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EXPERIMENT No 3

Aim: To give problem statements of a case study as Agile Stories and to write acceptance

criteria for each story.

Abstract: Amazon.com is a vast Internet-based enterprise that sells books, music, movies, housewares, electronics, toys, and many other goods, either directly or as the middleman between other retailers and Amazon.com's millions of customers. Its Web services business includes renting data storage and computing resources, cloud computing, over the Internet. Amazon is known for its disruption of well-established industries through technological innovation and mass scale. It is the world's largest online marketplace.

Functionalities:

1. Users can sign up / login on this platform.

2. It allows registered / non-registered user to view various products and their prices.

3. This website allow the user to compare price of the product from different distributors.

4. It also displays reviews of the customers who have already purchased the item.

5. It allows users to pay online without any need of physical cash from the comfort of their

home.

6. It also allows the customer to add their review about the product.

7. High quality images and videos about the products are also available for customers.

8.It provides a cart in which customers can add their favourite product and buy it later.

Theory:

Agile Methodology -

AGILE methodology is a practice that promotes continuous iteration of development and testing throughout the software development lifecycle of the project. In the Agile model, both development and testing activities are concurrent, unlike the Waterfall model.

The Agile software development methodology is one of the simplest and effective processes to turn a vision for a business need into software solutions. Agile is a process by which a team can manage a project by breaking it up into several stages and involving constant collaboration with stakeholders and continuous improvement and iteration at every stage. The Agile methodology begins with clients describing how the end product will be used and what problem it will solve. This clarifies the customer's expectations for the project team. Once the work begins, teams' cycle through a process of planning, executing, and evaluating which might just change the final deliverable to fit the customer's needs better. Continuous

collaboration is key, both among team members and with project stakeholders, to make fully-informed decisions.

Agile's four main values are expressed as:

● Individuals and interactions over processes and tools

● Working software over comprehensive documentation

● Customer collaboration over contract negotiation

● Responding to change over following a plan

Agile software development refers to a group of software development methodologies based on iterative development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams.

Agile methods or Agile processes generally promote a disciplined project management process that encourages frequent inspection and adaptation, a leadership philosophy that encourages teamwork, self-organization and accountability, a set of engineering best practices intended to allow for rapid delivery of high-quality software, and a business approach that aligns development with customer needs and company goals.

Agile development refers to any development process that is aligned with the concepts of the Agile Manifesto. The Manifesto was developed by a group fourteen leading figures in the software industry, and reflects their experience of what approaches do and do not work for software development.

Agile Stories

A user story is a tool used in Agile software development to capture a description of a software feature from an end-user perspective. A user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement. Depending on the project, user stories may be written by various stakeholders such as clients, users, managers or development team members. They typically follow a simple template:

As a < type of user >, I want < some goal > so that < some reason >.

1. A user story is the smallest unit of work in an agile framework. It's an end goal, not a feature, expressed from the software user's perspective.

2. A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer.

3. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer. Note that "customers" don't have to be external end users in the traditional sense, they can also be internal customers or colleagues within your organization who depend on your team.

4. User stories are a few sentences in simple language that outline the desired outcome. They don't go into detail. Requirements are added later, once agreed upon by the team.

5. User stories are also the building blocks of larger agile frameworks like epics and initiatives. Epics are large work items broken down into a set of stories, and multiple epics comprise an initiative. These larger structures ensure that the day-to-day work of the development team (on stores) contributes to the organizational goals built into epics and initiatives.

Acceptance Criteria

It defines how a particular feature could be used from an end user's perspective. It focuses on business value, establishes the boundary of the feature's scope and guides development. These are unique to a user story and form the basis of user story acceptance testing which establishes the conditions for the success of the feature.

Acceptance criteria (AC) are the conditions that a software product must meet to be accepted by a user, a customer, or other system. They are unique for each user story and define the feature behavior from the end-user's perspective. Well-written acceptance criteria help avoid unexpected results in the end of a development stage and ensure that all stakeholders and users are satisfied with what they get.

Agile User Stories:

1. As a non-registered user, I want to view the product details.

Acceptance Criteria:

- User should be able to search for a product by name.
- User should be able to view products by category.
- User should be able to view images and product detail.
- User should be able to read the reviews of previous customers.

2. As a customer, I need to authenticate myself so that I can see my account details and past orders.

Acceptance Criteria:

- User must have a registered account on the website.
- User must enter correct login details.
- User must generate new password by clicking on "forgot password" if user doesn't remember the password to login.
- User must be able to see the record of their previous orders.

3. As a customer user, I want to filter products so that I can find the items based on different categories.

Acceptance Criteria:

- User should able to see all the tags on which they can filter the products.
- User should be able to type keywords on the search bar to find different products.

- User should be able to see the list of all products based on tags filter or keyword search.

4. As a registered user, I want to buy a product from the website.

Acceptance Criteria:

- User must be able to find various products according to their requirements.
- User must be able to view the product details along with customer reviews.
- User should be logged-in in the system.
- User should enter proper address of the delivery.
- User should choose proper payment method and enter the details.

5. As a registered user, I want to add money to my digital wallet so that I can pay directly from it rather than using a bank account.

Acceptance Criteria:

- The user must be logged in and validated by the website.
- Users must be able to view the 'add money to wallet' option.
- Users must be able see the current balance in the wallet.
- Users must be able enter the amount to be added to the wallet.
- Users should enter proper bank account details.
- Users should enter the correct OTP and confirm the transaction.
- Users should verify balance in the wallet as well as in the bank.

Conclusion:

In this experiment we got to learn agile methodology and agile user stories as well as learn how to write them along with the acceptance criteria.