

# **PROCESS OVERVIEW**

**Submitted by**

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## **Riders 2 Buyers Overview**

### **Process Overview**

To achieve successful completion of the project, we accepted Scrum framework to be best suited for development and project management. The major reason to adopt Scrum was its AGILE features, which are best suited for any product development industry; especially when the product is being built from scratch and has various uncertainties. The team wanted to ensure that there is enough flexibility in the process to adapt to unforeseen and sudden changes that may arise while development.

Scrum invites the client to modify the requirements during the project. Although the initial requirements are still the starting point, the actual customer's needs are most important. During the process clients become more educated on the opportunities of app development. They receive additional budgets, scale up development or extend the project scope, influencing the apps' roadmap.

The roles were divided among 7 members of the team in the following manner:

#### **Product Owner: Eric Sanchez Suasnabar**

His purpose was to act as the Client or Customer and prioritize on the Product backlog and oversee the development of the product in a timely manner. He would add modify, remove or add requirements based on the intermediate outcome of the Product.

#### **Scrum Master: Monica Sangam**

He acts as link between Product owner and teams working on the product. He ensures that teams have proper understanding about the product. He ensures all the resources are being made available to the teams.

#### **Development Team Members: Ridhima Shinde, Aqsa Sheikh, Harien Mone, Harshit Shah**

Development team worked together on the several tasks that were captured in Product backlog and ensured timely delivery of the required features.

#### **Testing Team Members: Shashank Parab, Sainath Dutkar**

Testing team worked together on several tasks from product backlog. Their work ensured the product delivered at the end of sprint is well tested and free of bugs. Testing team reported bugs and assigned the necessary issues to the development team.

The project was distributed over 8 weeks and included 18 user stories to work upon. The Stories were given story points to highlight their weightage in sense of criticality. Further, the initial estimates to complete these User Stories were considered in person hours; considering an individual developer would be working 8 hours per day, through the course of Delivery.

**Daily Scrum-**

Team worked altogether to develop an application. Daily stand up calls were conducted by Scrum master at 5.30 pm. Where team shared their updates regarding tasks in current sprint. Scrum master ensured that all team share their updates and ensured proper communication between teams.

**Sprint Planning Meeting-**

We conducted sprint review meeting at start of each sprint for 4 hours. During the sprint planning meeting, the product owner described the highest priority features to the various teams. Teams asked enough questions that they can turn a high-level user story of the product backlog into the more detailed tasks of the sprint backlog. This is the list of tasks needed to complete the product backlog items the team has committed to complete in the sprint.

**Sprint Review Meeting-**

At the end of each sprint, a sprint review meeting is held. During this meeting, the Scrum team shows what they accomplished during the sprint. During the sprint review, the project is assessed against the sprint goal determined during the sprint planning meeting. Participants in the sprint review were Scrum Product Owner, Scrum Master, development team and testing team.