SCRIPTS

# Topic 1 – Agile Methods and Artefacts

## Slide 1:

Hello, my name is Kanaga Manikandan. Today, I’m going to talk about a few agile methods that were used to support the software development exercise. click

## Slide 2:

Click. So what are Agile Methods? Click Agile Methods are utilised by a team to work effectively and produce the best product in the end. click. We’ll be covering a few agile methods and how they were used in the software development exercise such as, click. 1), 2) and 3). click

## Slide 3:

click So, what are Scrum Meetings? click These meetings take place daily to review the current progress of the development. click The team members share their stories on what happened, what they plan to do and what problems they encountered. click The Scrum Master of the team conducts these meetings and usually last for about 15 minutes. click

## Slide 4:

click So, how were these meetings helpful in the exercise. click Each team member got a knowledge of which team member is going to do which task and within how much time. It’s less of a status update meeting and more of a meeting where team members commit to themselves. For example, a team member in the team said he would get the Feasibility Study done by the next Scrum Meeting. This statement allowed the other team members to get a knowledge of who’s doing what and can expect the results by the next meeting. Click. The team did not have a Scrum Master to conduct the meetings so, the team members do it among themselves every week. The members couldn’t meet up daily because of their personal commitments but the team made sure they get their work done by the next Scrum Meeting and discuss about it. click By addressing the completed tasks, pending tasks and problems, the team was able to proceed with the development effectively. A team member shouldn’t be clueless of what’s happening around him. Thus, it’s important for him/her to attend these meetings and get a grasp of the current situation and adapt accordingly. In this case, every team member managed to attend the weekly meeting and the update report can be seen in the picture. click

## Slide 5:

click Now, let us talk about the next method: The Product Backlog. click Product Backlog is nothing but the list of things that needs to be done within the project. It contains the user requested features that the user expects to see in the final product. They can also be termed as user-stories. click The Product Owner owns the Product Backlog and decides which items in the list make it into the final product. click The product backlog is a living document. New items/features may be added to the product backlog and the existing features may be modified or even removed and that is solely up to the Product Owner. click

## Slide 6:

click So, how was the Product Backlog helpful in the software development exercise. It provided a wealth of knowledge on the scope and weight of the project. Click. Items in the Product Backlog became tasks estimated in hours and were placed in various sprints. click This allowed the team to complete a chunk of work within 2-30 days. Just like how I said in the previous slide, new features were added to the product backlog and the team allotted time accordingly to get the new features done. click

## Slide 7:

click Now let us talk about the last method: The Burndown Chart. click Burndown Chart is a visual representation of the amount of work completed against time remaining. The picture to the right is the team’s Burndown Chart. You can see a red line in the picture which is drawn from the start point to the end point. click This line indicates the estimated rate of completion. The start point is the total number of tasks when the project commenced, and the end point is 0 indicating that there are no tasks left and the product should be ready for release. click If the blue line, which is representing the actual rate of completion, is above the red line, then that means that the team is behind schedule and have more work pending. This wouldn’t necessarily be the team members’ fault. This can also happen when more tasks have been added as said before. click

## Slide 8:

click So, how was the burndown chart helpful in the exercise. click The visual representation enabled the team members to have a clear idea on the current state of progress. The burndown chart was also reviewed in the weekly Scrum meetings and the team managed to keep a track of how much work is done, how much of it is left and how much time is left. click It also allowed the team members to quickly adapt to the current situation and manage their more efficiently. click The future of the development process was easily predicted with the help of the burndown. Click. click

# Topic 2: Expanded Use Case

Use Case diagrams was able to show a clear visual flow but was unable to describe each step clearly. With the help of expanded use case, each step was clearly described and explained and helped the team to gain an in-depth knowledge about the flow of process.