

AGILE EXPLANATION (OR) PROJECT WORK FLOW

In my project, initially Product Owner (PO) will create and maintain the user stories in product backlog by prioritizing it. Then in Sprint Grooming meeting, Product Owner will take a set of userstories and explain the stories to us. We need to understand the userstories. If we have any queries means, we need to clarify it with the Product Owner.

Then Scrum master will conduct Sprint Planning meeting. Here points will be provided by developers to each userstories based on complexity. These points will be provided based on Pocker card technique. In my project, we usually take 40 points for a sprint. Once userstory points were given, scrum master will move the selected stories from Product Backlog to Sprint Backlog and start the sprint.

Once the sprint is started, developers will be developing the userstories and we testers will be preparing test case documents. After development, when the developer provided us with the builds, we will start testing. During every sprint, we will have Daily Standup call where we will discuss about what we worked on yesterday, what we are going to work for today and discuss about if we have any blockers.

During sprints we try to close all the stories. If any stories were not completed within the sprint, it will be spilled over to next sprint. Then we will have sprint review meeting with Product Owner and Scrum master. Here we testers provide demo of our completed stories to Product Owner.

Then Sprint Retrospective meeting will be conducted by Scrum master. Here we discuss what went right, what went wrong and what can we do better for next sprint.

Additional Question:

What is Pocket Card Technique?

Pocker card technique is used to provide user story points. It is based on Fibonacci series. Here the minimum point of a story will be 1 and maximum point of a story will be 13. Developers will provide the points to userstories based on pocker card technique.