**Assignment 1:**

Agile Project Planning - Create a one-page project plan for a new software feature using agile planning techniques. Include backlog items with estimated story points and a prioritized list of user stories.

Answer:

Example project is **FOOD DELIVERY APP:**

**Project team: Stakeholders**

**Scrum master**

**Development: Team members**

Epic: Customer login

Sprint 1:

  Scrum1: Create a database to store the user details.

        Task1: Create a login page for app according to the user interface.

        Task2: Login or Register to the app if the user is new.

Duration: 1 Week

Story points: 8

Sprint 2:

  Scrum2: To place an order search the hotels.

        Task1: Filter the hotels according to the customer star rating and reviews.

        Task2: Selecting the hotels and viewing the menu or list of items.

        Task3: Adding items from the menu to cart to place an order

Duration: 2 Weeks

Story points: 8

Sprint 3:

Scrum 3: Placing an order.

        Task1: Placing an order

        Task2: Enter the current location / Address of the order destination.

        Task3: Selecting the mode of payment.

        Task4: Complete the payment.

Duration: 2Weeks

Story Points: 13

Epic: Tracking

Sprint 4:

Scrum 4: Tracking the Order

       Task1: Order was picked by the delivery Partner from the restaurant.

       Task2: Tracking the delivery progress.

       Task3: Estimation time of the arrival of an Order.

Duration: 1 Week

Story points: 5

Sprint 5:

Scrum 5: Order Received

       Task1: Rating and Review the Restaurant.

       Task2: Rating and giving feedback to the delivery boy.

Duration: 1 Week

Story Points: 8

**Backlog Items:**

| User Story | Story points | Priority |
|---|---|---|
| 1. Authenticate the user first. | 8 | High |
| 2. User need to receive the notifications about the status of their order. | 13 | High |
| 3. Allow user to cancel any item from the cart and also allow to cancel the order anytime. | 8 | High |
| 4. Give a payment gateway for seamless transaction and also need to allow user to select the method of the payment. | 13 | High |
| 5. The user need to track their order in real-time on a map. | 5 | Medium |
| 6. User need to view the delivery person contact details if they need. | 3 | Low |

Links for the Jira tool and Trello for viewing the project in real-time:

Jira: https://sravyamannava01.atlassian.net/jira/software/projects/FDA/boards/2/timeline

Trello: https://trello.com/b/0kjapLWK/food-delivery-app

**Assignment 2:**

Daily Standup Simulation - Write a script for a Daily Standup meeting for a development team working on the software feature from Assignment 1. Address a common challenge and incorporate a solution into the communication flow.

**Answer:**

**Sprint Review Goal**: Reminding the team about the sprint goal from the sprint 3 about the payment seamless transaction and selecting the mode of payment according to the user choice.

**Daily Scrum:** The Scrum master asks about the Sprint 3.

**User Story progress:**

- Review the progress on the user stories planned on the sprint 3:
- After placing an order the user needs to enter the billing address and also the order destination address.
- For the Address the user can enter the current location using the Google Maps or they can enter manually.
- Selecting the method of payment like the UPI/COD/Credit Card/Debit Card/Payment from Wallet methods.
- Completing the Transaction and displaying the details of the payment.

Each team member provides a brief update on the assigned tasks in the scrum.

And what are they accomplished since the last standup simulation.

Any obstacles or challenges encountered by the team members while doing the sprint are discussed in this scrum call.

Are they facing any road blocks in the sprints are being discussed.

**Problems and Challenges:**

Identifying any road blocks in the sprints are they stopping the progress of the sprints.

And pointing the blocks in the impediment list to identify the early progress in the sprint.

**Upcoming Tasks:**

Discussing the remaining tasks and the priorities from the sprint 3, Upcoming work and the dependencies between the team members.

**Actions Tasks:** Documenting the following actions or any tasks which are resulted in the scrum call.

- And assigning those tasks to the team member by assigning the deadlines, this is performed by the product owner or scrum owner.

**Closing:** summarizing the meeting.