41951- ANÁLISE DE SISTEMAS

Metodologias ágeis e *user stories*

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Learning objectives for this lecture

Characterize the principles of backlog management in agile projects

Define and write stories for a given product.

Distinguish use story estimation and prioritization.

Write the acceptance criteria part of a user story.

Compare user stories and use cases with respect to commonalities and differences.

Describe the PivotalTracker story-based development workflow.

Jacobson’s Use Cases 2.0

Use cases e os métodos ágeis → Use Cases 2.0

A granularidade dos casos de uso pode ser excessiva

para a gestão do dia-a-dia da equipa de desenvolvimento

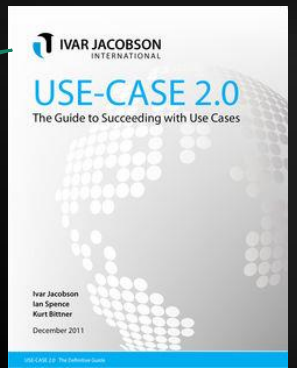
Proposta Use Cases 2.0

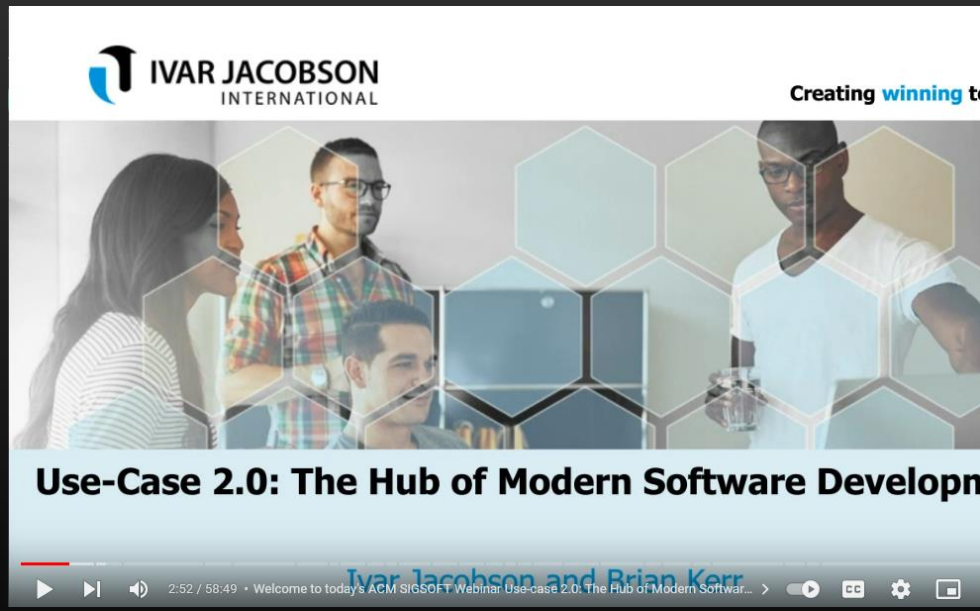
- "Fatias" de funcionalidade

Ponto de partida: use cases

- ...com a flexibilidade das *user stories*/*use case slices*

PDF shared...





https://youtu.be/p5gDbf0je8k

Jacobson: flows in a use case match stories

A story is described by part of the use-case narrative, one or more flows and special requirements, and one or more test cases. The key to finding effective stories is to understand the structure of the use-case narrative. The network of flows can be thought of as a map that summarizes all the stories needed to describe the use case. **Figure 8** illustrates the relationship between the flows of a use-case narrative and the stories it describes.

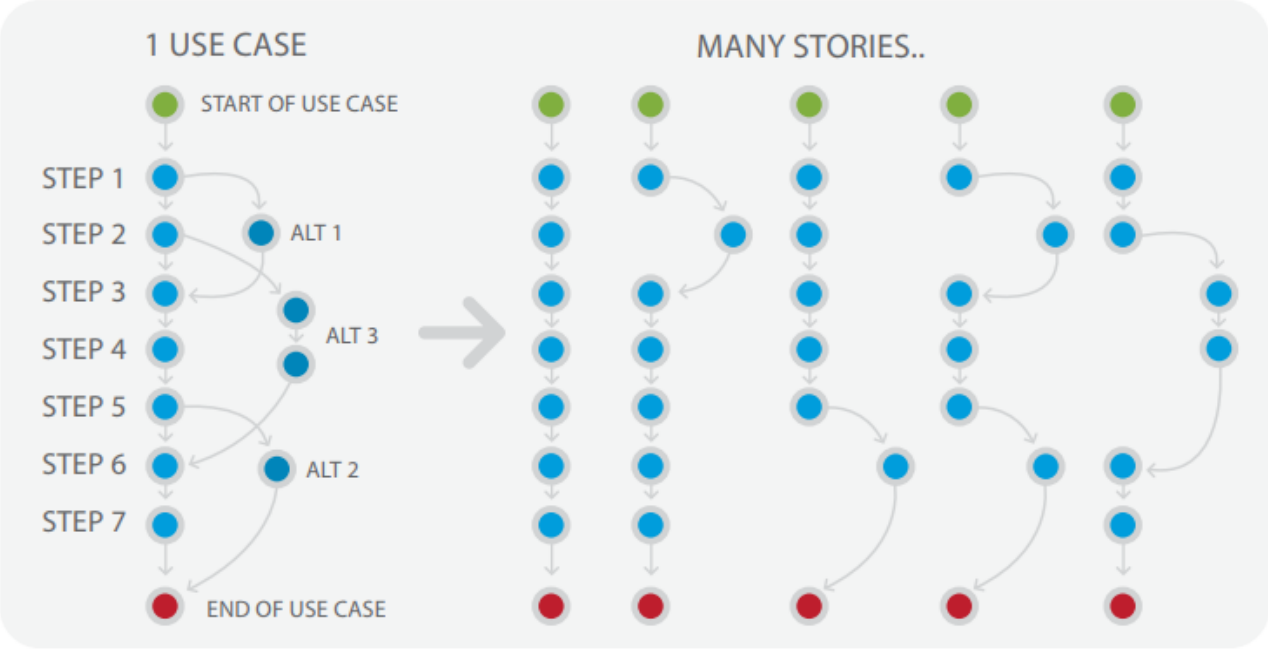
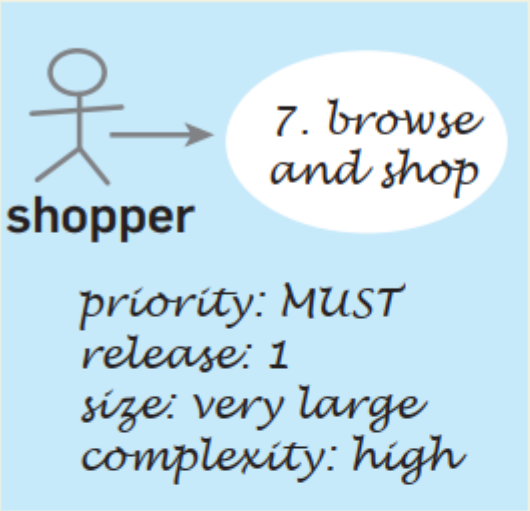
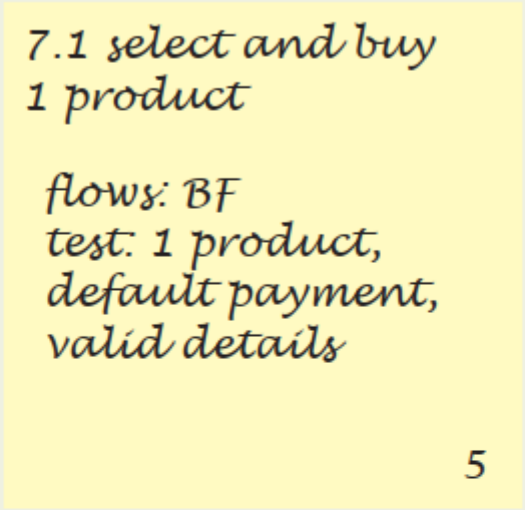


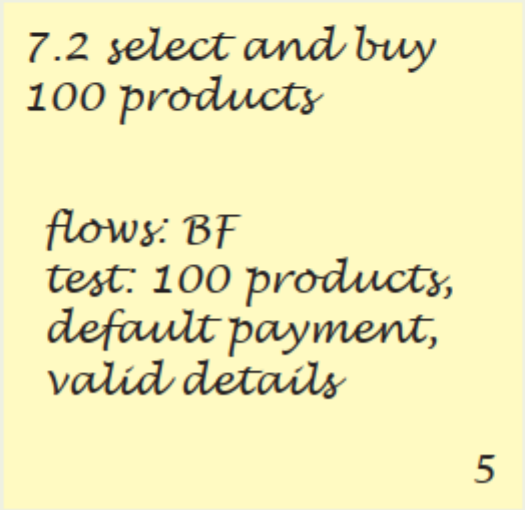
FIGURE 8:
THE RELATIONSHIP BETWEEN THE FLOWS AND THE STORIES

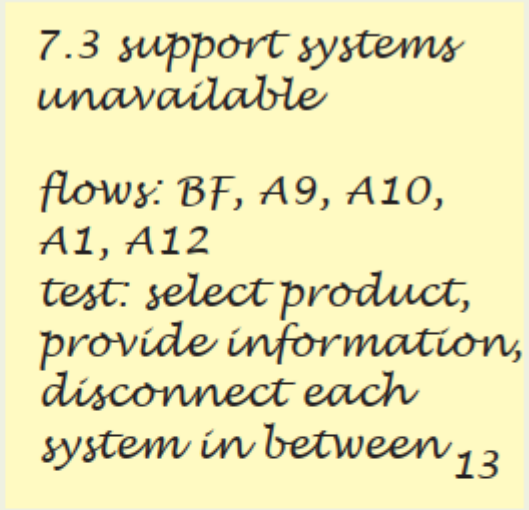
Figure 5. Capturing the properties of a use case and its slices using sticky notes.



