

## **Report on Agile Methodology and Banking Domain**

On the first day (14/02/2024) we had our first session on Agile methodology and basics of banking sectors. Mr. Sriram started the session with the brief introduction to agile and its fundamentals, banking sectors. Our goal was to create a bank brochure which is related to digitalization of traditional banking systems. The Bank brochure was only the representation of our future work.

The session continued with the objective of making a brochure and introducing many digital features in it as the products. In the beginning we were introduced to many roles like Product Owner (PO), Scrum Team, Scrum Master also their responsibilities. First, we discussed the requirements because that's the building block for any product development. Also, we discussed the features i.e. Epics, Stories and Tasks.

Then we were divided into 4 teams and the task was to create a brochure, for the brochure we first listed out the products that can be added in it and using "MoSCoW" rule we segregated 'what Must be', 'what Should be', 'what Could be' and 'what Will not be' included in the brochure. And depending on the priority we again classified and noted the products which hold good in the brochure and attract the customer as well. Each team of 5 had one product owner, one scrum master and a scrum team.

Based on the Product Owners requirement we listed 5 Epics then the scrum team divided each epic into stories. And for the execution we also estimated the time by knowing the concept of the time box. Based on time scaling we divided it into sprints. We listed 5 Epics and 5 stories for each epic and the stories were in the format of 'As a <user>', 'I need to <Perform an action>', 'so the I can <see the results>' we created stories with this format, and it can be applied on brochure so the customer can easily understand the content by looking at it.

The day was completed with the brochure design where we designed the frame and patterns, how the products can be displayed. We finalized the design of our brochure and defined which product goes where in the brochure. At the end of the day, we had the knowledge of agile methodology and various components of agile, also brochure design with us.

On second day (15/02/2024) our objective was to create the brochure with the help of Epics and Stories we created on the previous day.

Before creating the brochure, we were introduced to release plans, product backlog and sprint backlog. Also, we learnt about Swim Lane, Todo task, UAT (user acceptance test) and daily stand-ups where we discussed "What happened on the previous day?", "What will be happening next?" And "blockers". Then we discussed the retrospectives "what went well?", "What went wrong?" and "How to improve?".

Then we evaluated the stories using INVEST criteria i.e. Independent, Negotiable, Valuable, Estimable, Small and Testable, we listed out the stories which follows the INVEST criteria. Later we were introduced to 3C's of agile i.e. Card, Conversation and Confirm. We also discussed Agile values and principles.

After this we were instructed to create a brochure of one product for the demo. We chose one Epic and created the brochure. After the demo our team received the feedback saying our design was not handy. That demo helped us to correct our mistake at the earliest stage itself. Then we redesigned the brochure and completed it with all Epics and Stories.

During the final presentation we explained each product, our team listed out 5 epics Accounts, Loan, Smart Transactions, Insurance and Schemes. We had also introduced digitalized features like online bank account creation, e-kyc, NCMC debit cards, NFC and cardless transactions. With the help of brochure, we could be able to explain our product effectively.

Also, we mentioned retrospectives in our design, what went wrong was the design was not proper and we improved it with redesigning and our right thing was team coordination, all the team members who were good at respective areas took initiatives thus, resulted in good and effective outcome.

By the end of two days, we learnt Agile methodology and how the Epics can be converted into stories and then into tasks also how to estimate the time for each task completion. We practically understood the whole process by designing the brochure. The two-day sessions were very exciting with the theoretical explanation followed by practical implementations that helped us to understand the whole process in a better way.