Agile Principles Application - Write a two-paragraph reflection on how the Agile values of individuals and interactions, working solutions, and customer collaboration apply to the development of the community event app.

**How the Agile values of individuals and interactions, working solutions, and customer collaboration apply to the development of the community event app.**

In the development of the community event app, Agile values of individuals and interactions prioritize team collaboration and allow the team members to communicate openly and share ideas. Agile's focus on working solutions ensures that the app evolves iteratively, with features continuously based on user feedback and changing community needs.

Customer collaboration is integral. Involving stakeholders in every stage to customize the app to their preferences and requirements. By changing these principles, the development team can deliver a community event app. Regular interactions with users ensure that the app remains relevant and adaptable to evolving community dynamics.

## Assignment 4:

Scrum Framework Overview - Prepare a one-page cheat sheet on the Scrum framework that includes roles, responsibilities, artifacts, and ceremonies. Provide a brief example of a Sprint task list for the earlier mentioned app project.

## What is Scrum?

Scrum is an Agile framework for completing complex projects, it is based on the idea of interactive development. Scrum is designed to be flexible and adaptable so that teams can respond to change quickly.

### Roles:

#### Product owner:

Defines all the product features and is Responsible for prioritizing product features he will Maintain product backlogs.

#### Scrum Master:

Conduct daily 15min team meetings to Remove obstacles.

The scrum master's main responsibility is to help the team become more organized and innovative.

#### Development team:

A team consist of 5-6 peoples, team defines task and assignments.

A team will maintain the sprint backlog.

### Responsibility:

#### Product owner:

Defines and prioritizes product backlog items, and accepts or rejects work results.

#### Scrum master:

Remove obstacles and continuous to improvement.

#### Development team:

Delivers increments of potentially releasable products, collaborates on tasks, and self-manages.

### Artifacts:

#### Product owner:

Prioritize the list of all desired work on the product

#### Sprint backlog:

A subset of product backlog items selected for the sprint.

## **Ceremonies:**

### **Sprint Planning:**

Plan the work for the upcoming Sprint.

### **Daily Standup:**

Daily synchronization meeting to discuss progress, and plan for the next 24 hours.

### **Sprint Review:**

Demo of completed work to stakeholders, and gather feedback.

### **Sprint Retrospective:**

Reflect on the Sprint, and identify areas for improvement.

## **Sprint Task for developing Community Event App:**

### **Implement Event Listing Page:**

- Design UI for displaying events.
- Implement filters for event categories and dates.
- Test event listing functionality.

### **Create User Registration Feature:**

- Design user registration form.
- Implement email verification process.
- Test user registration flow.

### **Integrate Map Functionality:**

- Research and select map integration library.
- Implement map view for event locations.
- Allow users to get directions to events.
- Test map functionality on different devices.

### **Develop Event Creation Feature:**

- Design UI for creating new events.
- Add validation for event details.
- Test event creation process.

**User Profile Management:**

- Allow users to edit their profiles.
- Implement profile picture upload feature.
- Add functionality for users to view their event attendance history.
- Test profile editing and viewing.



## Assignment 1:

Agile Project Planning - Create a one-page project plan for a new software feature using Agile planning techniques. Include backlog items with estimated story points and a prioritized list of user stories.

### Project Title:

## Community Event App Development

Develop a user-friendly community event app to facilitate event discovery, registration, and engagement.

### Features:

#### Event Listings:

Users can browse through a list of upcoming community events.

#### Event Details:

Users can view detailed information about each event, including date, time, location, description, and organizer details.

#### Registration:

Users can register for events they are interested in attending.

#### Notifications:

Users receive notifications for upcoming events they've registered for or based on their interests.

#### Feedback:

Users can provide feedback and ratings for events they've attended.

#### Sharing:

Users can share events with friends and on social media platforms.

