Agile methodology and Banking domain

During the duration of 14-02-2024 to 15-02-2024, Mr. Sriram took session on the Agile methodology and the basics of the banking domain. Our objective was to understand what is agile and how it works relating it to the banking domain, since that is what we will be working on in the future. In order to achieve this task, we were supposed design a brochure for a bank which has been recently digitalized from a traditional banking system.

Day-1 (14-02-2024)

On the first day , the first task assigned to us was to write what we were expecting to achieve in the next two days, which was sticked on the board and the content of the same was read by Mr. Sriram and later he explained what actually we would be doing and we were clearly instructed about our objective to be achieved in two days, that is the designing of the brochure and coming up with the final product. To do this we started with understanding the meaning of "Agile", and the different roles in the agile methodology that are

1. Product owner: Defines the requirement, epics.
2. Scrum team: Breaks the story to tasks, includes developer, testers (QA), UX designers, Architect, Deployment team.
3. Scrum master: Ensures the products is deliverable, ensures the team's needs are satisfied.

Then we were divided into a team of 5 and to get an overview of what will go into the brochure we listed out everything that goes inside brochure, that are basically the functionalities or the services that the bank provided then we used the "MoSCow" method which is dividing the entire list of items to must be, should be , could be and Wont be by doing this we got a better, precise list of requirement. Then we were told to come up with an initial design of the brochure and the entire team worked on it for around two hours.

After that we were introduced to the topic of time box and how to estimate time based on the relative sizing, and how to divide it into sprints also we learned that an arbitrary number called as story point is assigned to stories for the estimation purpose. Then again diving deep into the agile methodology we understood that the working of the scrum team involves the product owner initially describing the Epics then the entire scrum team breaks it down to stories and then to task, which is then implemented by the scrum team. That is the roles and responsibility of the entire scrum team was understood. Then to continue the building of the brochure we defined five epics for it and five stories for each epic, the story had a format of
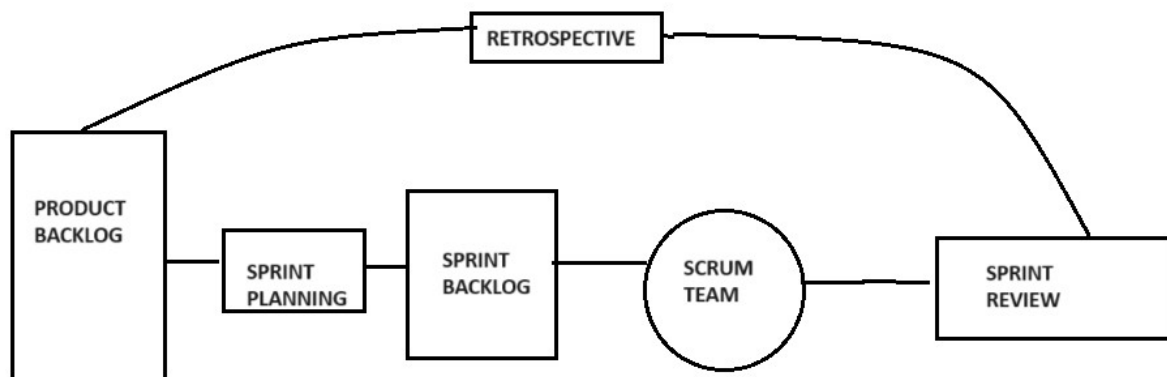
As a <USER>

I want to <PERFORM ACTION>

so that I can <SEE RESULT>"

With the initial design of the brochure, basic understanding of the agile terminologies and the epics and stories for the further development of the brochure the first day was concluded.

Day-2 (15-02-2024)

The second day began with learning about the "Invest" method, that is Independent, negotiable, valuable, estimate, small and testable. With this method we further sorted the stories created earlier that is based on the priorities of the stories, also the three c's method was used which consisted of card, conversation and confirm with these two methods we sorted items and came with the release plan which consisted of the total number of sprints the time required to finish the development calculated by estimation.

Also, we learned about the product backlog and sprint backlog and how these are very important terminologies in the agile world. Here the product backlog consisted of all the requirements defined by the product owner and the sprint backlog consisted of list of functionalities which would be delivered at end of each sprint.

With the release plan we created earlier we created a new swim lane which consisted of to-do tasks, then we were taught about the daily stand-up's occurring in a scrum team which included "what happened in the previous day?", "What next?" and "Blockers" if any. Our team then did a daily stand up and discussed about the tasks achieved so far and the tasks to be achieved next. Then we discussed about Sprint review which happens at the end of sprint where the product owner gives his feedback and changes if necessary. And we learned about the retrospective meeting which included discussion about "What went well?", "What went wrong?", and "How to improve?" with the understanding of all these we continued with the development of the brochure.

We were also taught about the agile manifesto which had the agile principles and values which showed us how the agile methodology of working is better than the traditional methods. The values of the agile manifesto was the following

1. Individual interactions over process and tools
2. Working software over comprehensive documentation
3. Customer collaboration over contract negotiations
4. Responding to change over following the plan

Then by looking at the stories, release plan was formulated, and tasks were added to the product backlog. Then we started implementing the first sprint there we implemented our first epic and presented the product to the stakeholders. With the feedback from the stakeholders and the product owner we continued with the implementation of the next two sprints. After finishing the sprints, we started our first retrospective meeting and made a list of what all went well, what went wrong and how to improve and presented our final product.

At the end of the two-day session, we were able to understand what agile is, and to implement and learn how it works by designing a brochure, also we learned about the values and principle of agile. since the brochure was for a bank, we were able to list out and understand different functionalities provided by bank and basically the working of the bank, overall the session was quite insightful since apart from these Sriram sir also recommended reading books like clear code, and getting things done for our personal development too. It gave us an idea of how agile methodology works in the corporate world for development of a software.