a use case and its properties captured on a sticky note

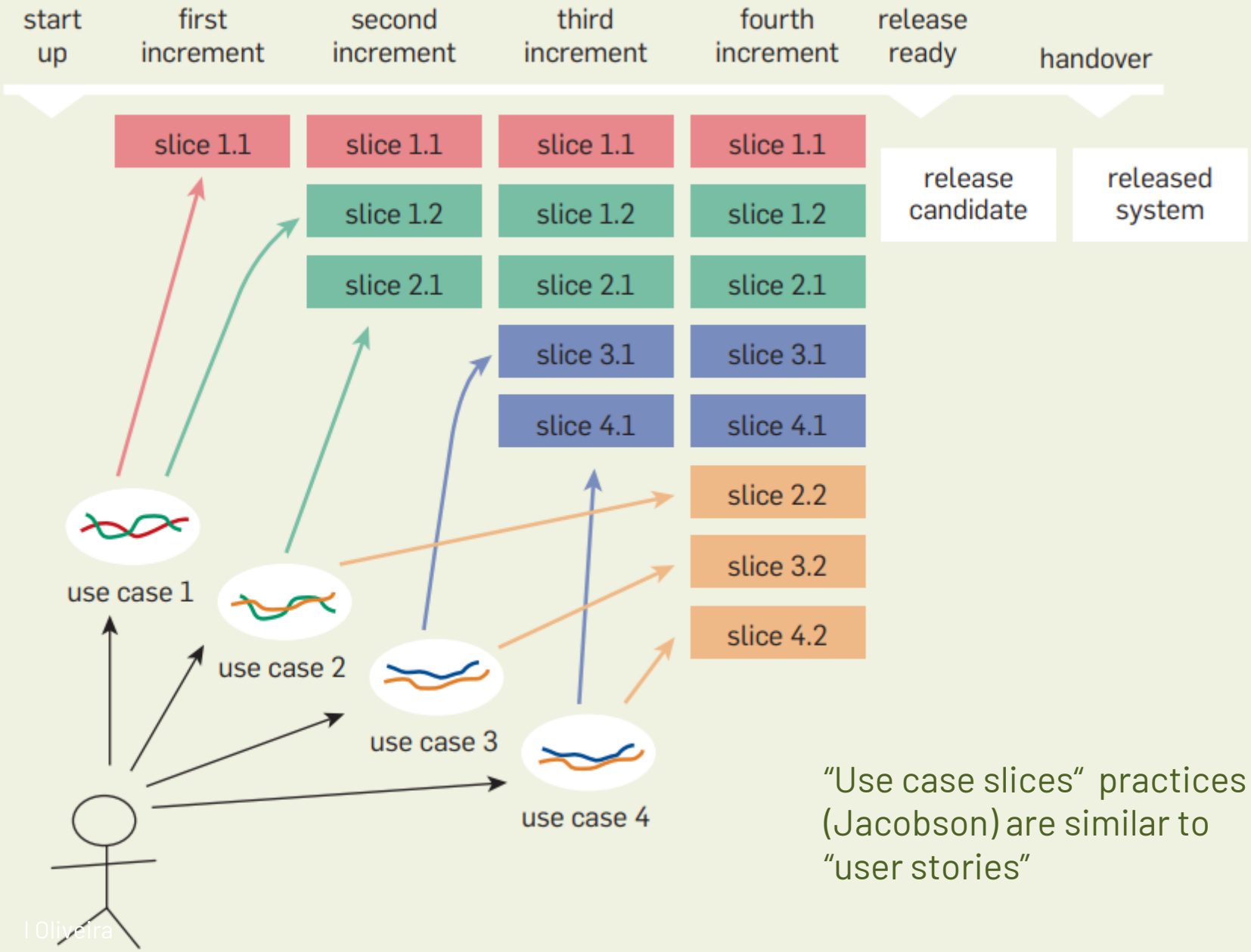






some slices from the use case captured on their own sticky notes

Figure 4. Use cases, use-case slices, increments, and releases.



"Use case slices" practices (Jacobson) are similar to "user stories"

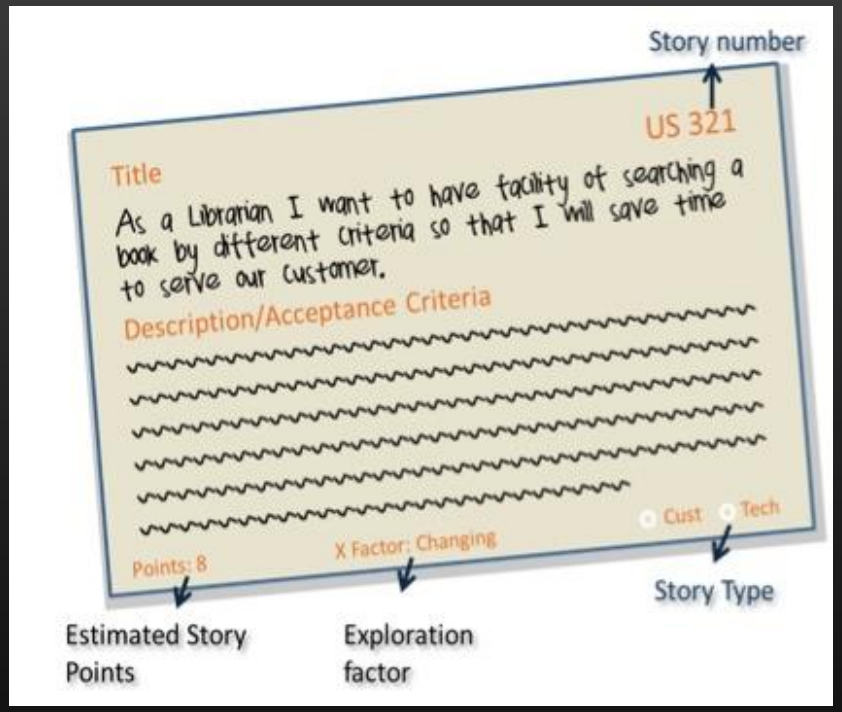
User Stories in Agile

User stories in agile methods

User story: a "short, simple description of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system" (Cohn 2010)

The *backlog* is the prioritized list of user stories —requirements— for the product and their allocation to upcoming iterations (called sprints in the agile development method called Scrum.)

User story != use case



→ See examples

Exemplo

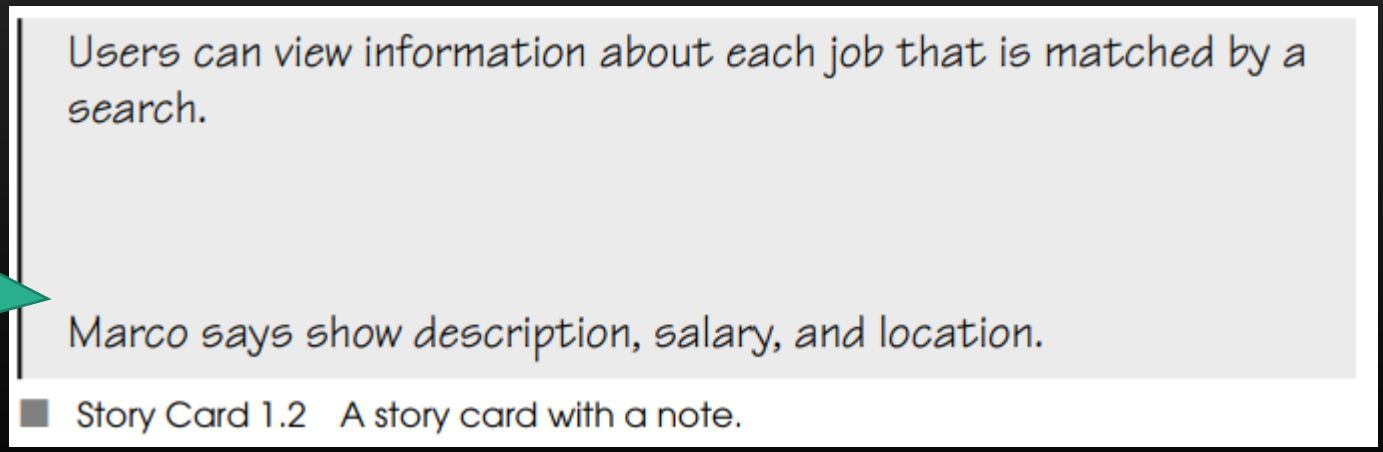
Histórias adequada:

- O gestor de RH publica nova oferta de emprego.
- Um Candidato pode limitar quem pode ver o seu currículo

Histórias desadequadas:

- O software será implementado em Python.
- O programa irá ligar-se à base de dados através de uma "*connection pool*" (reutilização de ligações já abertas)

Anotação informal do que é descoberto nas "conversas"



Story Card 1.2 A story card with a note.

“Fatiar” os cenários de uso para tornar o trabalho mais concreto, gerível e segmentado

A equipa de projeto e o cliente/promotor começam a discutir requisitos sobre as motivações de uso:

"Um Candidato (a um emprego) pode publicar um currículo (no site)".

Objetivo de alto nível ←→ caso de utilização.

Essa “história” será expandida à medida que os detalhes forem descobertos através de conversas / colaboração. →

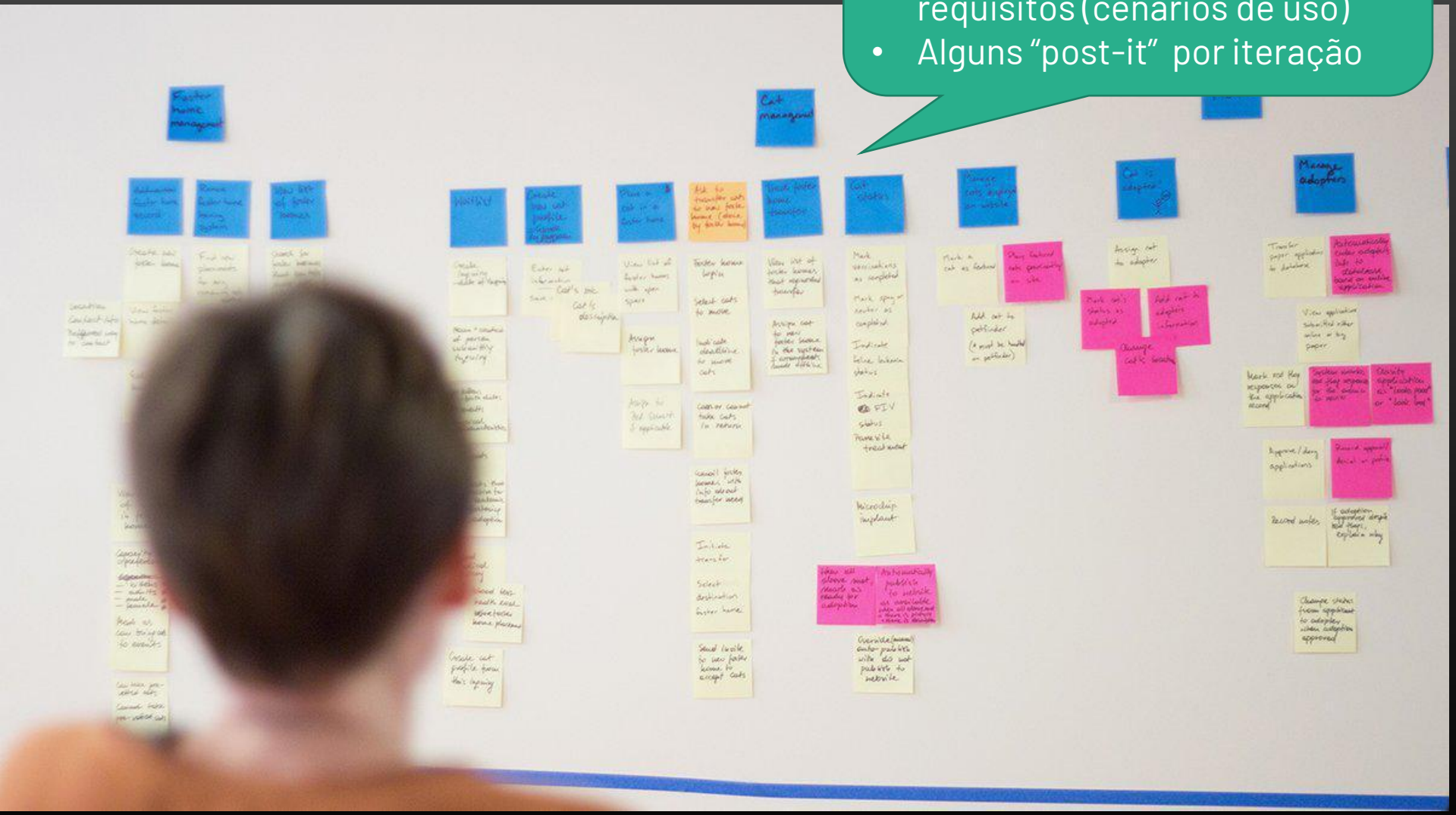
Um possível desenvolvimento em histórias (*user stories*):

