HAI LÚA

BUSINESS ANALYSIS FOUNDATION

Lesson 2 – Business Analysis Initial Concept

CONTENT

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01 Software Development Life Cycle

02 Project Management Model

03 How to work in Scrum

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Software Development Life Cycle (SDLC)

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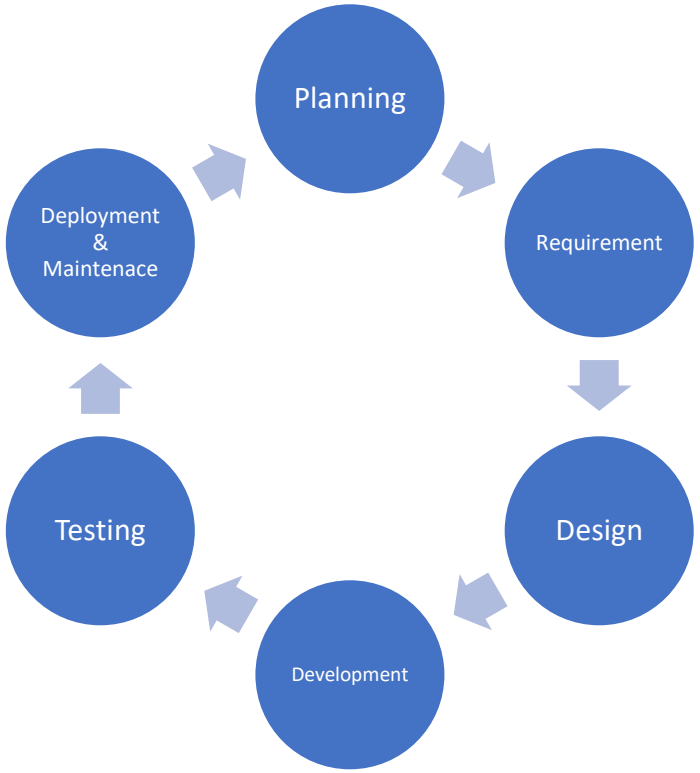
Software Development Life Cycle (SDLC) is a process used by the software industry to design, develop and test high quality softwares. The SDLC aims to produce a high-quality software that meets or exceeds customer expectations, reaches completion within times and cost estimates.



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SDLC BA'S ACTIVITIES

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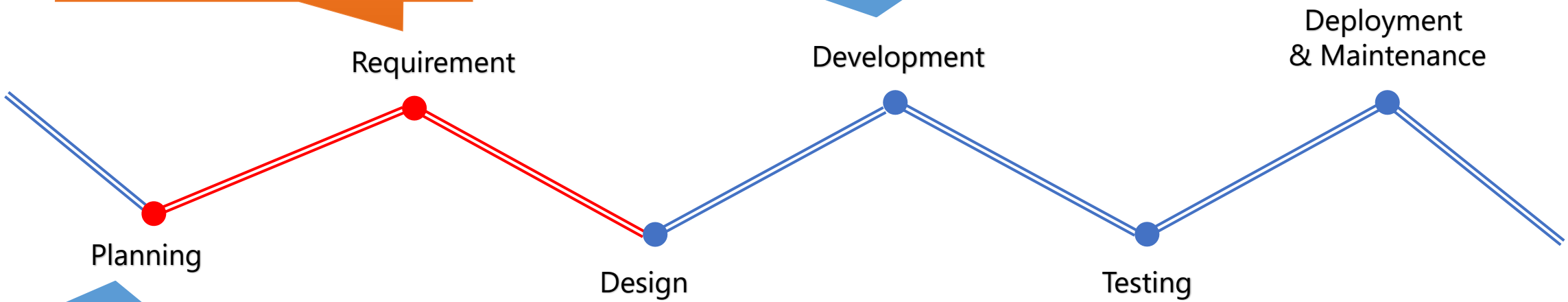
- Requirement Elicitation;
- Requirement Analysis;
⇒ Business Requirements Document – BRD;
⇒ System Requirement Specification - SRS

- Support development process by clarifying requirements much deeper;
- Manage requirement documents, update CR if any.

- Coordinates production deployment and integration process in the customer's business environment;



- Determine project scope; BA's deliverables, activities, estimation,...
=> Business Analysis Plan

- Support Designer in UI/UX design process;
- Support Technical team in system design process;

- Assist QA team in reviewing test plans & scripts;
- Support users in UAT phase;
- Plan further user training;

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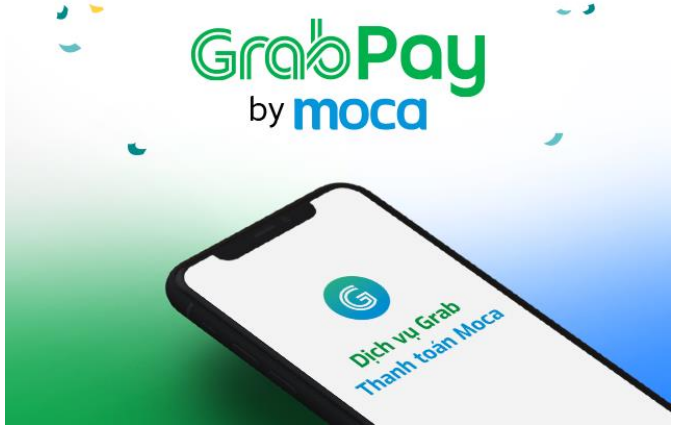
Life cycle of e-wallet?



