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Java Pre-Skilling Training Session

Assignment -2.3

Module-2

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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.

----TRAVEL APP

Project Name: Travel App

Objective: To enhance the user experience of the Travel App by implementing a new feature that allows users to create and manage travel itineraries.

EPIC-

Project Team:

- Product Owner: [Name]
- Scrum Master: [Name]

- Development Team: [Names]

Backlog Items with Estimated Story Points:

Backlog Item	Estimated Story Points
User Registration	2
Flight Search	3
Hotel Booking	13
Activity Planning	8
Payment Integration	5

Prioritized List of User Stories:

1. **As a new user, I want to be able to register and create an account easily, so that I can start using the app right away.**

- User Registration (2 story points)

2. **As a user, I want to search for flights quickly and efficiently, so that I can find the best options for my travel plans.**

- Flight Search (3 story points)

3. **As a user, I want to book hotels with ease, so that I can have a comfortable place to stay during my trip.**

- Hotel Booking (13 story points)

4. **As a user, I want to plan activities and excursions in advance, so that I can make the most of my trip.**

- Activity Planning (8 story points)

5. **As a user, I want to securely and easily make payments for my bookings, so that I can complete my transactions without any issues.**

- Payment Integration (5 story points)

Sprint Plan:

Sprint	Duration	Goals
Sprint 1	2 weeks	Set up user registration and account management system. Create HTML page for user registration form. Implement CSS styling for the registration form. Develop JavaScript validation for the registration form fields.
Sprint 2	2 weeks	Implement flight search functionality. Integrate flight search API. Design flight search interface using HTML, CSS. Implement search filters (e.g., date, destination). Test flight search functionality. Hotel Booking

Sprint	Duration	Goals
Sprint 3	3 weeks	Develop hotel booking system. Integrate hotel booking API. Design hotel booking interface. Implement booking confirmation process. Test hotel booking functionality.
Sprint 4	2 weeks	Add activity planning feature. Create database schema for activities. Design activity planning UI. Implement add/edit/delete functionality for activities. Test activity planning features. Payment Integration
Sprint 5	3 weeks	Integrate payment gateway and test all features. Choose payment gateway provider. Integrate payment gateway API. Develop payment processing logic. Test payment integration.

To develop this project, you can follow these steps:

1. **Define the project scope and goals:** Identify the new software feature that you want to add to the traveling app and define the project scope and goals.

2. **Create a product backlog:** Create a list of backlog items with estimated story points. The backlog items should include all the features and functionalities that you want to add to the app.

3. **Prioritize the user stories:** Prioritize the user stories based on their importance and value to the users. The most important user stories should be implemented first.

4. **Plan the sprints:** Plan the sprints based on the priority of the user stories and the estimated story points. Each sprint should have a clear goal and a set of user stories that need to be implemented.

5. **Develop and test the features:** Develop and test the features in each sprint. Use Agile techniques such as daily stand-ups, sprint reviews, and retrospectives to ensure that the development process is efficient and effective.

6. **Integrate and test the new feature:** Once all the features are developed, integrate and test the new feature to ensure that it works seamlessly with the existing app.

7. **Deploy the new feature:** Deploy the new feature to the app store and promote it to the users.

ASSIGNMENT-2

Daily Standup Simulation –

SOLUTION:

<u>Daily Standup Meeting Script</u>

Scrum Master: Morning, team! Let's start with what we did yesterday. Who's up?

Development Team Member 1: Hey, yesterday I made the signup form. Today, I'm coding the part that actually signs people up.

Scrum Master: Nice one! Any troubles with that?

Development Team Member 1: Yeah, the error messages weren't showing right. Took a bit to fix.

Scrum Master: Thanks for flagging. Development Team Member 2, your turn. What did you do?

Development Team Member 2: I worked on making sure the form checks everything before people signs up. Today, I'll keep testing it.

Scrum Master: Good stuff! Any hiccups along the way?

Development Team Member 2: Not really, it's been smooth.

Scrum Master: Product Owner, any thoughts on the signup process?

Product Owner: I checked out the form, made a couple of tweaks. I'll keep an eye on it to see how users find it.

Scrum Master: Cool. Now, how can we make signing up easier?

One idea: show only what's needed, add more later. What do you think?

Development Team Member 3: Sounds smart. People won't feel overwhelmed with too much info at once.

Scrum Master: Right. Development Team Member 1, could you look into that and share what you find?

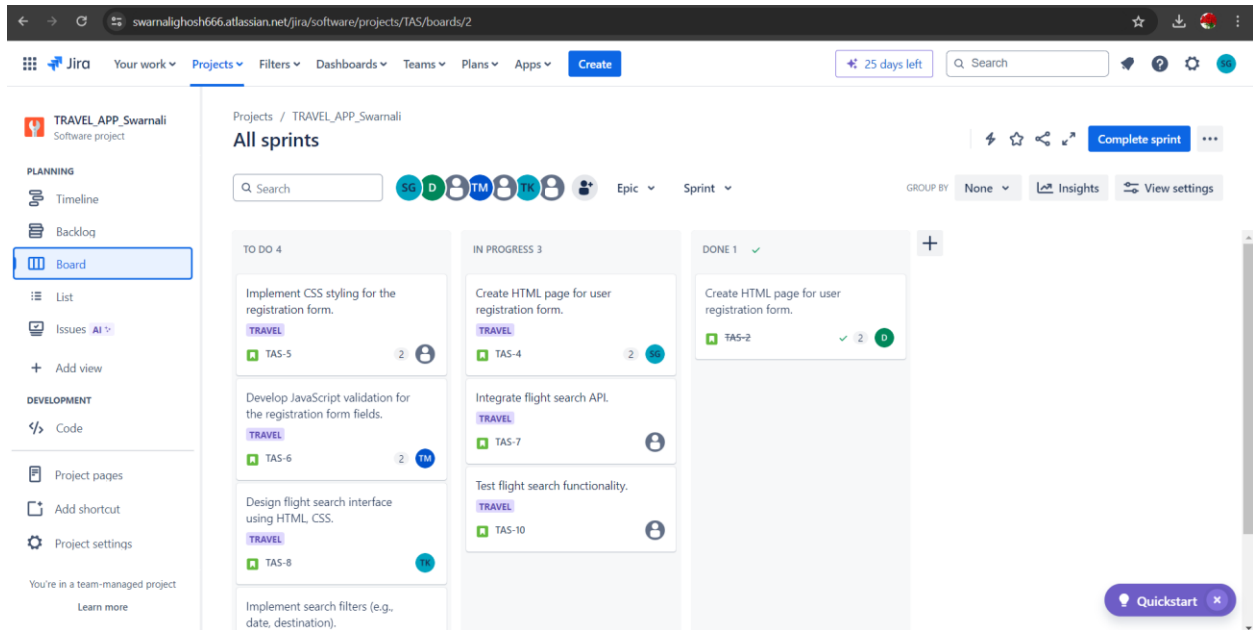Development Team Member 1: Sure, I'll check out how other apps do it.

Scrum Master: Awesome. Any last thoughts on signups before we wrap?

Development Team Member 4: Keep it simple! Make it easy for folks to join in.

Scrum Master: Absolutely. Okay, let's call it there. I'm here if anyone needs a hand. Have a great day, everyone!

All: Thanks!

TRAVEL APP-----SCRUM (using Jira)

TRAVEL APP-----KANBAN (using Trello)