- Um Candidato pode adicionar um novo currículo ao site.
- Um Candidato pode editar um currículo que já está no site.
- Um Candidato pode remover o currículo do local.
- Um Candidato pode mudar o estado do CV para inativo/ativo.
- Um Candidato pode marcar um currículo como escondido para certos empregadores.
- Um Candidato pode ver as vezes que o seu currículo foi consultado

→ ver: exemplo relacionado

A metáfora do “post-it”

- Granularidade adequada para distribuir o trabalho
- Rastreabilidade para os requisitos (cenários de uso)
- Alguns “post-it” por iteração



Boas ou más histórias?

a The user can run the system on Windows XP and Linux.

b All graphing and charting will be done using a third-party library.

c The user can undo up to fifty commands.

d The software will be released by June 30.

e The software will be written in Java.

f The user can select her country from a drop-down list.

g The system will use Log4J to log all error messages to a file.

h The user will be prompted to save her work if she hasn't saved it for 15 minutes.

i The user can select an "Export to XML" feature.

j The user can export data to XML.

Pode-se usar um *template* para apresentar a história

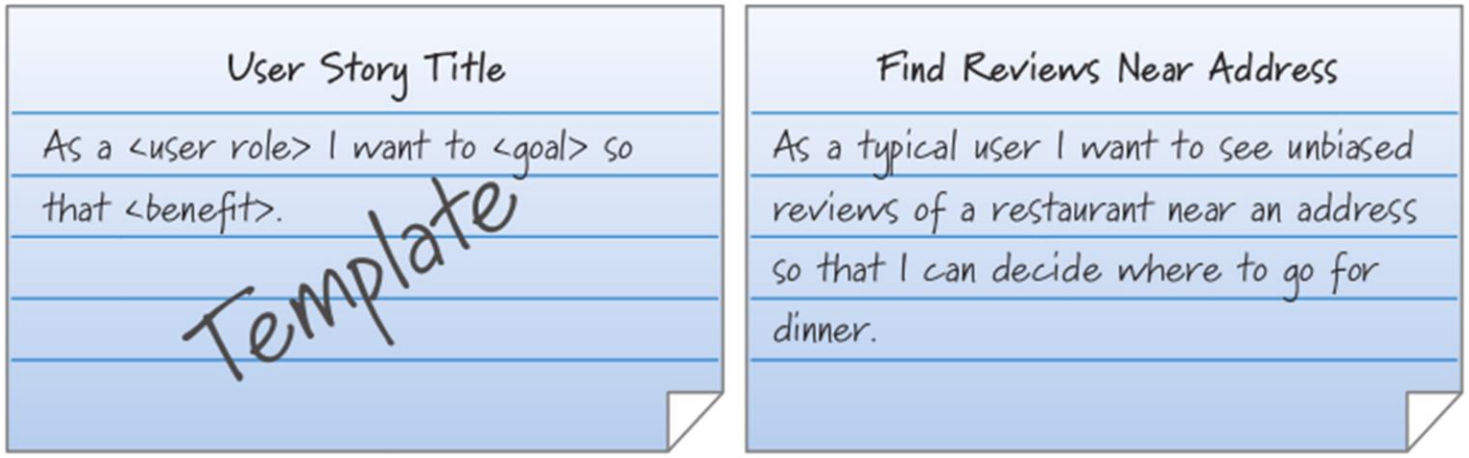
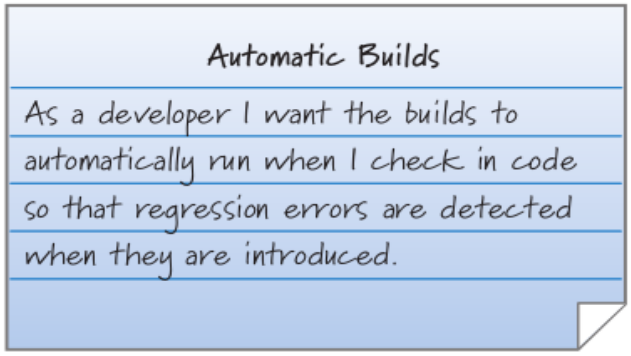


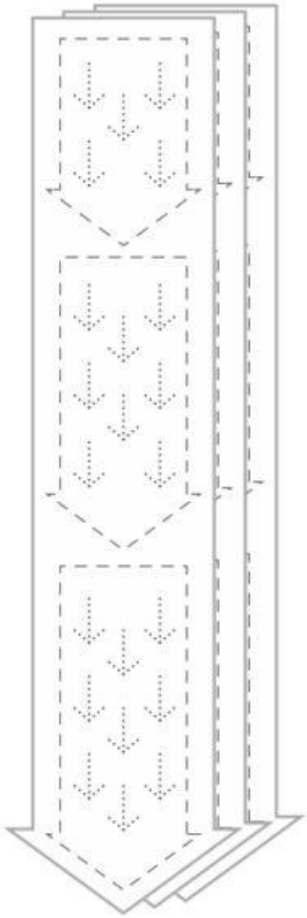
FIGURE 5.2 A user story template and card

As histórias devem conter um benefício percetível para o utilizador!



Undesirable technical story

The story should clarify how to check if it is working



role /

"As a [persona],
I want to [do something]
so that I can [realize a reward]"

Who is this user?
What makes them tick?
Who's an example of such a person?

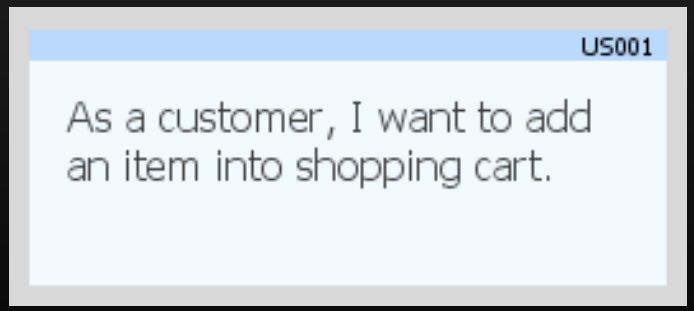
Why do they want to do this?
What's the benefit/reward?
How will we know of it's working?

Estratégia para redigir a história

As histórias dos utilizadores são frequentemente escritas de acordo com a seguinte estrutura (mas há outros estilos):

Sendo <papel de utilizador>, quero <ação/funcionalidade pretendida> de modo a <satisfação obtida>

As a <type of user>, I want <some goal> so that <some reason>.



→ ver exemplos

E.g.:

Sendo um cliente, quero receber um SMS quando o artigo chegar de modo a que eu possa ir buscá-lo.

<role> representa a pessoa, o sistema, o subsistema ou qualquer outra entidade que interaja com o sistema a ser implementado para atingir um objetivo. É quem obtém valor da utilização do sistema.

<business objetive> representa uma expectativa de um utilizador sobre algo que pode realizar interagindo com o sistema.

<benefício> representa o valor resultante por da interação com o sistema. Pode ser omitido, se for óbvio (decorrente do ponto anterior).

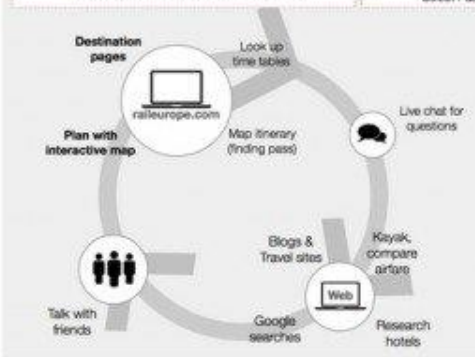
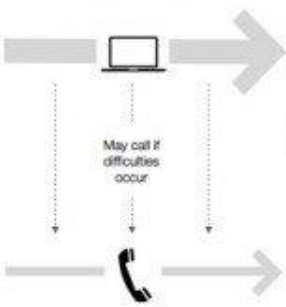
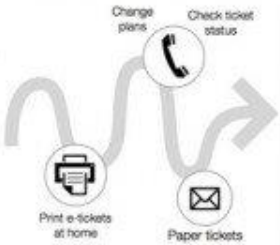
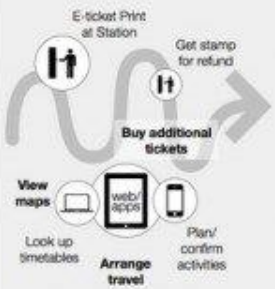
Bring the “experience map” to the project

Rail Europe Experience Map

Guiding Principles

People choose rail travel because it is convenient, easy, and flexible.	Rail booking is only one part of people's larger travel process.	People build their travel plans over time.	People value service that is respectful, effective and personable.