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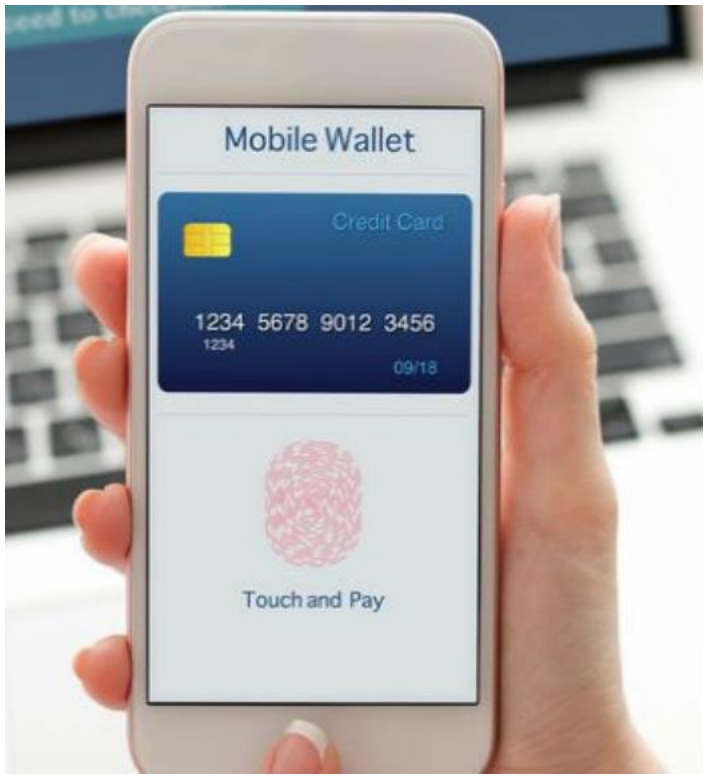

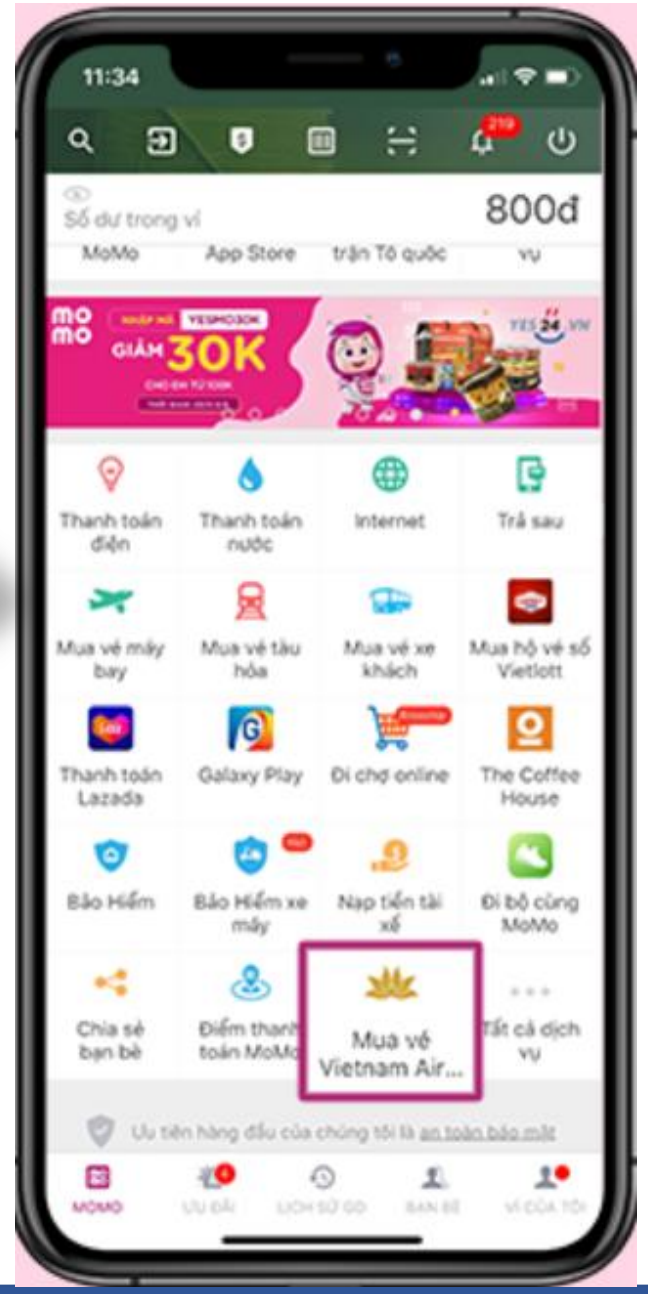

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PROJECT MANAGEMENT METHODOLOGY

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- Waterfall
- RUP
- Spiral
- Incremental
- Agile
- Others

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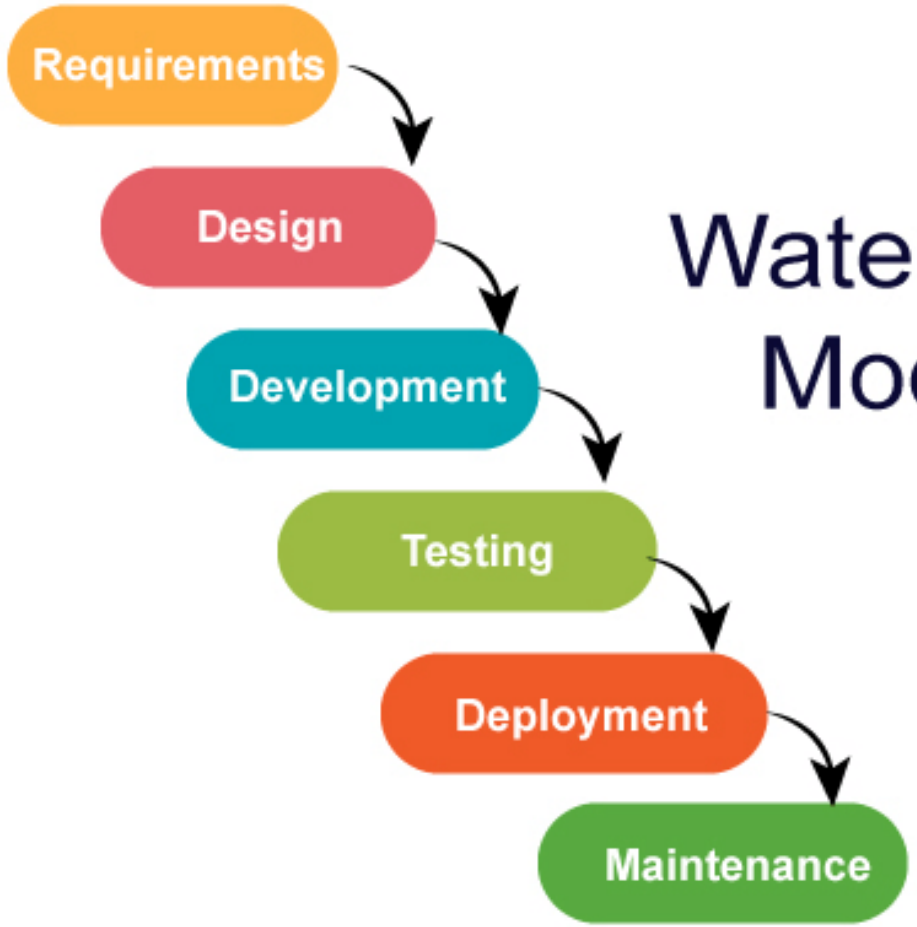
WATERFALL MODEL



