

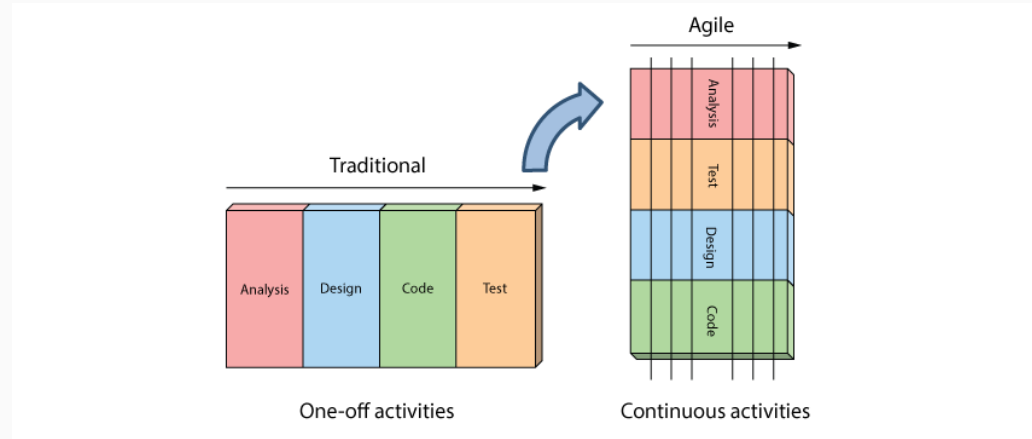
Agile Sizing

Waterfall

Waterfall is a sequential approach to software development. it is a multi – step process with phases executed in a stepwise manner. First - software requirements are defined. This is followed by software design, development and finally, integration and testing. These are treated as discrete phases in the project.

Issues with Waterfall?

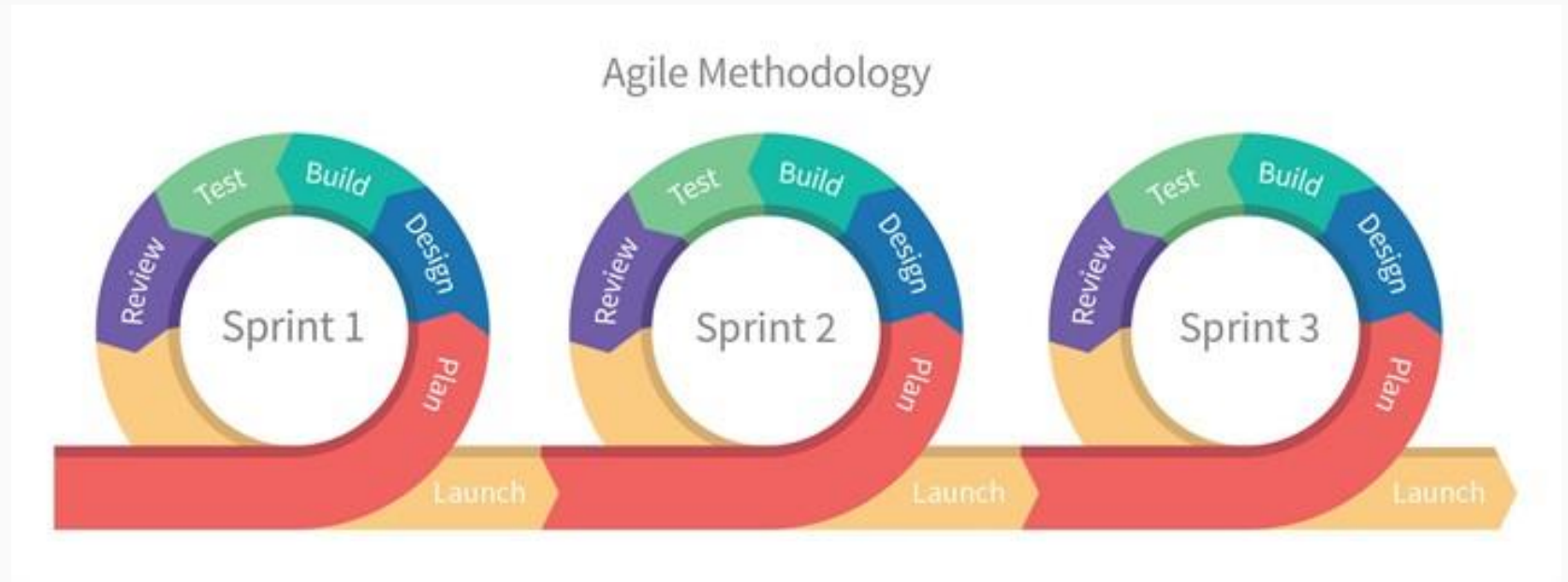
- **Poor Quality**
- **Poor Visibility**
- **Too Risky**
- **Can't handle change**