Customer Journey

STAGES	Research & Planning	Shopping	Booking	Post-Booking, Pre-Travel	Travel	Post Travel
RAIL EUROPE	Research destinations, routes and products; Enter trips; Review fares; Select Pass(es)		Confirm itinerary; Delivery options; Payment options; Review & Confirm	Wait for paper tickets to arrive	Activities, unexpected changes	Share experience; Follow-up on refunds for booking changes
DOING						
THINKING	• What is the easiest way to get around Europe? • Where do I want to go? • How much time should I/we spend in each place for site seeing and activities?	• I want to get the best price, but I'm willing to pay a little more for first class. • How much will my whole trip cost me? What are my trade-offs? • Are there other activities I can add to my plan?	• Do I have all the tickets, passes and reservations I need in this booking so I don't pay more shipping? • Rail Europe is not answering the phone. How else can I get my question answered?	• Do I have everything I need? • Rail Europe website was easy and friendly, but when an issue came up, I couldn't get help. • What will I do if my tickets don't arrive in time?	• I just figured we could grab a train but there are not more trains. What can we do now? • Am I on the right train? If not, what next? • I want to make more travel plans. How do I do that?	• Trying to return ticket I was not able to use. Not sure if I'll get a refund or not. • People are going to love these photos! • Next time, we will explore routes and availability more carefully.
FEELING	• I'm excited to go to Europe! • Will I be able to see everything I can? • What if I can't afford this? • I don't want to make the wrong choice.	• It's hard to trust Trip Advisor. Everyone is so negative. • Keeping track of all the different products is confusing. • Am I sure this is the trip I want to take?	• Website experience is easy and friendly! • Frustrated to not know sooner about which tickets are eTickets and which are paper tickets. Not sure my tickets will arrive in time.	• Stressed that I'm about to leave the country and Rail Europe won't answer the phone. • Frustrated that Rail Europe won't ship tickets to Europe. • Happy to receive my tickets in the mail!	• I am feeling vulnerable to be in an unknown place in the middle of the night. • Stressed that the train won't arrive on time for my connection. • Meeting people who want to show us around is fun, serendipitous, and special.	• Excited to share my vacation story with my friends. • A bit annoyed to be dealing with ticket refund issues when I just got home.
EXPERIENCE	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe	Enjoyability; Relevance of Rail Europe; Helpfulness of Rail Europe

Opportunities

GLOBAL

Communicate a clear value proposition. STAGE: Initial visit	**Help people get the help they need.** STAGES: Global
Make your customers into better, more savvy travelers. STAGES: Global	**Engage in social media with explicit purposes.** STAGES: Global

Support people in creating their own solutions.
STAGES: Global

PLANNING, SHOPPING, BOOKING

Enable people to plan over time. STAGES: Planning, Shopping	**Visualize the trip for planning and booking.** STAGES: Planning, Shopping	**Arm customers with information for making decisions.** STAGES: Shopping, Booking
Connect planning, shopping and booking on the web. STAGES: Planning, Shopping, Booking	**Aggregate shipping with a reasonable timeline.** STAGE: Booking	

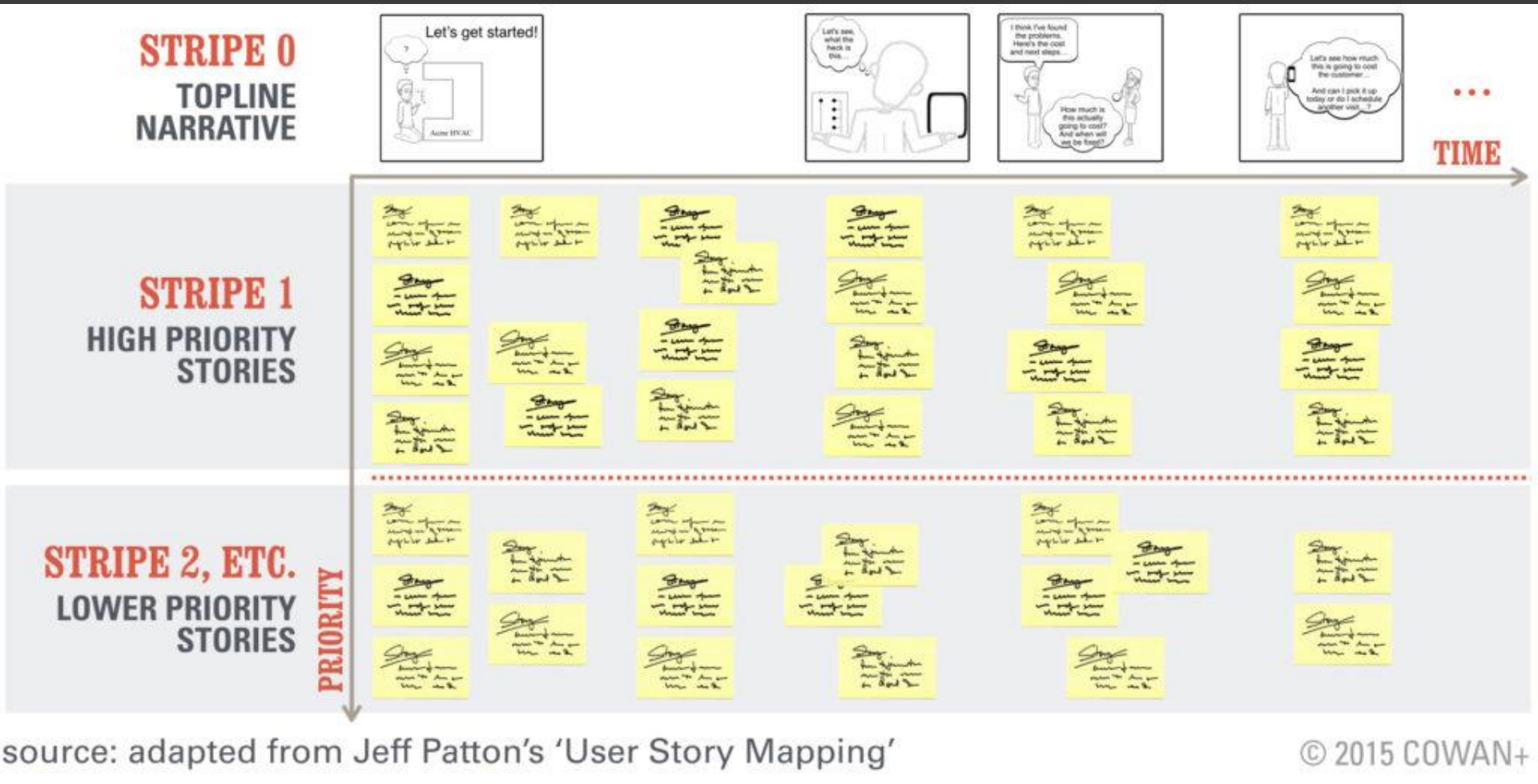
POST-BOOK, TRAVEL, POST-TRAVEL

Improve the paper ticket experience. STAGES: Post-Booking, Travel, Post-Travel	**Accommodate planning and booking in Europe too.** STAGE: Traveling
Proactively help people deal with change. STAGES: Post-Booking, Traveling	**Communicate status clearly at all times.** STAGES: Post-Booking, Post Travel

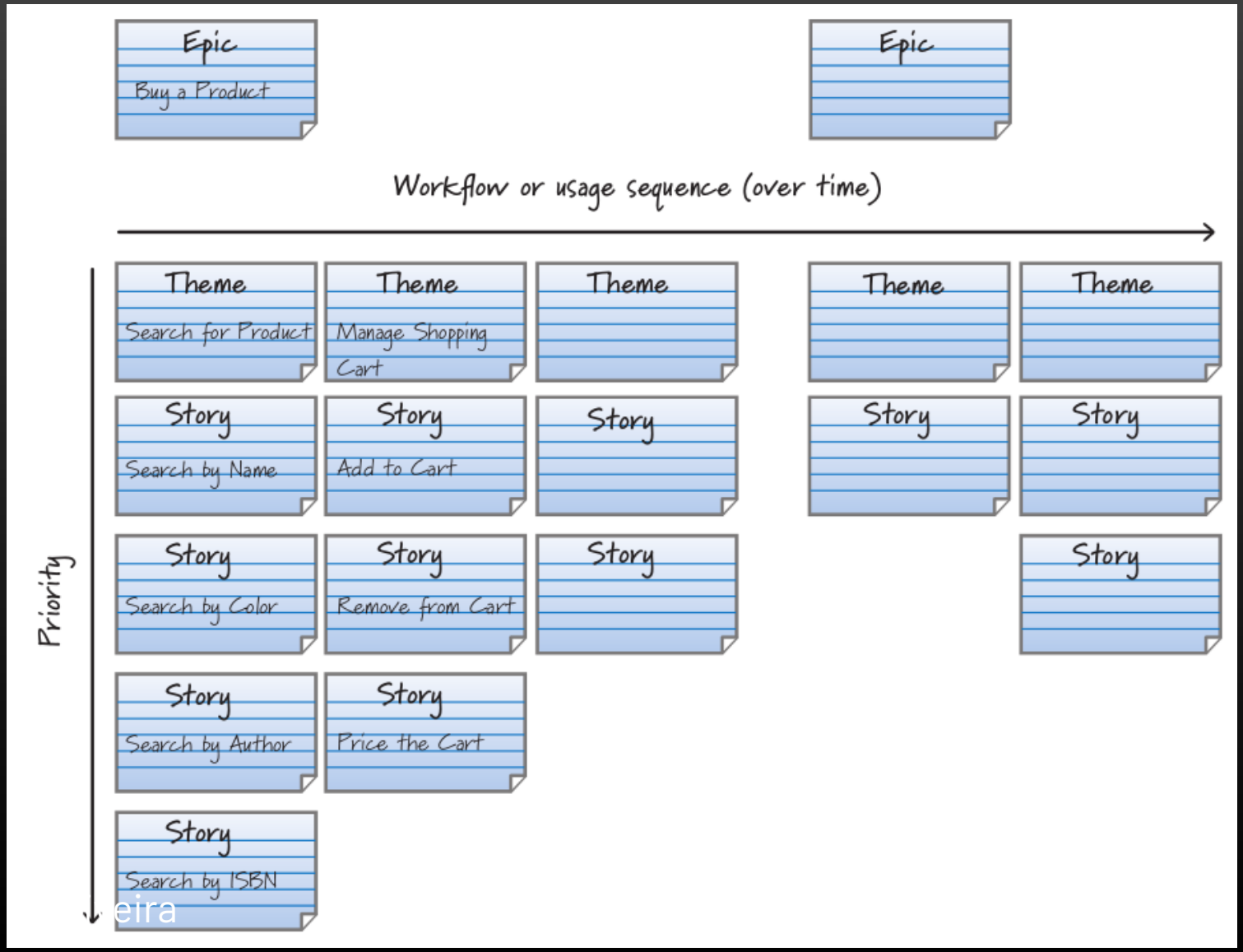
Information sources: Stakeholder interviews; Cognitive walkthroughs; Customer Experience Survey; Existing Rail Europe Documentation

Ongoing, non-linear · Linear process · Non-linear, but time based

Organização das histórias em níveis de prioridade (linhas de corte para as iterações)



À procura das histórias



Epic (épico): “grande” objetivo do utilizador

Quando uma história é muito “grande” (apresentada em alto nível), às vezes é referida como um épico.

Os Épicos podem ser divididos em várias histórias de tamanho menor.

Por exemplo, o épico "Um utilizador pode usar o site para procurar um emprego" poderia ser dividido em várias histórias:

- Um utilizador pode procurar empregos por atributos como localização, intervalo salarial, designação da oferta, nome da empresa, e a data em que o trabalho foi postado.
- Um utilizador pode visualizar informações detalhadas sobre cada oportunidade que seja encontrada numa pesquisa.
- Um utilizador pode ver informações detalhadas sobre uma empresa que publicou um trabalho.

