

Report on Agile Development Session

Tietoevry

14th February 2024

to

15th February 2024

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Apprentice

INTRODUCTION

The Agile Development Session, held over two days, aimed to equip our team with essential knowledge and practical insights into Agile methodologies. This workshop brought together participants to explore Agile principles, best practices, and their application in our projects.

In this session we learnt about the discovery phase in agile, roles and responsibilities, agile principles and values and many other essential terminologies used during the process.

OBJECTIVES

The objective of learning agile development is to enhance adaptability, collaboration and responsiveness in software development processes enabling teams to deliver high quality products more efficiently and effectively in changing environments and exploring the discovery phase to understand its importance in project initiation and planning.

AGENDA

Day 1: 14/02/2024

Morning Session:

- MoSCoW principles – Must have, should have, Could have and Would have.
- Brief discussion on building a plan, demand for the plan.
- Important key points on microservices by considering Netflix as an example.
- Discussion on key terminology used in agile development- product manager, product owner, scrum master.
- Different roles in scrum team.
- Timebox, Epics, story, tasks.
- Story points, how to use the timescale, release planning and staggering.

Afternoon Session:

- Roles and responsibilities self-management.
- Format for writing story.

- Hands-on activity – here we were asked to list out different products in a bank, then list 5 epics, and then for those epics list 5 storys each.

Day 2: 15/02/024

Morning Session:

- Deep dive into Agile practices (e.g., backlog grooming, estimation techniques).
- Real-world examples from successful Agile projects.
- Learnt about the dependencies.
- DOR- definition of ready, DOD- definition of done
- Learnt about how product backlog is prioritized, how to assign estimation priority, sprint duration, daily standup- what I did yesterday, What I plan today, any blocker faced.
- Load testing, Edge testing, chaos engineering, CICD.
- INVEST Criteria, sprint review, product refinement session, Retrospective- what went well, what went wrong, how to improve.
- Agile Principles and Agile values.

Afternoon Session:

- Group activities (e.g., creating a product backlog, prioritization exercises).
- Role-playing scenarios (e.g., stand-up meetings, retrospectives).
- Here we gave the demo of the bank brochure. By explaining in details, the use of the design, why it is use etc.
- After that we presented the finalized prototype of the bank brochure.
- Q&A and open discussions.

CONCLUSION

The workshop on agile development was a valuable learning experience that covered various aspects of the agile methodology, such as principles, values, practices, roles, and tools. The workshop also included interactive sessions that allowed the participants to apply their knowledge and skills to real-world scenarios and challenges. The workshop was a success in terms of achieving the learning objectives and engaging the participants. The workshop also provided an

opportunity for feedback and open discussions. The participants expressed their satisfaction and appreciation for the workshop and the facilitators. The workshop was a useful and enjoyable way to learn and practice agile development.