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WATERFALL MODEL

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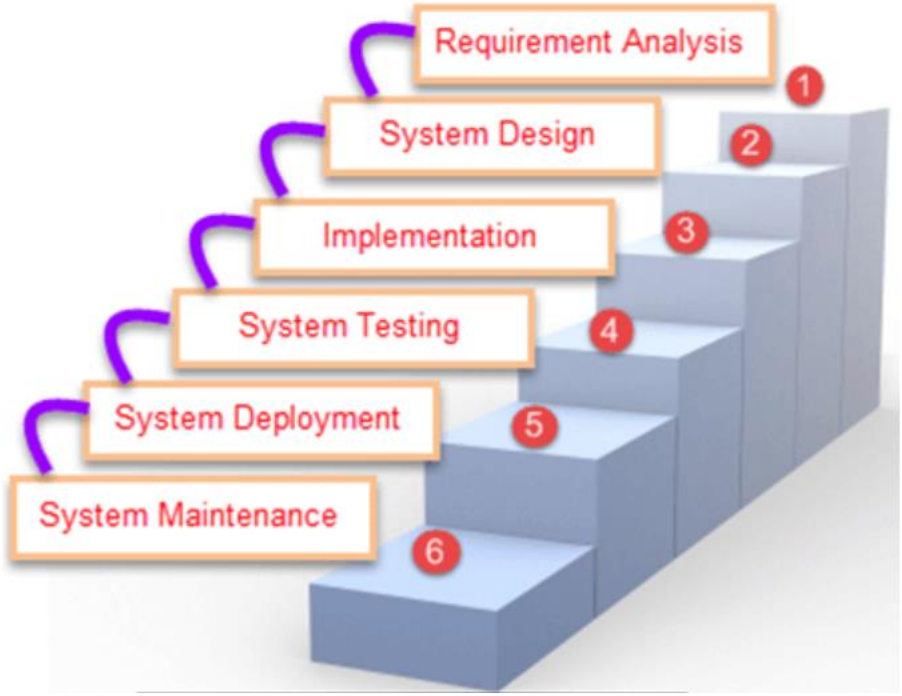
Waterfall Model is a sequential model that divides software development into pre-defined phases.

Each phase must be completed before the next phase can begin with no overlap between the phases.

Each phase is designed for performing specific activity during the SDLC phase.

It was introduced in 1970 by Winston Royce.



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AGILE METHODOLOGY

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The Agile methodology is **a way to manage a project by breaking it up into several phases.** (since 2000)

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AGILE METHODOLOGY

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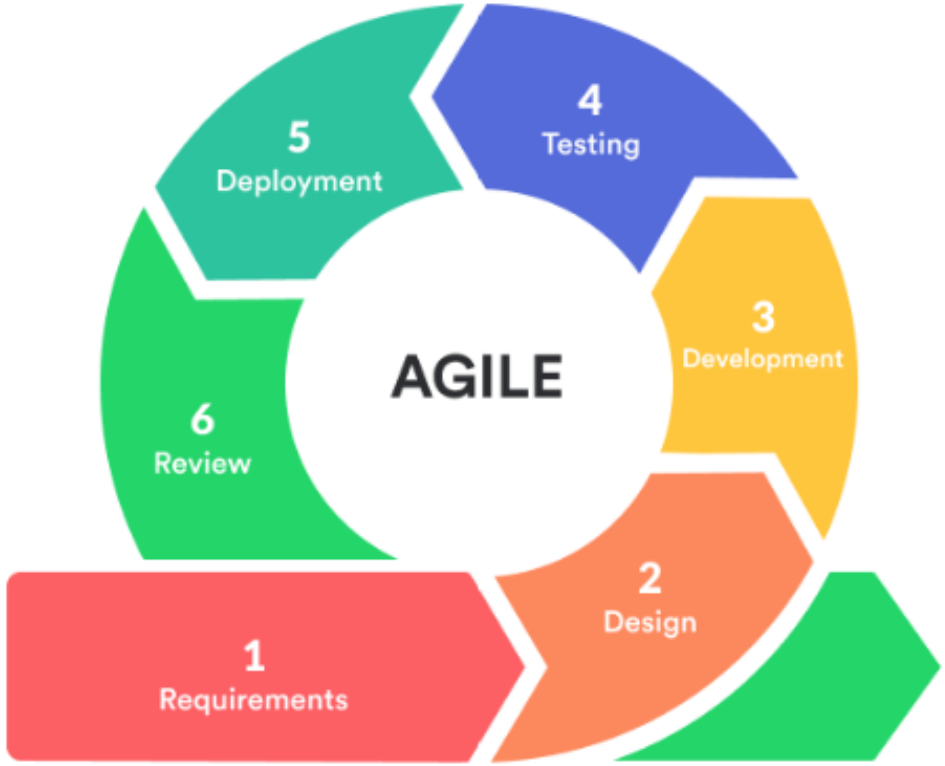
Agile Software Development is a set of methods and practices based on **iterative** and **incremental** development, where solutions evolve through collaboration between **self-organizing**, **cross-functional teams**



