Agile Methodology

Agile Methodology is the method used for the developing the product or application of the software.

There are 6 phases or stages or tabs.

1) Project Initiation
2) Sprint Planning
3) Daily Scrum
4) Sprint Retrospective
5) Sprint Demo
6) Release

1) Project Initiation:

- Project Owner fall in this category. (Marketing Person or Business Analyst)
- He interacts with client or stake holder or Customer.
- Collect the requirement from the client.
- He will start the project work.
- And he has a vision and knows about the project what should be delivered.

2) Sprint Planning: (starting & Ending time) (Sprint means segment)

- It is fixed time duration for project working is called sprint. It is usually 1 to 4 weeks.
- In our project the sprint is 2 week (10 Days).
- Here product owner and team decide the sprint.
- Before each sprint the team conducting the test plan.
- And what should be delivered to during sprint.
- In that answering for WH Questions like What, Who, When, How to process.
- The sprint plan depends on task level.
- It changes according to the condition.

3) Daily Scrum: (Involve all team)

- Each day the team has short meeting in which we update ourselves about project progress.
- It is always 15 minutes or little bit more.
- And discuss about
  - What we did yesterday?
  - What you will do today?
  - And is there any obstacles.

Scrum Master:

- He is a supervisor and he removes obstacles or he resolves the problem faces.
- Without scrum master the project is high risk of failures.
- Scrum Master present in offshore.
- Manager is not a scrum master.
- The scrum master manages the sprint and product burn-down chart.

4) Sprint Retrospective:

- At the end of the every sprint.
- After every release of the sprint team reviles about the
  - What went well during sprint?
  - What went wrong during the sprint?
  - How we can improve the sprint in future?

5) Sprint Demo:

- It is the presentation layer from scrum.
- Scrum (Team) do the presentation to the Client or Stake Holder.
- In that testing team focuses on acceptance criteria.

6) Release:

- Release of the product or application to the client.

Environments in the project completion

a) Dev Environment	-	Developer involved
b) Test Environment	-	Testing team involved
c) Client Environment	-	Client and testing and development team involved
d) Production Environment	-	End User are involved

Agile Method Terminologies.

Epic:

- Epic are large piece of work. (Features, customer requirement, business requirement)
- Epic breakdown into smaller called Stories.
- Each story contains individual requirements these are called Product Back-lock Item (PBI).

PBI: Product Back-Lock Item

- It is a list of requirements required by the customer.
- It is single element of work that exist in PB (Product Back-lock)

SBI: Sprint Back-Lock Item

- It is a segment of PBI that are select by the team during the scrum

  sprint. (Number of PBIconsidered in the current sprint)

Burn-Down Chart:

- It is a graphical representation of chart it shows the outstanding work against project time.
- This will be helpful for completing the time for completion of product.
- From that we can see the progress of the project.

User Story:

- It is a non technical statement of software system requirements written from

  the end user point ofview.

Story Points:

- Story points are used to determine workload effort for a user story.

Agile Method Advantages

and Disadvantages

Advantages:

- It is highly flexible
- Fast implementation of any changes
- Incremental updates of software
- Faster time to market.
- More rapid development.
- Higher satisfaction from customer.
- Higher Productivity.

- Low Project Cost.

Disadvantages:

- Lack of detailed documentation may lead communication gap.
- Add-On Training requires in some cases.
- User is required to test and analyse on daily bases.