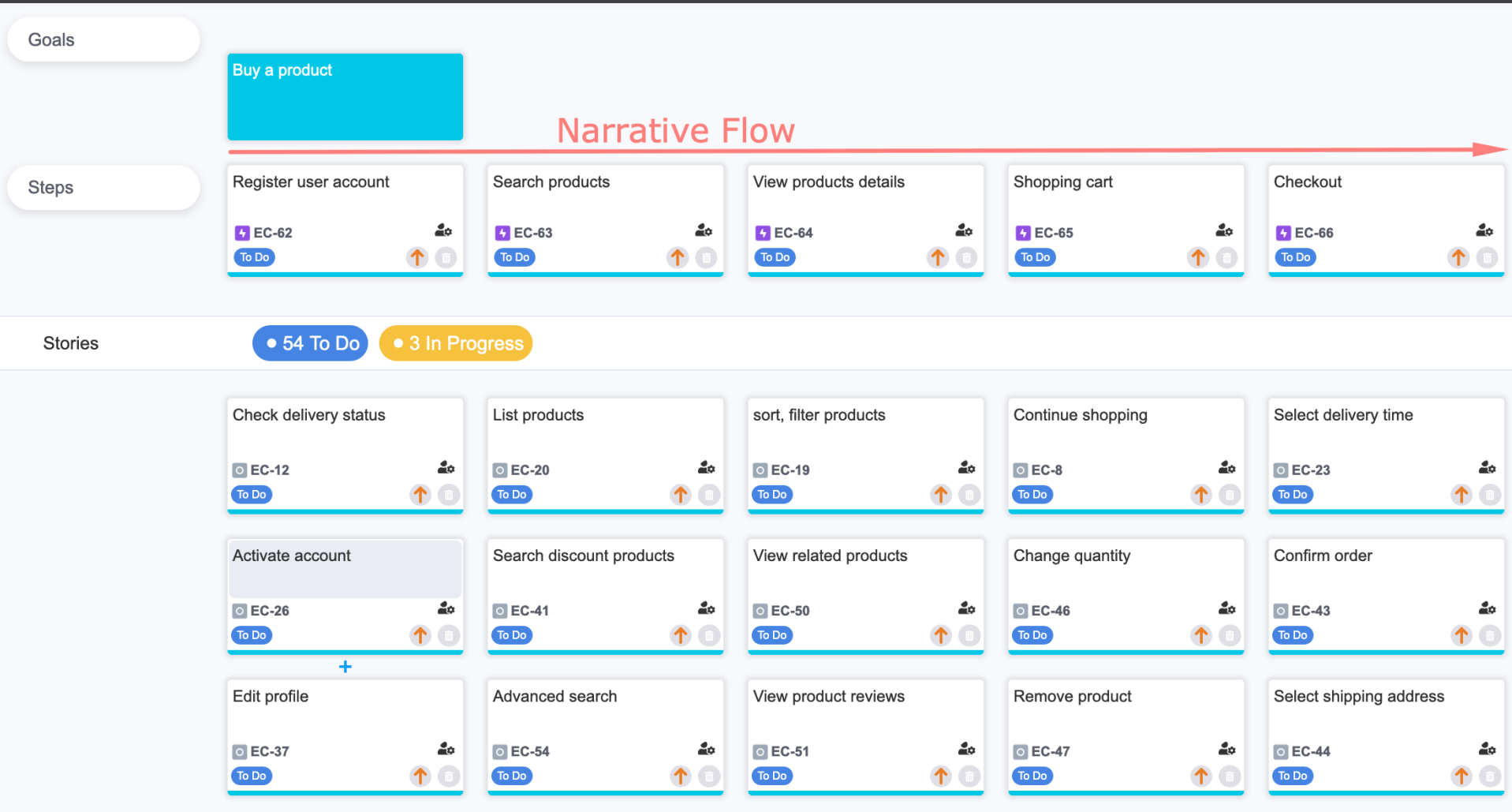
An example epic, “March 2050 Space Tourism Launch” includes stories for routine work items as well as stories aimed to improve key aspects of the shuttle launch, from customers buying space travel tickets to the launch of the rocket itself. As such, multiple teams will contribute to this epic by working on a wide range of stories.

The software team supporting the purchasing of tickets for the March 2050 launch might structure their epic as so:

Epic: March 2050 Launch		
Story: Update date range to include March 2050 Launch dates.	Story: Reduce load time for requested flight listings to < 0.45 seconds	Story: Promote Saturn Summer Sale on confirm page for First Class bookings.

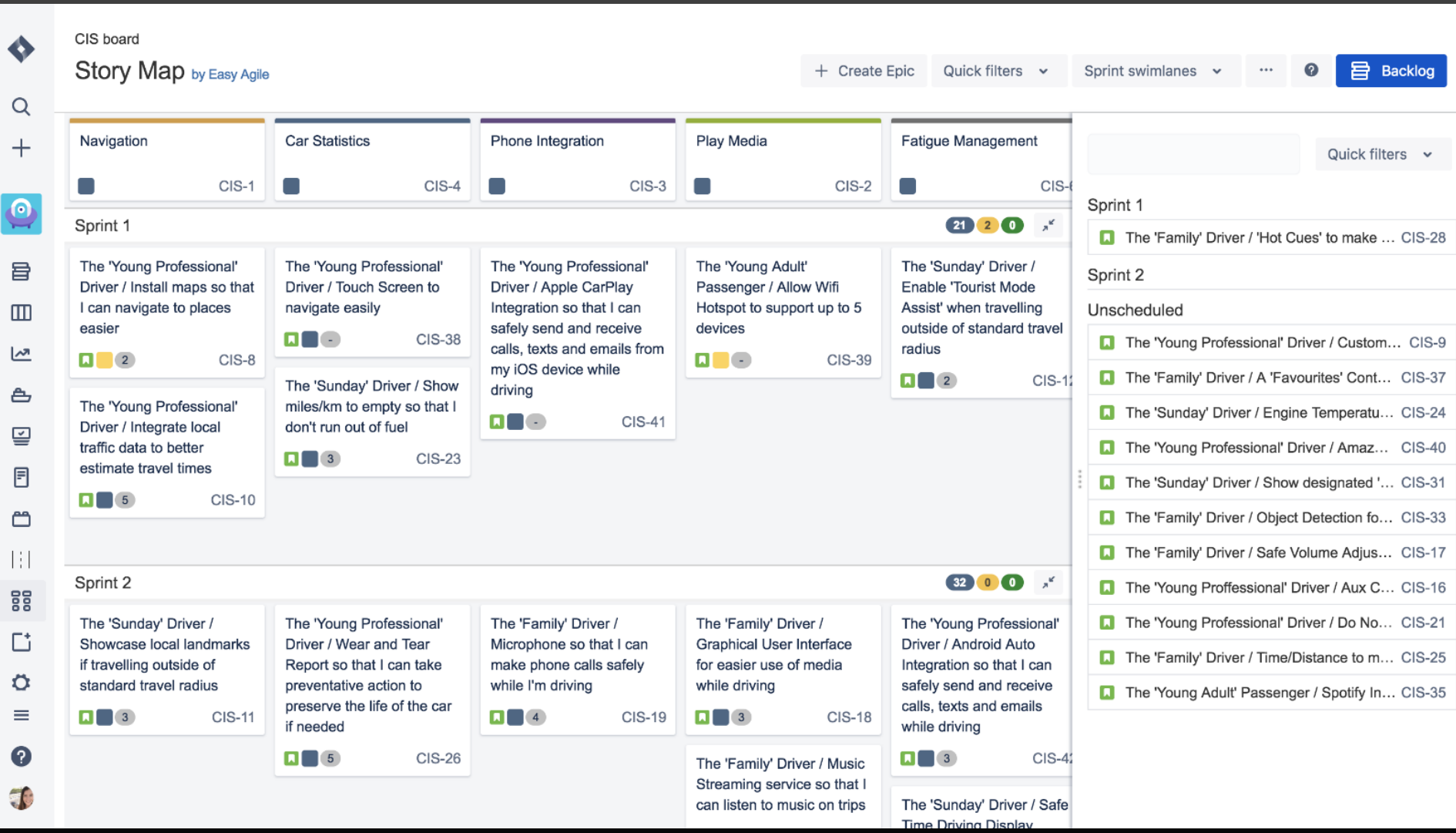
Concurrently, the propulsion teams might contribute to the same epic with these stories:

Epic: March 2050 Launch		
Story: Keep fuel tanks PSI > 250 PPM on launch	Story: Reduce overall fuel consumption by 1%.	Story: Hire new propulsion engineer to replace Gary. #garygate2050



https://www.devsamurai.com/en/agile-user-story-mapping-for-jira/

User stories



4 abordagens distintas, mas todas orientadas por cenários de utilização

Requirements elicitation by exploring user-centered scenarios

A. Use cases

   UML support. Main "origin": I. Jacobson.