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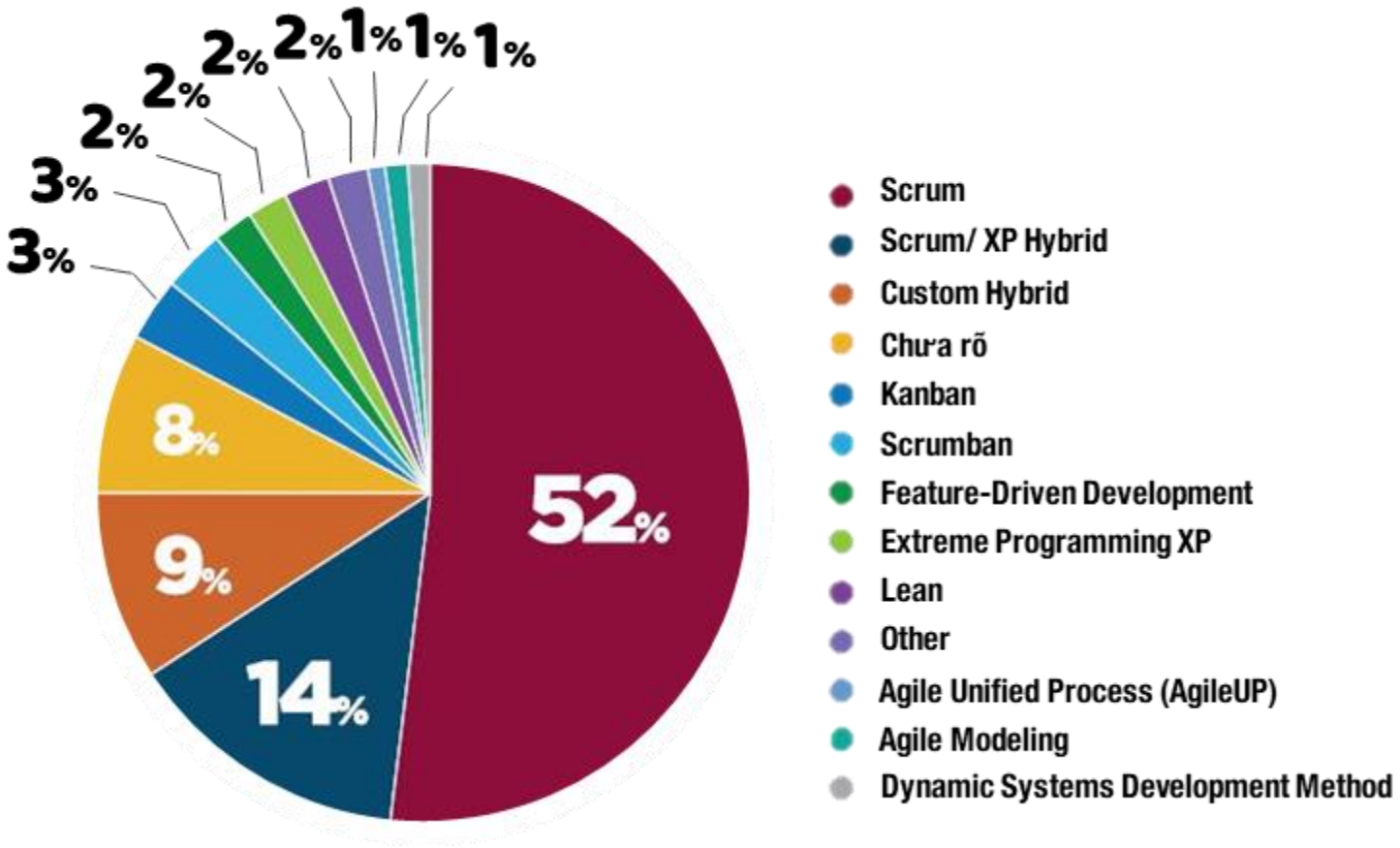
AGILE FRAMEWORKS