### Backlog Items:

#### User Registration

As a user I want to create an account to access the app. (3 story points)

As a user I want to log in to my account securely. (2 story points)

#### Event Browsing

As a user I want to see a list of upcoming events sorted by date. (5 story points)

As a user I want to filter events by location or category. (3 story points)

#### Event Details

As a user I want to view detailed information about each event. (5 story points)

As a user I want to see the location of the event on a map. (3 story points)

## **Event Registration**

As a user I want to register for an event I'm interested in. (5 story points)

As a user I want to receive a confirmation email after registering.(2 story points)

## **Notifications**

As a user I want to receive notifications for upcoming events I've registered for. (8 story points)

As a user I want to receive recommendations for events based on my interests. (5 story points)

## **Feedback and Ratings**

As a user I want to provide feedback and ratings for events I've attended.(8 story points)

As an organizer I want to view feedback and ratings for my events. (5 story points)

## **Social Sharing**

As a user I want to share events with friends via social media or messaging apps.(5 story points)

As an organizer I want to promote my events on social media directly from the app. (3 story points)

## **Story points:**

1. This represents a very small task that can be completed quickly without much effort or complexity. It might take a few hours or less to finish.
2. Slightly more complex than a 1-point task but still relatively straightforward. It might take a half-day or so to complete.
3. A task that requires a moderate amount of effort and might involve some challenges or dependencies. It could take a full day or two to finish.
5. Significantly more complex than a 3-point task, possibly involving multiple steps or significant technical challenges. It might take a few days to complete.
8. A task that is quite complex and might involve a significant amount of work or require specialized skills. It could take a week or more to finish.
13. A very complex task that might require a lot of time, effort, and collaboration to complete. It could take multiple weeks or even longer.
21. Even more complex than a 13-point task, possibly involving major architectural changes or extensive research and development. It could take a month or more to finish.

## **Assignment 2:**

Daily Standup Simulation - Write a script for a Daily Standup meeting for a development team working on the software feature from Assignment 1. Address a common challenge and incorporate a solution into the communication flow.

### **Daily Standup Meeting Script for creating Community Event App**

#### **Facilitator:**

Hello everyone Let's start our daily standup meeting each team member will share what they worked on yesterday, what they plan to work on today, and if they're facing any challenges or need help. Remember to keep it brief so we can stay on track. Who will start first?

#### **Team Member 1:**

I'll start sir. Yesterday I worked on implementing the event browsing feature, and I managed to finish it up. Today, I plan to start working on the event details page. No major challenges till now.

#### **Team Member 2:**

I focused on setting up user registration, and I ran into a small issue with the email confirmation process, but I managed to resolve it. Today, I'll continue working on user registration.

#### **Team Member 3:**

Yesterday I was working on the event registration feature, and I encountered a challenge with handling duplicate registrations, but I found a solution using unique identifiers. Today, I'll finish up event registration.

#### **Facilitator:**

Thanks for offering your help It's great to see the collaboration within the team. Remember, if anyone else faces similar challenges or needs assistance, don't hesitate to reach out to Team Members. Let's keep the communication flowing to ensure we meet our goals efficiently.

#### **Team Member 4:**

Yesterday, I was working on the notifications feature, and I'm almost done with the backend setup. Today, I'll finish that up and start working on the frontend implementation. No major challenges so far.

**Facilitator:**

Thanks for the update, Team Member 4. It's good to hear that notifications are progressing well. Remember, if you encounter any unexpected issues during the frontend implementation, feel free to collaborate with Team Members, as they might have insights that could help.

**Team Member 5:**

Yesterday, I focused on designing the feedback and ratings system, and I've made good progress. Today, I'll continue with the implementation and start thinking about how to incorporate user feedback into the app's design. No challenges at the moment, but I'll keep everyone updated if I need assistance.

**Facilitator:**

Excellent work, Team Member 5! It's crucial to consider user feedback early in the development process. If anyone has suggestions or ideas to enhance the feedback and ratings system, feel free to share them with Team Member 5.

**Facilitator:**

Thank you, everyone, for your updates and collaboration. It's inspiring to see the progress we're making as a team. Remember, if you encounter any challenges or need assistance throughout the day, don't hesitate to reach out to your teammates, Have a great day, everyone!

References: I collected the above details references from some online virtual meetings like how scrum meeting works on YouTube.