Agile

The **Agile** movement seeks alternatives to traditional project management. **Agile** approaches help teams respond to unpredictability through incremental, iterative work cadences and empirical feedback. Agilists propose alternatives to waterfall, or traditional sequential development.

Agile Methodology - Scrum



SCRUM

Players – Team, Product Owner, Scrum master

Process

- Backlog grooming
- Sprint planning
- Daily scrum
- Sprint review
- Sprint retrospective

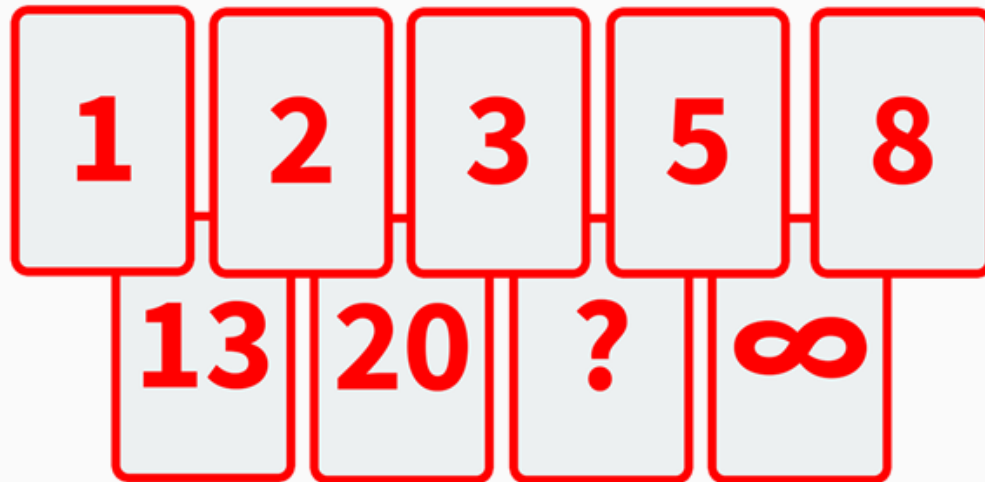
Sprint Retrospective

What went well?