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AGILE VS WATERFALL

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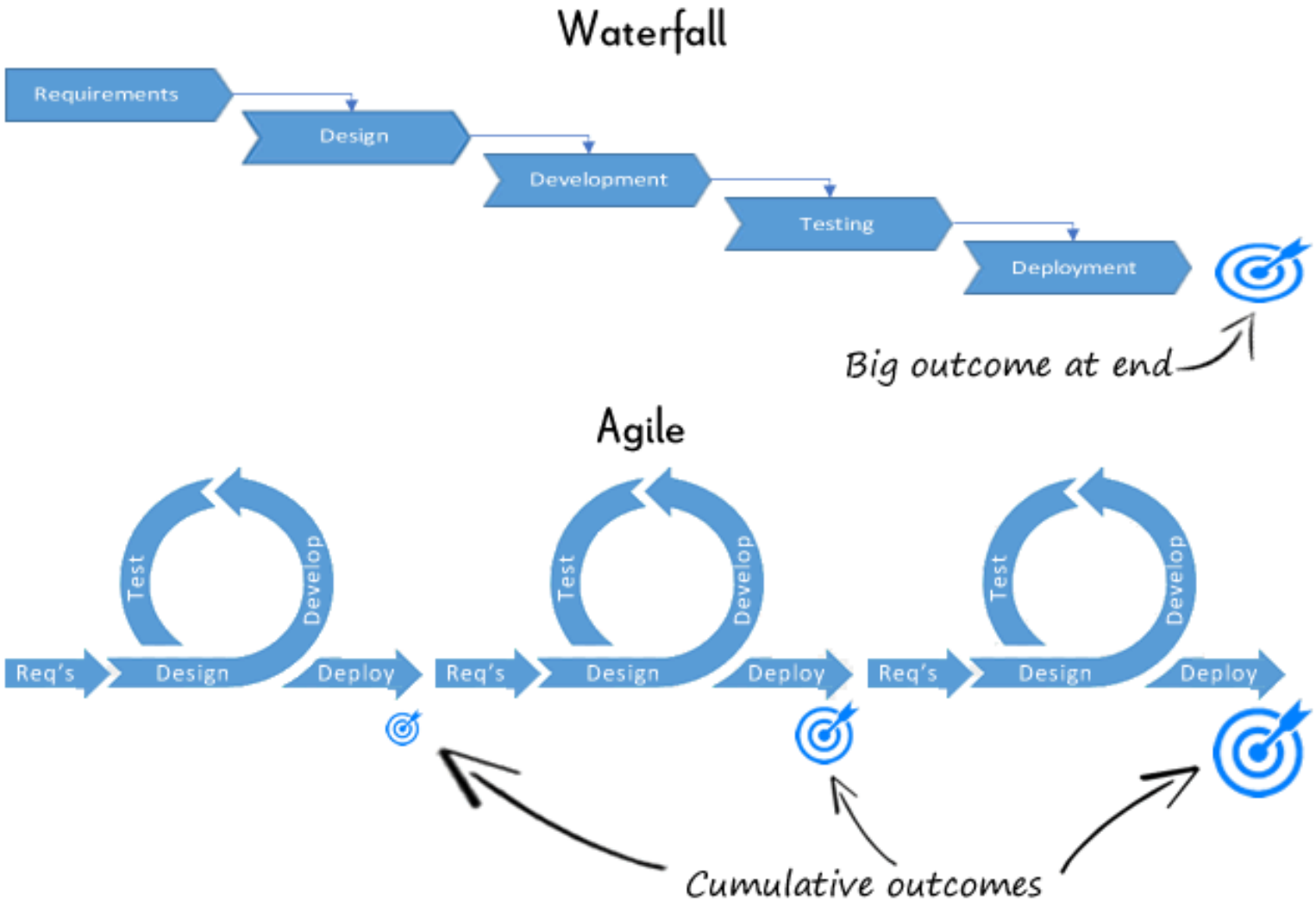

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SCRUM FRAMEWORK

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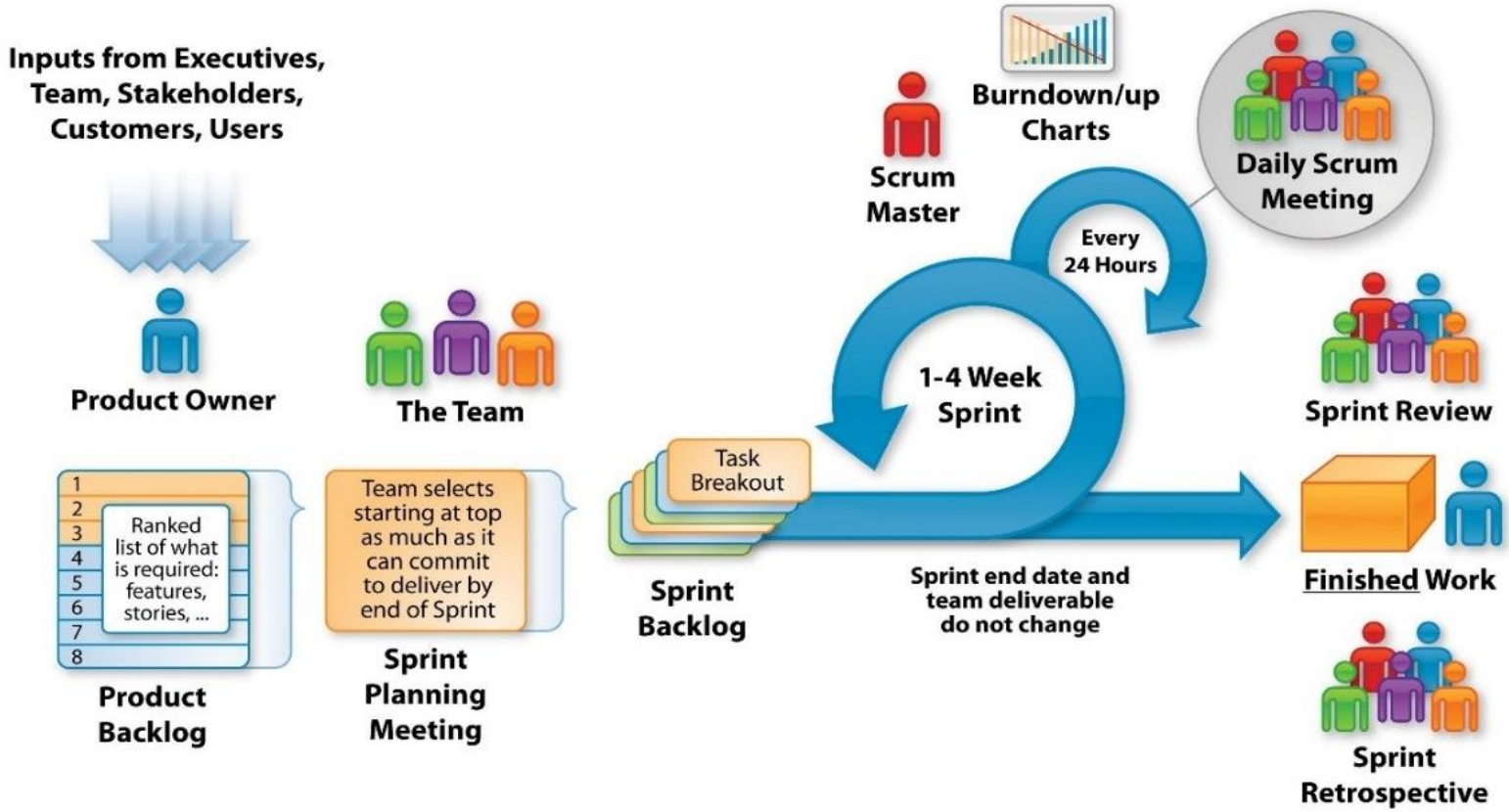
Scrum (n): Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Scrum is:
- Lightweight
- Simple to understand
- Difficult to master



