Remote Deposit Capture

**Blue Bank has always used the traditional waterfall method to deliver IT projects. Harold Johnson and the company leadership have suggested that you also use traditional methods to build the software. You have a different idea. You think agile would be better for this situation.**

**In the space below, make a case to Harold as to why we should switch to agile (explain why using agile is a better choice for this project/situation). Be sure to support your argument by referring to the case study text.**

According to the given data our main goal is to develop a mobile application that is user-friendly by keeping project estimates in mind. Blue Bank has always used traditional methods such as waterfall model as it is easy to handle due to rigidity and at every stage there are specific deliverables and a review process.

The phases are processed and completed one after the other. the major problem with this model is its inability to make changes after the process in mid-term and dependency on the phase as you cannot move to the next phase before completing the current phase.

By taking this case in to consideration, it is better to switch to agile because we are digitalizing all our checks to be deposited. The benefit of agile over waterfall is the ability to change dynamically to the users wants and needs. It mainly focuses on the user’s highest value features.

A short and fixed timeline that allow for immediate feedback from the customer and the ability to move deliverables into production. So, our new service could be stable , secure, reliable and easy-to-use. This is also assuring the younger customers to much quality and customer service is main artifact.

Agile works well with small and dedicated team members and makes the team load balanced workloads. It also ensures the teamwork environment that benefits the customers a quality product. Our team currently have 4 developers and 2 testers who easily utilize the process without any work pressure.

So, I request Harold to consider these points and switch to agile environment.

**Assume Harold liked your argument and agreed to proceed with agile on this project. In his reply, Harold asked for further guidance on how to move forward. Please reply with the following:**

1. **What things will have to change on how this team operates and how key stakeholders interact or engage on this project. (Hint: as you have learned, for agile to be successful there are certain prerequisites, and it poses certain challenges for leadership/business stakeholders as well)**
2. **The team is new to Agile and based on prerequisites for agile to be successful, please specify if you and your team need any help or training etc. If none, please state that.**

To my knowledge, our team members have some experience in web development but none in mobile development. Nobody on team has performance testing experience or user experience expertise. People with an open mindset are the only key pre-requisite for the successful implementation of the Agile method.

In fact, I wouldn't suggest that you to add too many tools to a team that is not used to them. Instead, if the team has the open mindset and the requisite attitude then train and start them on an Agile method. Any Agile method will do- Kanban, XP, Scrum.

Most of the developers and testers have offices on different floors of the building and generally work in their office. Since the team is scattered then some amount of technology needs to be taken upfront. The most important aspects of good agile project management are judgement and responding to change.

With judgement, I mean the ability to see risks before they become issues and coming up with good strategies to mitigate these risks. Having the courage to accept that you do not have all answers are a prerequisite for Agile to be successful. If everyone jut applies common sense in thinking value of incremental change the right tools will automatically get commissioned on the way.

Our business stakeholders who wrote the high-level vision for the mobile application are going to help refine or define the user needs. Involving all stakeholders early in your product development effort establishes a precedent that their involvement is both expected and important.

To reinforce this idea, invite them to requirements discussions, such as story mapping and story writing sessions. I think making these few changes might help us achieve our goals.

**Harold is impressed by your response and has approved all your recommendations in previous two responses. He then re-iterated the key criteria for success and asked you if he and his management team should expect anything different from this project in terms for tracking and status updates.**

**Are there any project constraints laid out in the case study that need to be changed/managed since you will be using agile and, in agile, planning, estimation and tracking happens differently?**

***Hint*: The case study implies certain project constraints/expectations around cost, timeline, other factors that need to manage/change.**

I'm so grateful to you Harold for approving the recommendations. We must educate the customers earlier about this and take appropriate feedback earlier so that we can work efficiently.

When our application, browser plug-in is ready we must be first able to test within 10 minutes. We must write a test, make the test fail, write the code that is required, the iterate until the test case passes.

We must abide by values like simplicity, communication, respect, courage, feedback. Feedback is the most important thing. If we are unable to handle feedback it is better to slow down feedback.

We must educate our customers through videos or messages on how to use the mobile application, how to download the application, how to use the browser plug-in. Because we know some of our customers might not be aware of handling or using things online.

If the estimates by stakeholders are not appropriate or not understood by our team then try to create a new spike story so that you and team members can understand story better.

We must keep few points in mindlike weekly planning, tracking, reviewing progress, stories, slack, continuous integration, 10-minute build, test-first programming and incremental design. It is not recommended for a member to be part of multiple teams as it may cause the member to lose focus and build pressure.

At the same time if we have a phase or process that requires are new member having that knowledge or skill, we can add him/her up to our team for that particular process. We can manage our cost & timeline. Taking all of this into consideration we can successfully build a mobile application for remote depositing of checks.