B. User stories

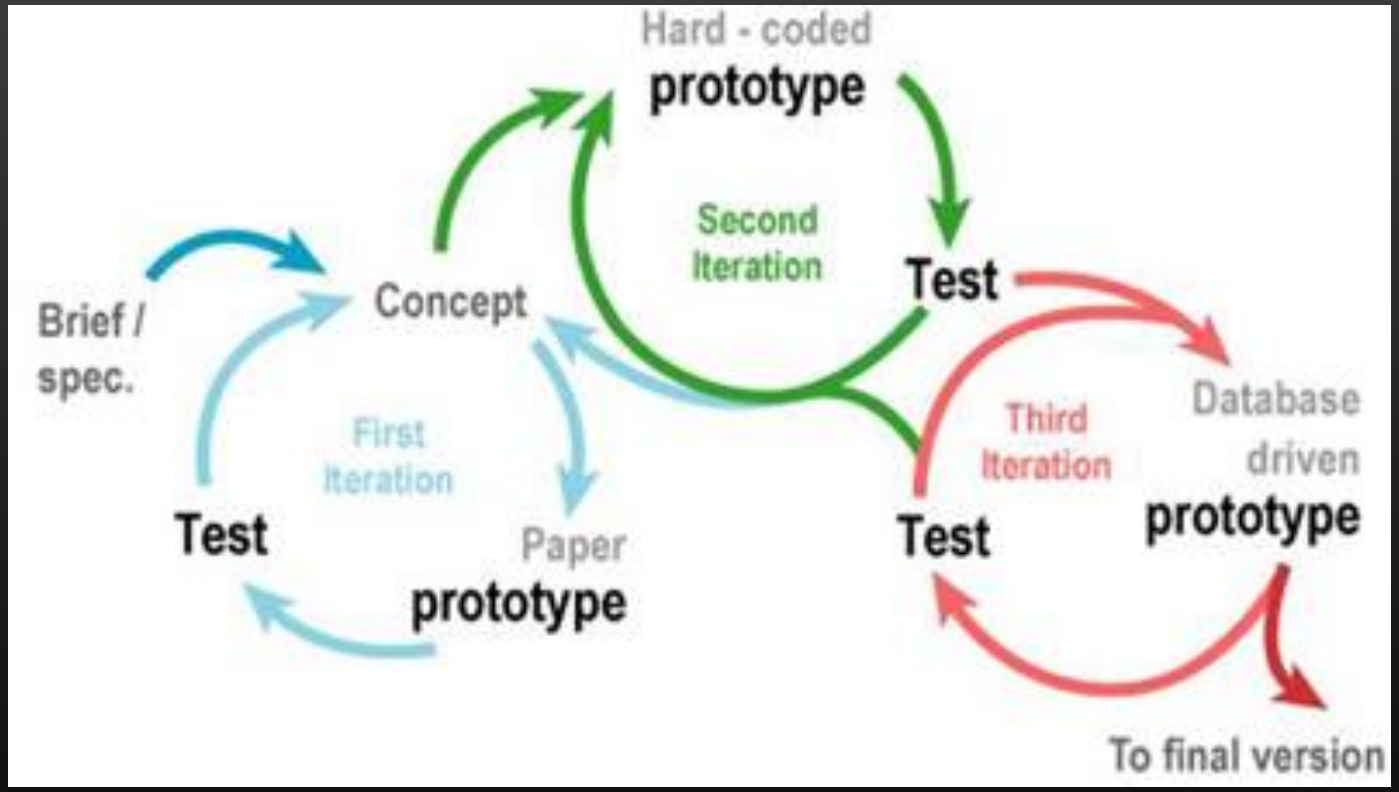
   Agile-centric. Main "origin": M. Cohn.

C. User-centered design (UCD)

D. Customer Journey Map (Experience maps)

Foco em A) e B) para ASis.

UCD: prototyping & acceptance



https://www.museumsandtheweb.com/mw2007/papers/brown/brown.html

CUSTOMER JOURNEY MAP *Shopping for a New Car*

EMOTIONAL ERIC

Eric is an emotional car buyer. He purchases based on aesthetics and status.
Scenario: Eric recently moved to the area. He is shopping for a car that is fun to drive and dependable enough for use for everyday commuting.

EXPECTATIONS

- Ability to compare cars and their breakdowns
- Good photography with closeups, inside and out
- Video overview of car with demonstrations

CONSIDER 1 week	EXPLORE 2 months	COMPARE 1 month	TEST 2 weeks	NEGOTIATE 1 week
1. Sees TV commerical for a website, YourCarNext.net, which helps people shop for vehicles; visits the website 2. Sees ad on Facebook	3. Explores site and looks at all vehicles in his budget 4. Creates account; saves favorite cars in wishlist 5. Downloads mobile app while at his office	6. Reads *Consumer Reports* and reviews; keeps a spreadsheet to compare cars 7. Consults with trusted indviduals 8. Constantly checks site for new options that meet his criteria	9. Selects a set of cars he plans to test-drive 10. Looks up location of each dealership on Google Maps 11. Visits dealership; fills out lead card, discusses process with sales person, drives car, discusses more; repeats process for each car 12. Discovers he can take notes about each car he drives in the app	13. Decides on a car 14. Gets financing terms, total price, monthly payment from salesperson 15. Researches more, specifically about price 16. Makes a competing offer and buys his new car

"Wow that website looks great for car shopping!"

"This website looks much different from the commercial."

"I like that I can save cars and a list is automatically made"

"I'm disappointed by the quality of some listings... very few photos."

"This mobile app is missing alot of features."

"I might miss the perfect car if I don't check the site multiples times a day"

"I wish all car dealerships were shown on a single map, so I can plan my route."

"It's difficult to narrow down options and parse through competing resources. I have to use a spreadsheet."

"I love that I can take notes about these cars in the app. So helpful!"

"Why does it take sooo long to test drive a car? I wish I knew it was going to be procedural and salesy."

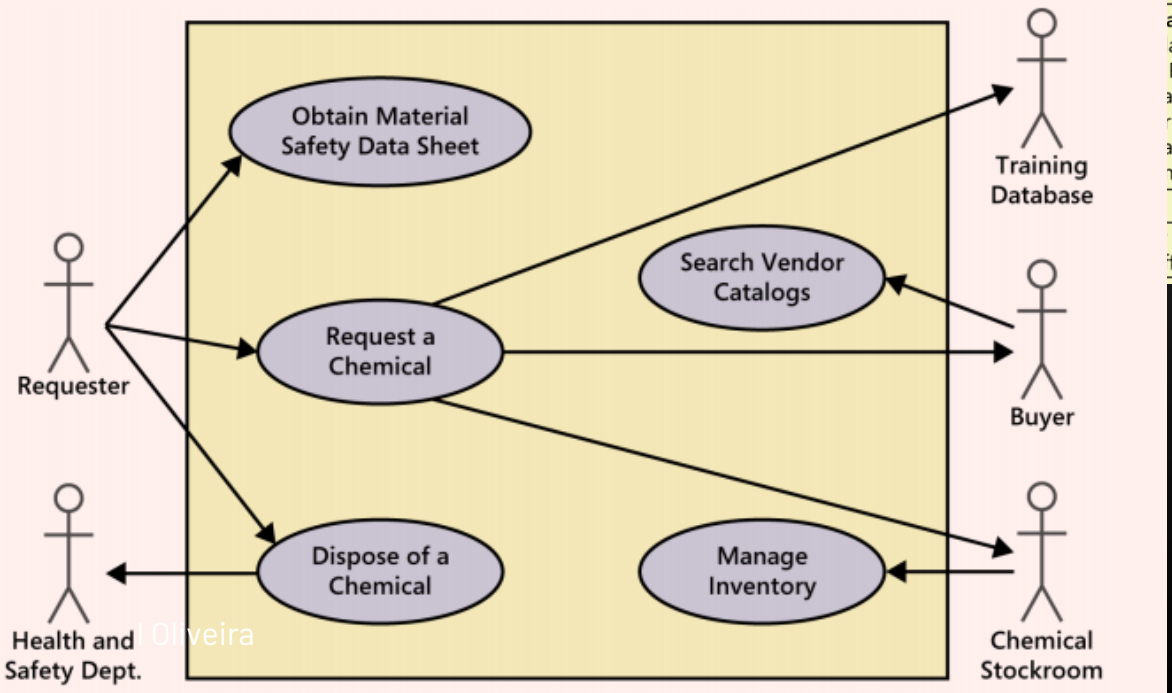
"I'm so happy with my new car!"

"I wonder if I can get a better deal?"

NNGROUP.COM NN/g

Use cases way

ID and Name:	UC-4 Request a Chemical		
Created By:	Lori	Date Created:	8/22/13
Primary Actor:	Requester	Secondary Actors:	Buyer, Chemical Stockroom, Training Database
Description:	The Requester specifies the desired chemical to request by entering its name or chemical ID number or by importing its structure from a chemical drawing tool. The system either offers the Requester a container of the chemical from the chemical stockroom or lets the Requester order one from a vendor.		
Trigger:	Requester indicates that he wants to request a chemical.		
Preconditions:	PRE-1. User's identity has been authenticated. PRE-2. User is authorized to request chemicals. PRE-3. Chemical inventory database is online.		
Postconditions:	POST-1. Request is stored in the CTS. POST-2. Request was sent to the Chemical Stockroom or to a Buyer.		
Normal Flow:	**4.0 Request a Chemical from the Chemical Stockroom** 1. Requester specifies the desired chemical. 2. System lists containers of the desired chemical that are in the chemical stockroom, if any. 3. System gives Requester the option to View Container History for any container. 4. Requester selects a specific container or asks to place a vendor order (see 4.1). 5. Requester enters other information to complete the request. 6. System stores the request and notifies the Chemical Stockroom.		
Alternative Flows:	**4.1 Request a Chemical from a Vendor** 1. Requester searches vendor catalogs for the chemical (see 4.1.E1). 2. System displays a list of vendors for the chemical with available container sizes, grades, and prices. 3. Requester selects a vendor, container size, grade, and number of containers. 4. Requester enters other information to complete the request. …s the request and notifies the Buyer.		
	…**al Is Not Commercially Available** …ays message: No vendors for that chemical. …Requester if he wants to request another chemical (3a) or to exit (4a). …asks to request another chemical. …rts normal flow over. …asks to exit. …minates use case.		
	…5 times per week by each chemist, 200 times per week by chemical …f		



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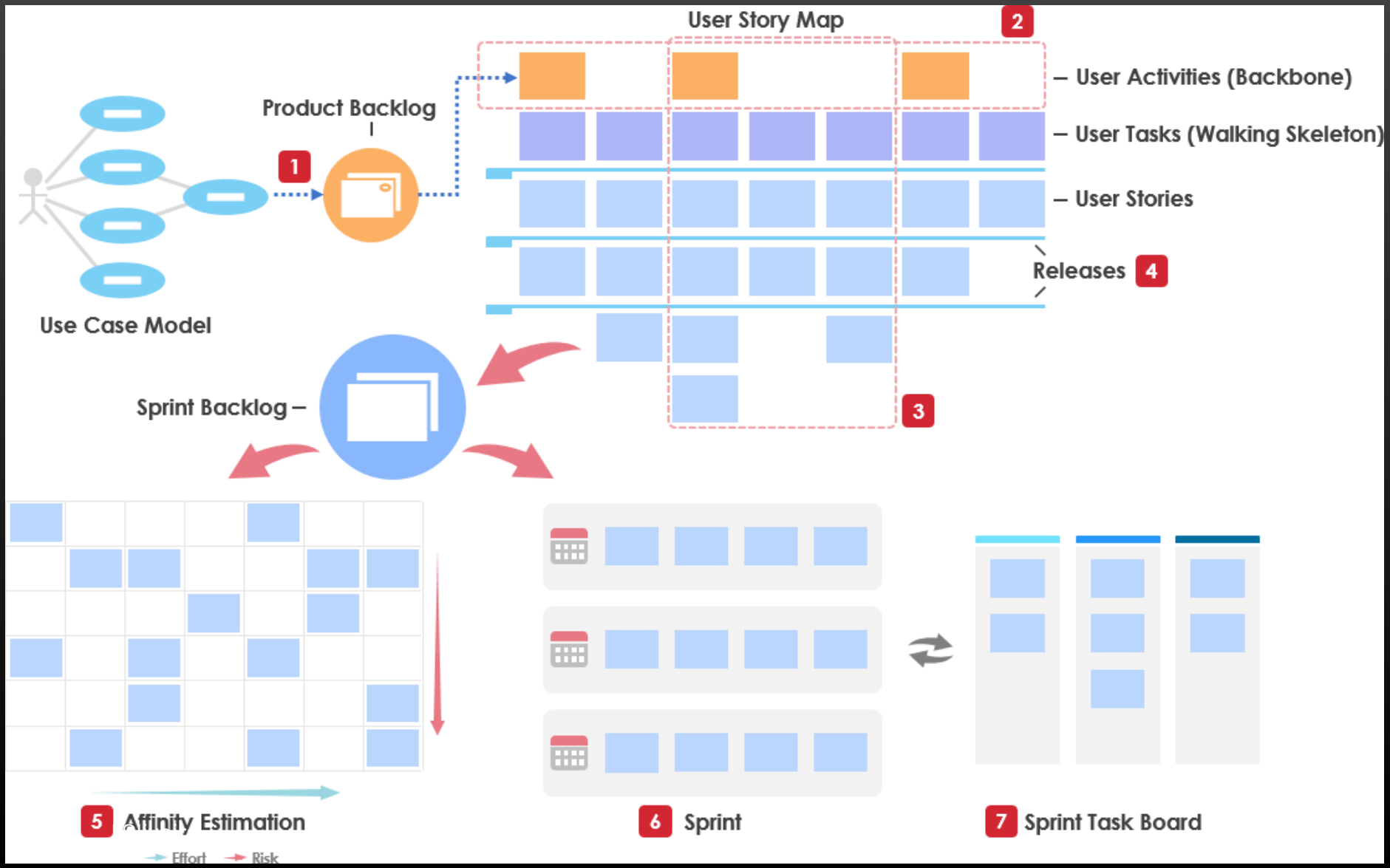