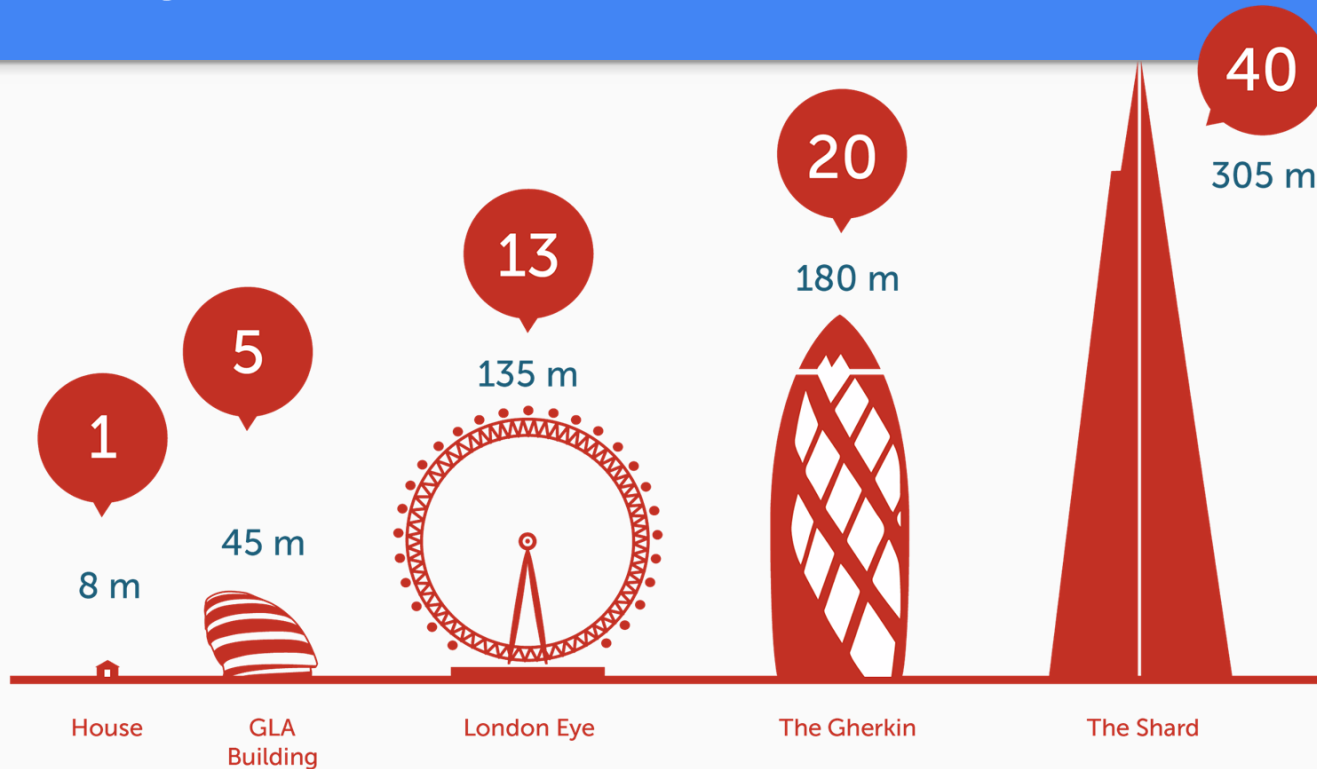
What didn't go well?

What can we improve?

Sprint Planning - Planning Poker



Planning Poker : Estimation



Estimate the relative effort and not the absolute effort of the story.

Instead of stating the exact date or amount of time each story should be completed, the team assigns points to stories based on the relative level of effort – this story is bigger than that one, this one will take a lot more effort than the other one.



1- The Scrum Master will introduce you to a user story

As a <role>, I want <feature> so that <reason>

As a user, I want to upload photos so that I can share photos with others

As an administrator, I want to approve photos before they are posted so that I can make sure they are appropriate.

As a user, I want data visualization on Moodle, so I have better understanding of my progress.

2- The team votes based on initial understanding and ideas about the user story.

- a. “Ok everyone, decide on a number. Everyone ready?”
- b. “Vote!” and hold up your cards all at the same time.

3. Look around your team, and see how close you are towards consensus

4. If someone is an outlier, they usually speak out why they voted so differently.

5- Others chime in with explanations, ideas for potential solutions, as well as information sharing about how that section of code may have been developed.

6- Goto Step 2 until consensus is reached.

Try it in groups of 7-9 people.

Think of a product – a web application for custom photo books, canvases, photo prints, posters, calendars, mugs etc.,

- As a user, I want to order prints of my photos
- As a user, I want to cancel my order
- As a user, I want to see a preview of the photo before I order.

Acceptance criteria ? Ask the Product Owner.