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SCRUM'S RULES

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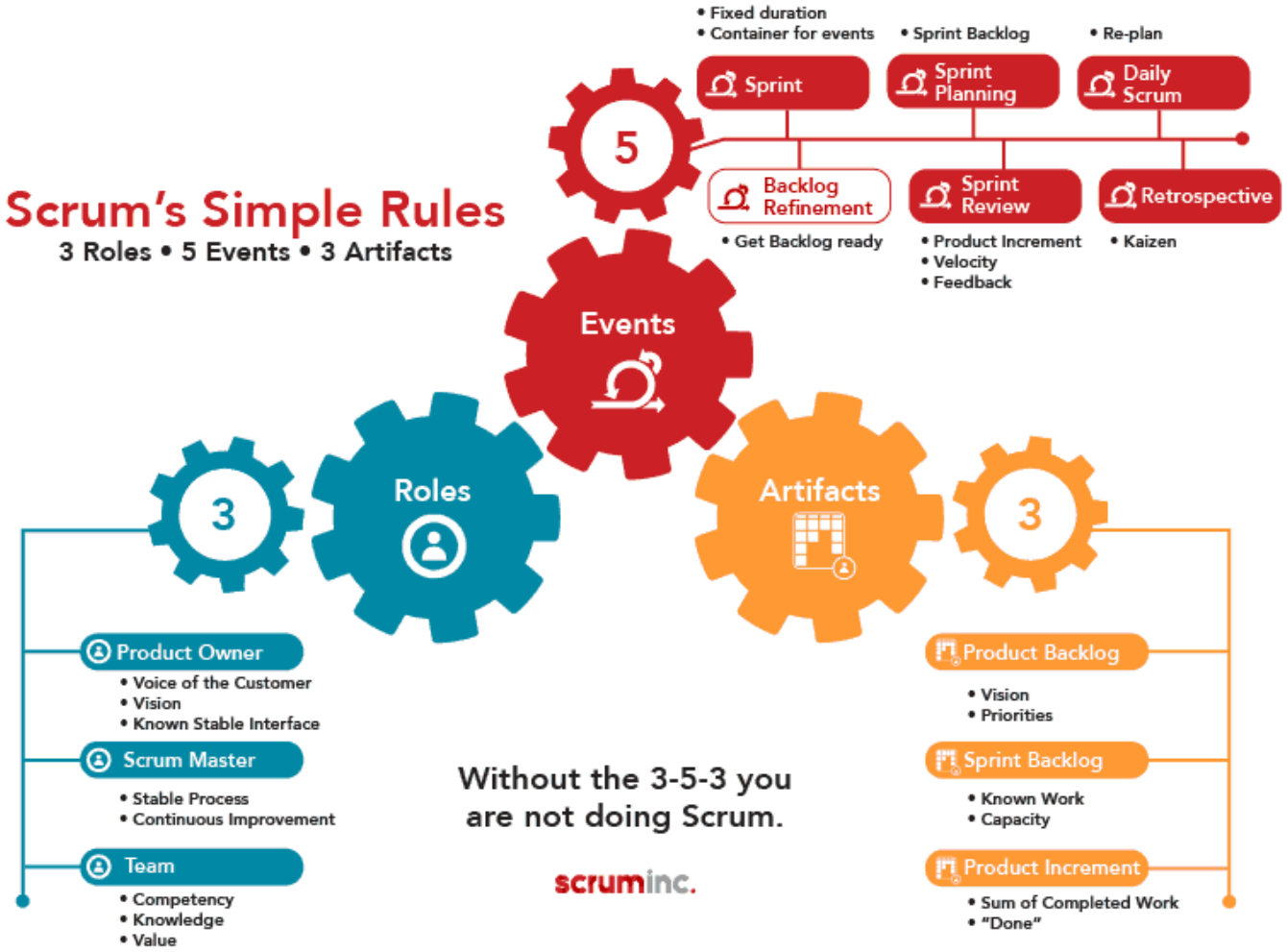