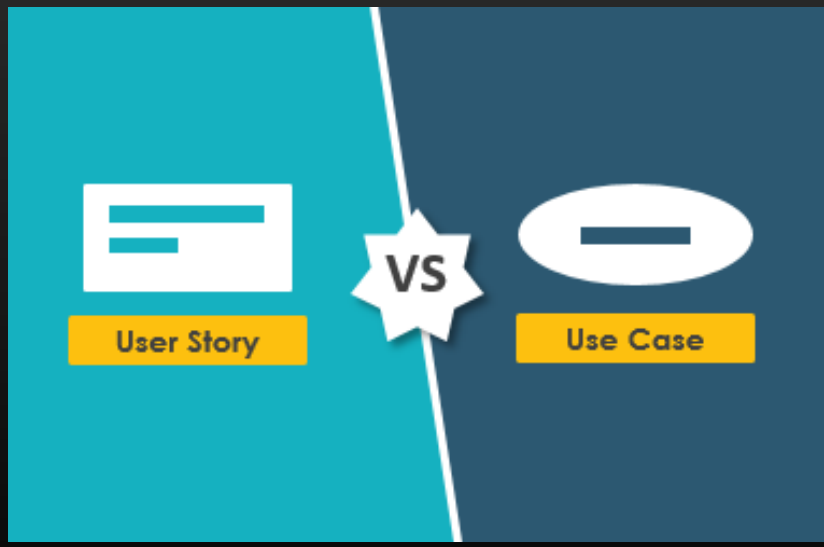
Relembrar: casos de utilização e resultados associados

Um caso de utilização descreve uma sequência de interações entre um sistema e um ator externo da qual o ator obtém resultado de valor (para as suas motivações).

Os nomes dos casos de uso são sempre escritos a forma de um verbo seguido por um objeto.

O caso de utilização é complementado com uma descrição detalhada (seguindo um padrão/narrativa estruturada)

Um caso de utilização inclui um fluxo principal e variantes.



ID and Name:	UC-4 Request a Chemical		
Created By:	Lori	Date Created:	8/22/13
Primary Actor:	Requester	Secondary Actors:	Buyer, Chemical Stockroom, Training Database
Description:	The Requester specifies the desired chemical to request by entering its name or chemical ID number or by importing its structure from a chemical drawing tool. The system either offers the Requester a container of the chemical from the chemical stockroom or lets the Requester order one from a vendor.		
Trigger:	Requester indicates that he wants to request a chemical.		
Preconditions:	PRE-1. User's identity has been authenticated. PRE-2. User is authorized to request chemicals. PRE-3. Chemical inventory database is online.		
Postconditions:	POST-1. Request is stored in the CTS. POST-2. Request was sent to the Chemical Stockroom or to a Buyer.		
Normal Flow:	**4.0 Request a Chemical from the Chemical Stockroom** 1. Requester specifies the desired chemical. 2. System lists containers of the desired chemical that are in the chemical stockroom, if any. 3. System gives Requester the option to View Container History for any container. 4. Requester selects a specific container or asks to place a vendor order (see 4.1). 5. Requester enters other information to complete the request. 6. System stores the request and notifies the Chemical Stockroom.		
Alternative Flows:	**4.1 Request a Chemical from a Vendor** 1. Requester searches vendor catalogs for the chemical (see 4.1.E1). 2. System displays a list of vendors for the chemical with available container sizes, grades, and prices. 3. Requester selects a vendor, container size, grade, and number of containers. 4. Requester enters other information to complete the request. 5. System stores the request and notifies the Buyer.		
Exceptions:	**4.1.E1 Chemical Is Not Commercially Available** 1. System displays message: No vendors for that chemical. 2. System asks Requester if he wants to request another chemical (3a) or to exit (4a). 3a. Requester asks to request another chemical. 3b. System starts normal flow over. 4a. Requester asks to exit. 4b. System terminates use case.		
Priority:	High		
Frequency of Use:	Approximately 5 times per week by each chemist, 200 times per week by chemical stockroom staff		

As histórias podem ser apresentadas num nível de abstração próximo do caso de utilização

TABLE 8-2 Some sample use cases and corresponding user stories

Application	Sample use case	Corresponding user story
Chemical tracking system	Request a Chemical	As a chemist, I want to request a chemical so that I can perform experiments.
Airport check-in kiosk	Check in for a Flight	As a traveler, I want to check in for a flight so that I can fly to my destination.
Accounting system	Create an Invoice	As a small business owner, I want to create an invoice so that I can bill a customer.
Online bookstore	Update Customer Profile	As a customer, I want to update my customer profile so that future purchases are billed to a new credit card number.

Mais frequentemente, a história é um desdobramento do caso de utilização

Recall that user stories are concise statements of user needs, in contrast to the richer description that a use case provides. In the agile world, a user story sometimes covers the same scope as an entire use case, but in other cases a user story represents just a single scenario or alternative flow. If an agile development team were discussing requirements for the CTS, they might come up with user stories such as the following:

> *As a chemist, I want to request a chemical so that I can perform experiments.*
>
> *As a chemist, I want to request a chemical from the Chemical Stockroom so that I can use it immediately.*
>
> *As a chemist, I want to request a chemical from a vendor because I don't trust the purity of any of the samples available in the Chemical Stockroom.*

The first of these three stories corresponds to the use case as a whole. The second and third user stories represent the normal flow of the use case and the first alternative flow, from Figure 8-3.

Jacobson: flows in a use case match stories

A story is described by part of the use-case narrative, one or more flows and special requirements, and one or more test cases. The key to finding effective stories is to understand the structure of the use-case narrative. The network of flows can be thought of as a map that summarizes all the stories needed to describe the use case. **Figure 8** illustrates the relationship between the flows of a use-case narrative and the stories it describes.

