**Agile Model**

**EPIC-It is a quick story line with many requirements.**

**Or, It is a rough requirement or summary of the requirement.**

**PRODUCT BACKLOG- It is a document that contains requirement of complete product to be developed and tested in many sprints.**

**Each requirement it covers is called a story card or stories.**

**SCRUM TEAM-Scrum Team will have core team members and shared resources.**

**Generally, Core Team Members are**

1. **Scrum Master**
2. **Development Engineers**
3. **Test Engineers**

**The shared resources generally will have**

1. **Business Analyst/SME**
2. **Architect**
3. **Product Owner**
4. **Network Engineer**
5. **Database Engineer**
6. **Or, Any resource who partially spends time.**

**Note:-If there is only one Scrum Master, then there is no shared resources.**

**Note-Product Owner is the one who acts like a customer and tries to push more number of features to be developed and tested in less amount of time.**

**Sprint Backlog-It contains list of story cards that you are planning to built or implement in the current sprint.**

**We will choose those many stories which is possible for us to develop within a sprint.**

**We will take those features which completes one business cycle of customer so that when we release it to production, customer should be able to use it for business.**

**Sprint Planning-Here the complete planning activity is driven by Scrum Master.**

* **They prioritize the stories in terms of which one to developed first, which to be developed later.**
* **Assign the stories to Developer’s and Test Engineer’s.**
* **Respective developer’s and test engineer’s estimate time needed to develop and test each stories which is called story point.**

**Story Point-It is rough or approximate estimation of time to develop and test each Stories.**

**Daily Activities Done In Agile Model-**

* **Stand up Meeting/ Scrum Meeting/ Daily Scrum**

**Entire Scrum Team would be present but shared resources may or may not be there. Shared resources should be present at least alternate days or days might be fixed.**

**What is Stand up?**

**This activity makes each individual responsible and all Software Engineers talk to the point.**

* **All stand in circle and talk about yesterday, what each Engineer did and today what each Engineer is going to do.**
* **What are all the hurdles or problem faced by each Engineer, which is called impediment backlog.**

**Burnt Down Chart-It is a graphical representation of time left out versus time.**

**Advantage**

* **We get to know product development might take more time so that we can track each and every employee.**

**Story Board/White Board-**

**It is story board which consist of all the stories like stories which are completed and stories which are pending.**

**Chicken-A Engineer who is part of Scrum team but not doing anything. He is observing or learning.**

**Scrum-It is a procedure to develop and test the software in Agile.**

**Retrospect Meeting/Project Closure/Post Mortem Meeting**

**Once the Software is released in Production environment, we conduct Retrospect Meeting. Here we discuss**

* **What went well (achievements-good processes followed)?**
* **What do we want to change (mistakes-wrong processes followed)?**
* **How to implement the change?**

**And we document it, which is called Retrospect Document. When next project or next release is in planning stage, we open the retrospect document and prepare the new plan in such a way that all the old mistakes are avoided and all the old good processes are once again adopted, with this the number of mistakes we did are very very less. That’s how we continuously improve test life cycle or sprint.**