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SCRUM TEAM

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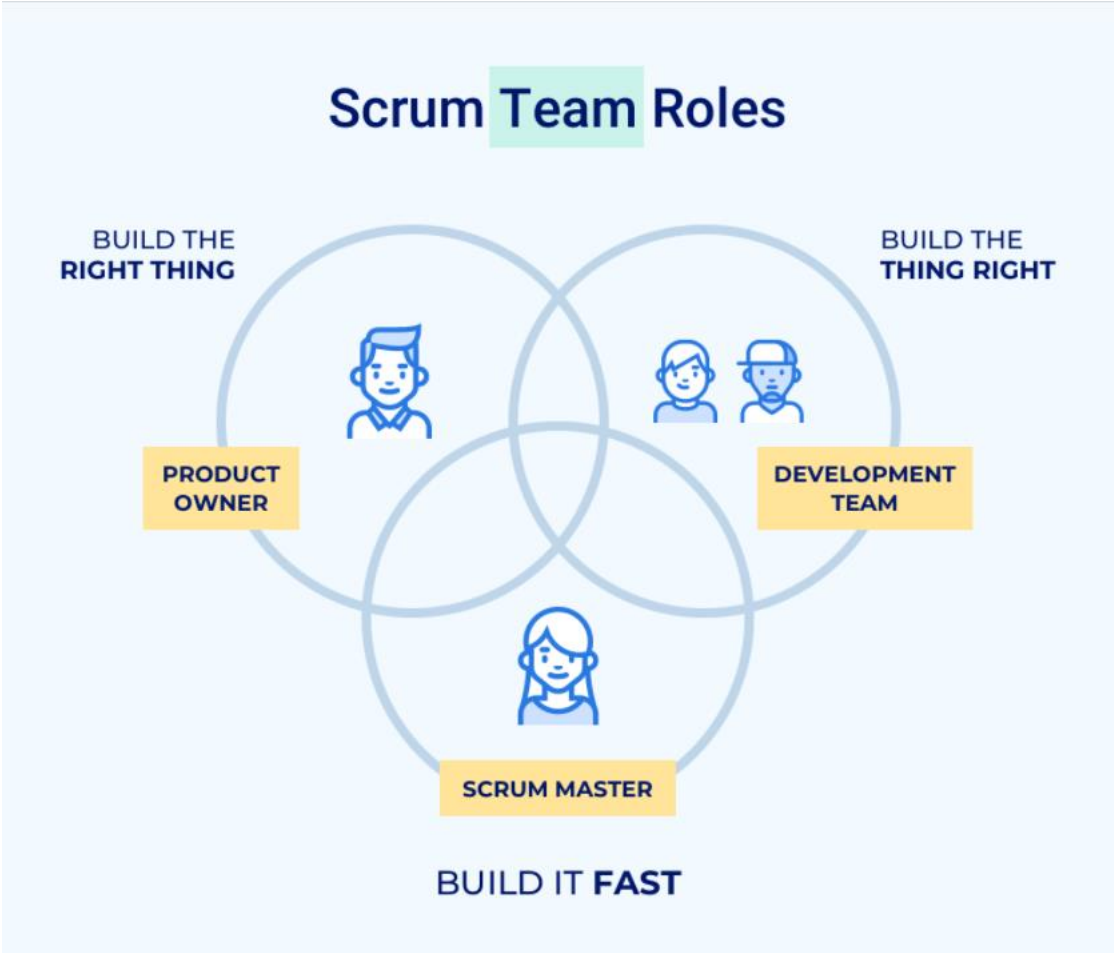
The Scrum team includes the:

- Product Owner
- Scrum Master
- The Development Team

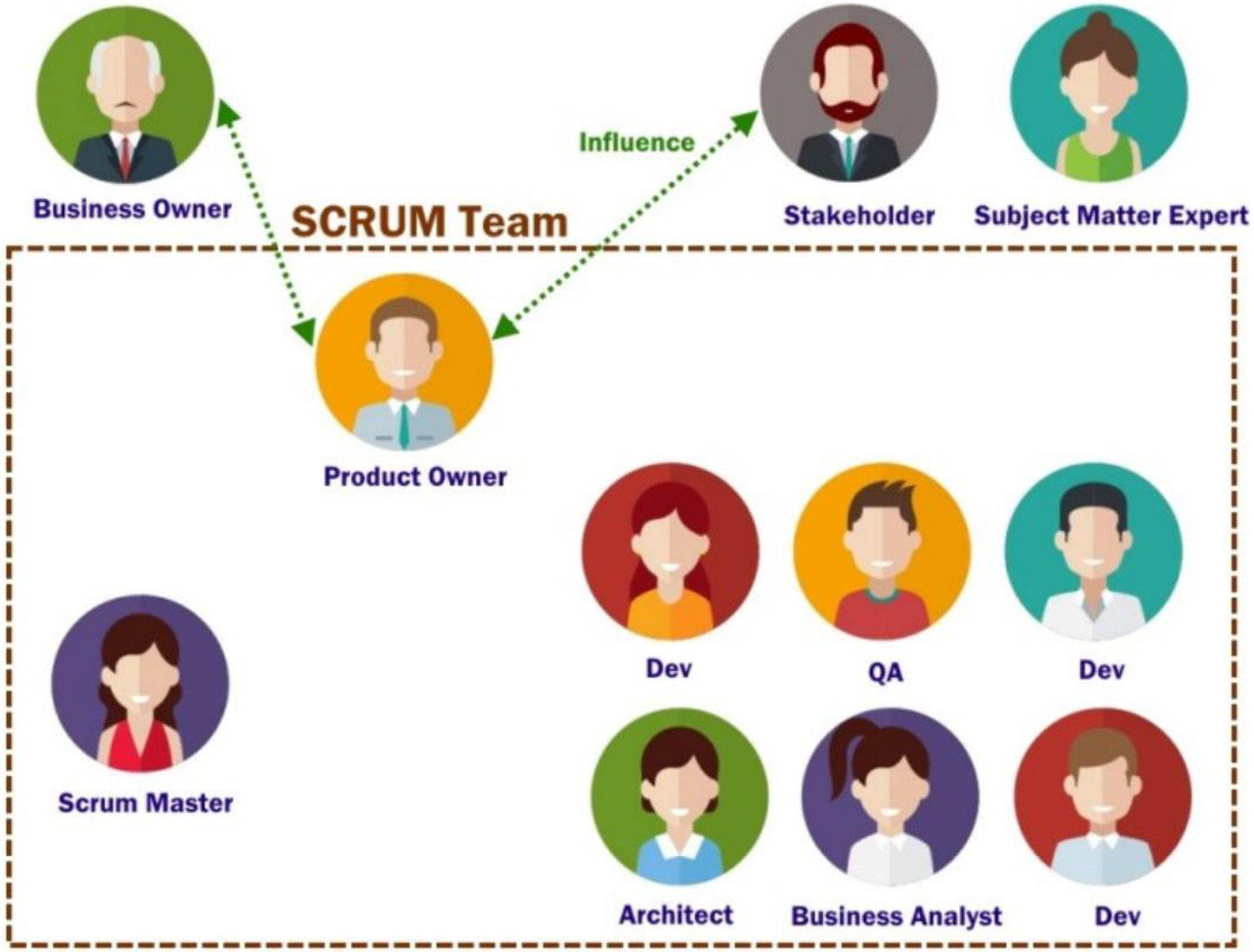
➢ Scrum Teams are ***self-organizing*** and ***cross-functional***.

