

## Session 2

# Agile

Purwadhika

# SDLC

## IDEATION

Brainstorming ideas that solve a particular problem faced by target users.



## REQUIREMENTS

Interacting with stakeholders and users to collect and document project requirements.



## DESIGN

Creating the architecture of a software system and its elements.



## DEVELOPMENT

Building the software using a programming language by the development team.



## TESTING

Evaluating the quality of software with the aim of finding and fixing defects.



## Deployment

Preparing the software to run and operate in a specific environment.



## MAINTENANCE

Updating and supporting the software after it has been delivered to the market.



# What is Agile ?

Agile is a management method in every product development process. There are three main points in the course of the Agile method:

- Identify problems or opportunities
- Follow up on problems
- Iterative in a certain period



# Agile Process



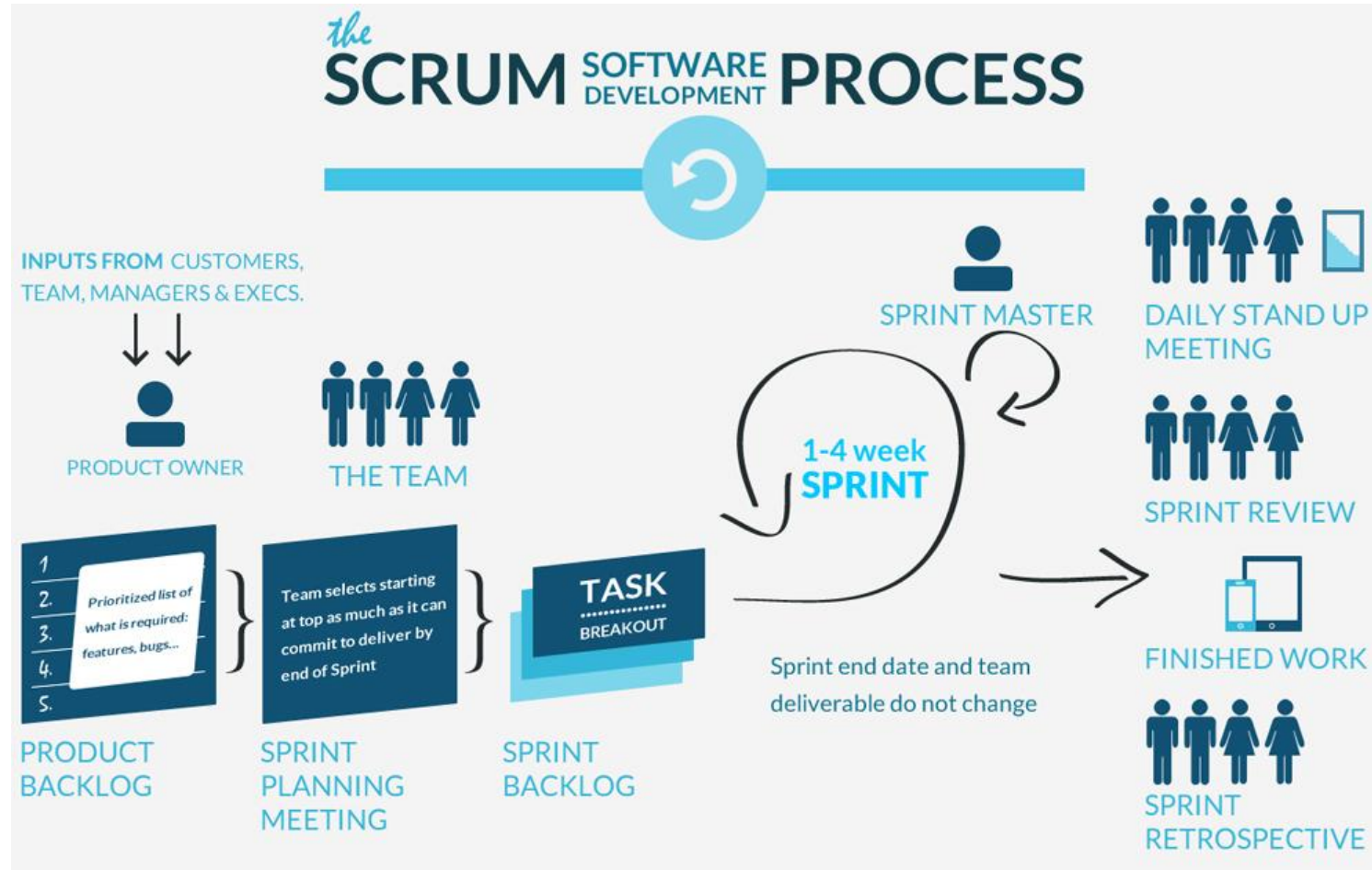
# Agile Framework

- Team member formation scheme
- High time discipline
- Minimum Valuable Product



- There are only Product Owners and Members
- Focus on the amount of work
- For small teams

# Agile SCRUM Illustration



## Session 2

# Agile

Purwadhika