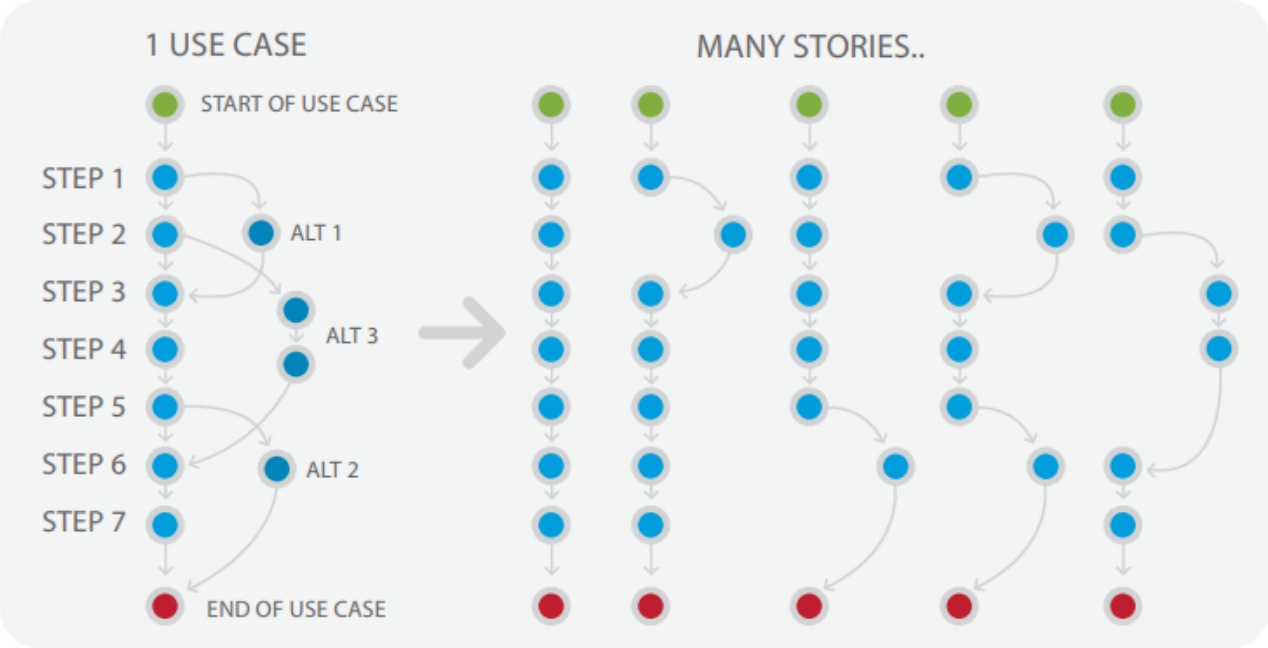
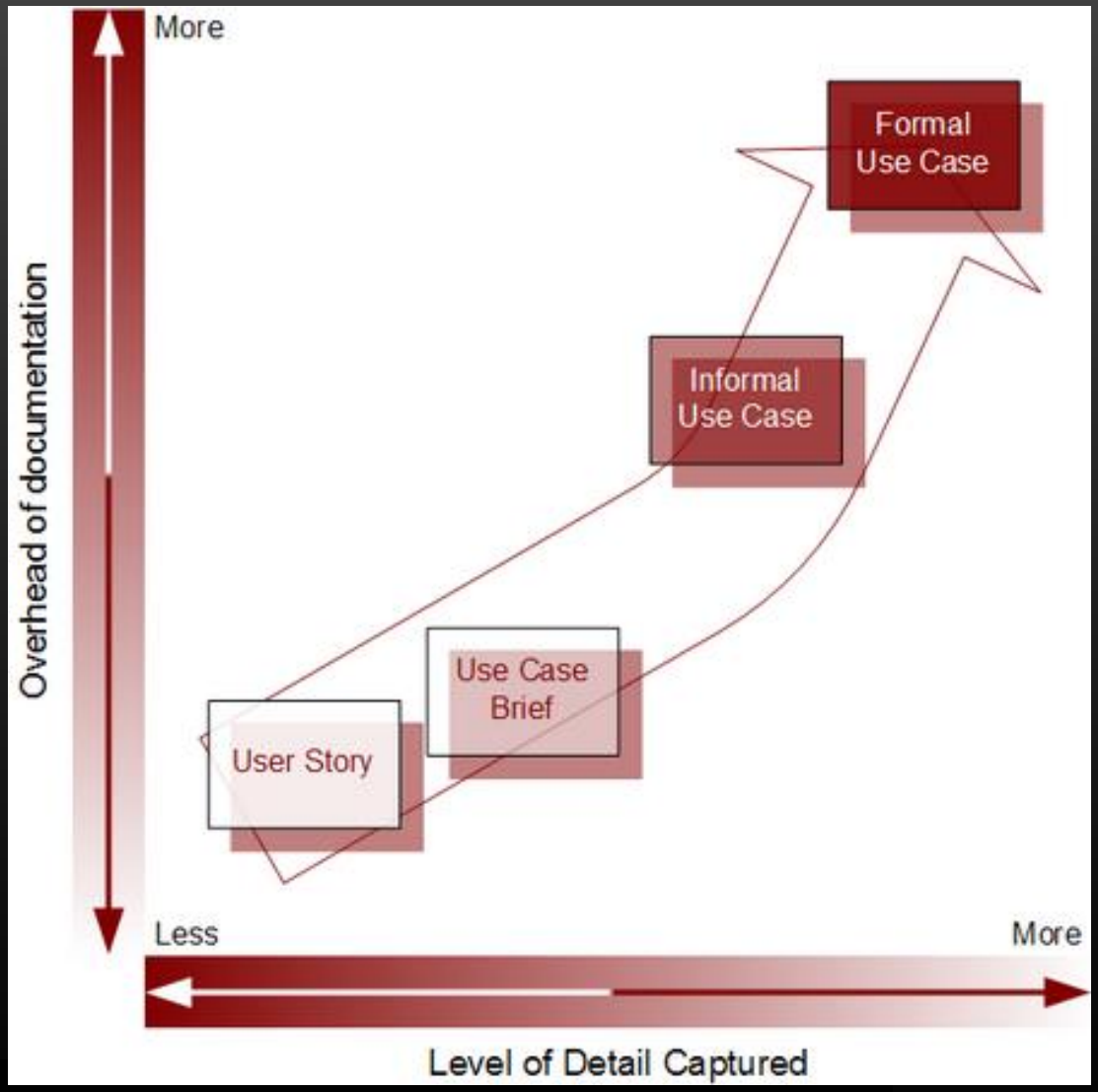
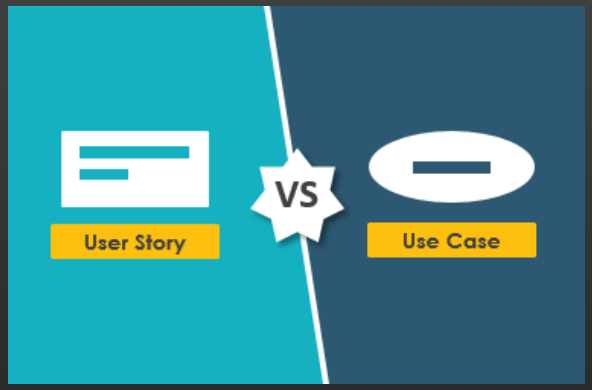


FIGURE 8:
THE RELATIONSHIP BETWEEN THE FLOWS AND THE STORIES

Em comum	Próprio dos casos de utilização	Próprio das histórias
• Ambos seguem uma abordagem centrada na utilização • Ambos são contextos para descrever o diálogo utilizadores/sistema • Ambos resultam em casos de teste que representam os critérios de aceitação • Ambos podem ser estimados	• Visão geral para ajudar a entender a extensão do sistema e o seu valor • Descreve como o utilizador imagina a interação com o sistema para atingir os seus objetivos. • Fornecer à equipa do projeto uma estrutura e contexto que falta à coleção das histórias • Pode examinar cada elemento do caso de utilização (fluxos, pré-condições, pós-condições, e assim por diante) para procurar requisitos funcionais e não funcionais pertinentes e para definir testes (ajuda a evitar que se ignorem requisitos.)	• Declaração concisa das necessidades de um utilizador • Existe um acesso facilitado a especialistas do domínio (refinar a história conforme necessário) • Mais adequado para funcionar como um item do *backlog* para o dia-a-dia (Scrum, Kanban) • Critérios de aceitação explícitos

Posicionamento relative dos casos de utilização e histórias





Casos de utilização

ID and Name:	UC-4 Request a Chemical		
Created By:	Lori	Date Created:	8/22/13
Primary Actor:	Requester	Secondary Actors:	Buyer, Chemical Stockroom, Training Database
Description:	The Requester specifies the desired chemical to request by entering its name or chemical ID number or by importing its structure from a chemical drawing tool. The system either offers the Requester a container of the chemical from the chemical stockroom or lets the Requester order one from a vendor.		
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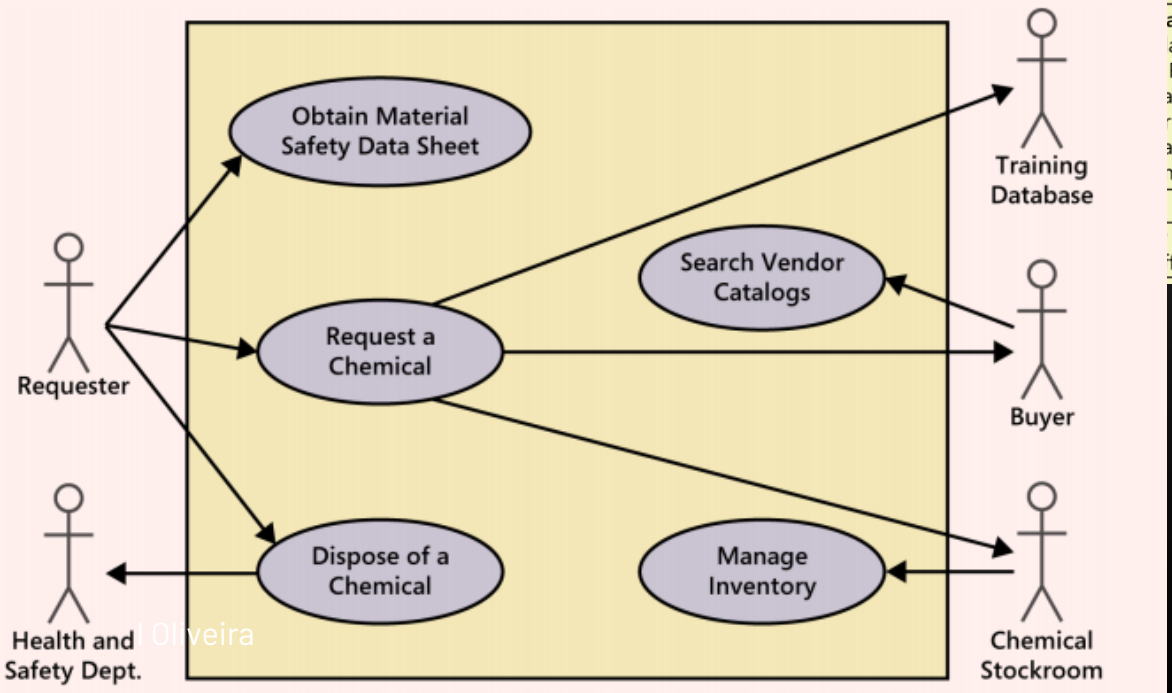
	… 5 times per week by each chemist, 200 times per week by chemical …f		



Histórias

Users can view information about each job that is matched by a search.

Marco says show description, salary, and location.

Story Card 1.2 A story card with a note.

Try it with an empty job description.
Try it with a really long job description.
Try it with a missing salary.
Try it with a six-digit salary.

Story Card 1.3 The back of a story card holds reminders about how to test the story.

Table 1.3 *Splitting a story to create a better release plan.*

Iteration	Stories	Story Points
Iteration 1	A, B, C	13
Iteration 2	D, E, F	12
Iteration 3	G, H, Y	13
Iteration 4	J, Z	4

Benefits of usage-centric requirements

The power of both use cases and user stories comes from their user-centric and usage-centric perspective. The users will have clearer expectations of what the new system will let them do than if you take a feature-centric approach. The customer representatives on several Internet development projects found that use cases clarified their notions of what visitors to their websites should be able to do. Use cases help BAs and developers understand the user's business. Thinking through the actor-system dialogs reveals ambiguity and vagueness early in the development process, as does generating tests from the use cases.

Overspecifying the requirements up front and trying to include every conceivable function can lead to implementing unnecessary requirements. The usage-centric approach leads to functionality that will allow the user to perform certain known tasks. This helps prevent "orphan functionality" that seems like a good idea but that no one uses because it doesn't relate directly to user goals.

Benefits from Usage-Centric Approach

- User's terminology is applied
- Reveals requirements for users to get tasks done
- Helps analysts understand application domain
- Helps avoid building unnecessary functionality
- Permits early drafting of functional tests
- Helps set implementation priorities on functional requirements

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Algumas ideias a reter

- Os projetos ágeis (especialmente os da Scrum) utilizam um *backlog* do produto, que é uma lista prioritária da funcionalidade a desenvolver.
- Os itens do *backlog* do produto podem ser o que a equipa quiser, mas as histórias surgiram como a forma mais comum de representar os itens do *backlog* do produto (em software).
- Ambos os casos de utilização e as histórias focam-se em conversas e uso do sistema por pessoas.
- Os casos de utilização fornecem mais estrutura e uma forma de documentar os detalhes recolhidos em análise.
- As histórias dos utilizadores são refinadas conforme necessário. Os detalhes são acrescentados, em colaboração regular com os especialistas do domínio.
- A histórias recorrem a exemplos curtos para definir condições de aceitação.

References

Core readings	Suggested readings
• Jacobson, I., Spence, I., & Kerr, B. (2016). Use-case 2.0. *Communications of the ACM*, *59*(5), 61–69. • "User Story vs Use Case for Agile Software Development", Visual Paradigm	• Jacobson, I., Spence, I., & Bittner, K. (2011). *Use-Case 2.0 The Guide o Succeeding with Use Cases*. [e-Book] • User story (VisualParadigm handbook) • EasyAgile training materials