The Scrum framework encourages a high level of communication among team members, so that the team can:

✓ Follow a common goal
✓ adhere the same norms and rules
✓ show respect to each other



SCRUM TEAM


Business Owner
Influence
Stakeholder
Subject Matter Expert
SCRUM Team
Product Owner
Dev
QA
Dev
Scrum Master
Architect
Business Analyst
Dev

SCRUM TEAM

HAI LÚA

The Product Owner: is responsible for maximizing the value of the product resulting from work of the Development team.

The Development Team: consist of professionals who do the work delivering a potentially releasable Increment of the "Done" product at the end of each Sprint. Only members of the Development Team create the Increment.

The Scrum Master: is responsible for promoting and supporting Scrum as defined in the Scrum Guide. Scrum Masters do this by helping everyone understand Scrum theory, practices, rules, and values. He helps everyone to maximize the value created by the Scrum team.

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SCRUM ARTIFACTS

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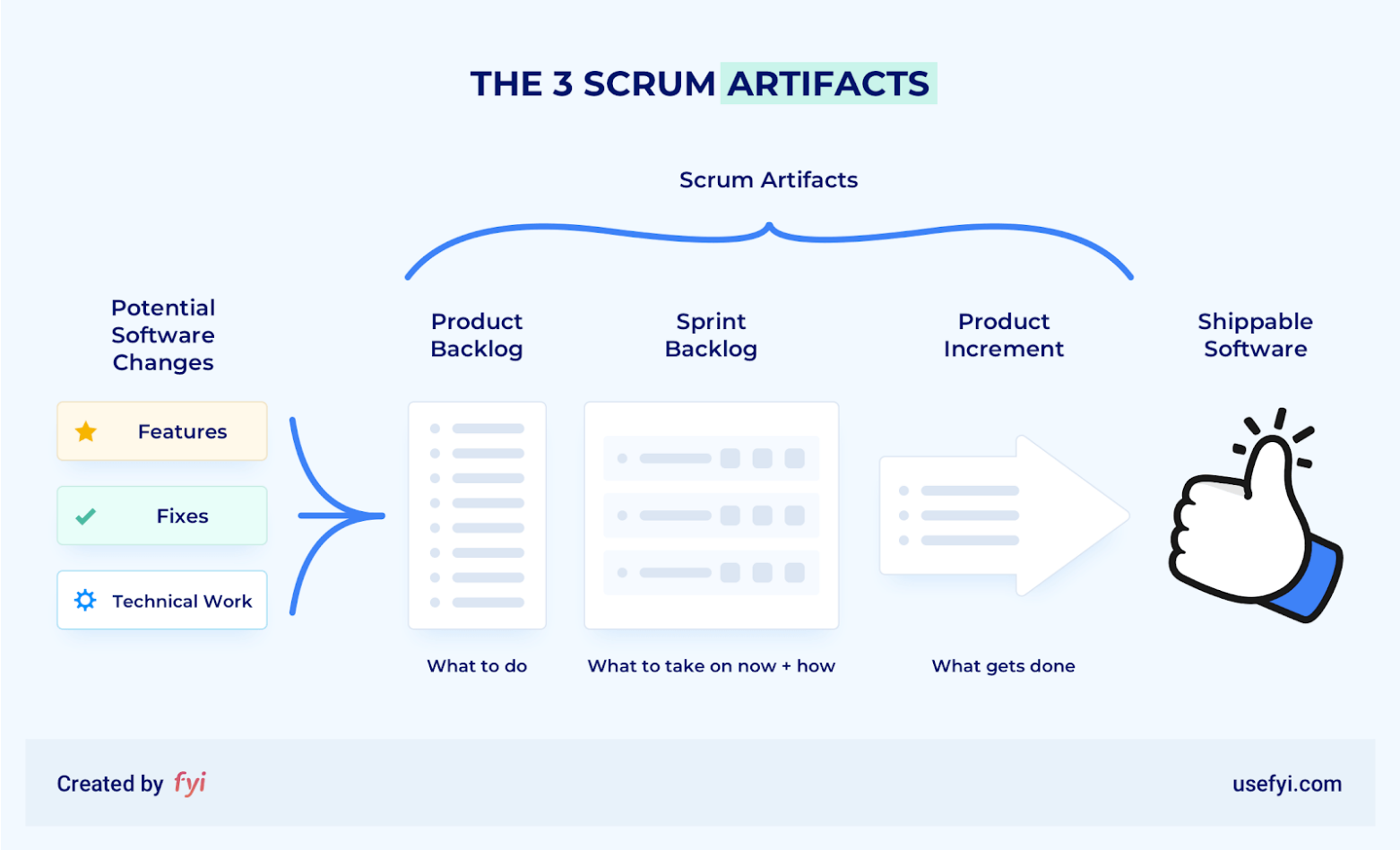
Agile scrum artifacts are information that a scrum team and stakeholders use to detail the product being developed, actions to produce it, and the actions performed during the project. The main agile scrum artifacts are product backlog, sprint backlog, and increments



SCRUM ARTIFACTS

HAI LÚA

- **Product backlog**: is an ordered list of verything that is known to be needed in the product

- **Sprint backlog**: the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal.

- **Increment**: The Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints

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SCRUM EVENTS

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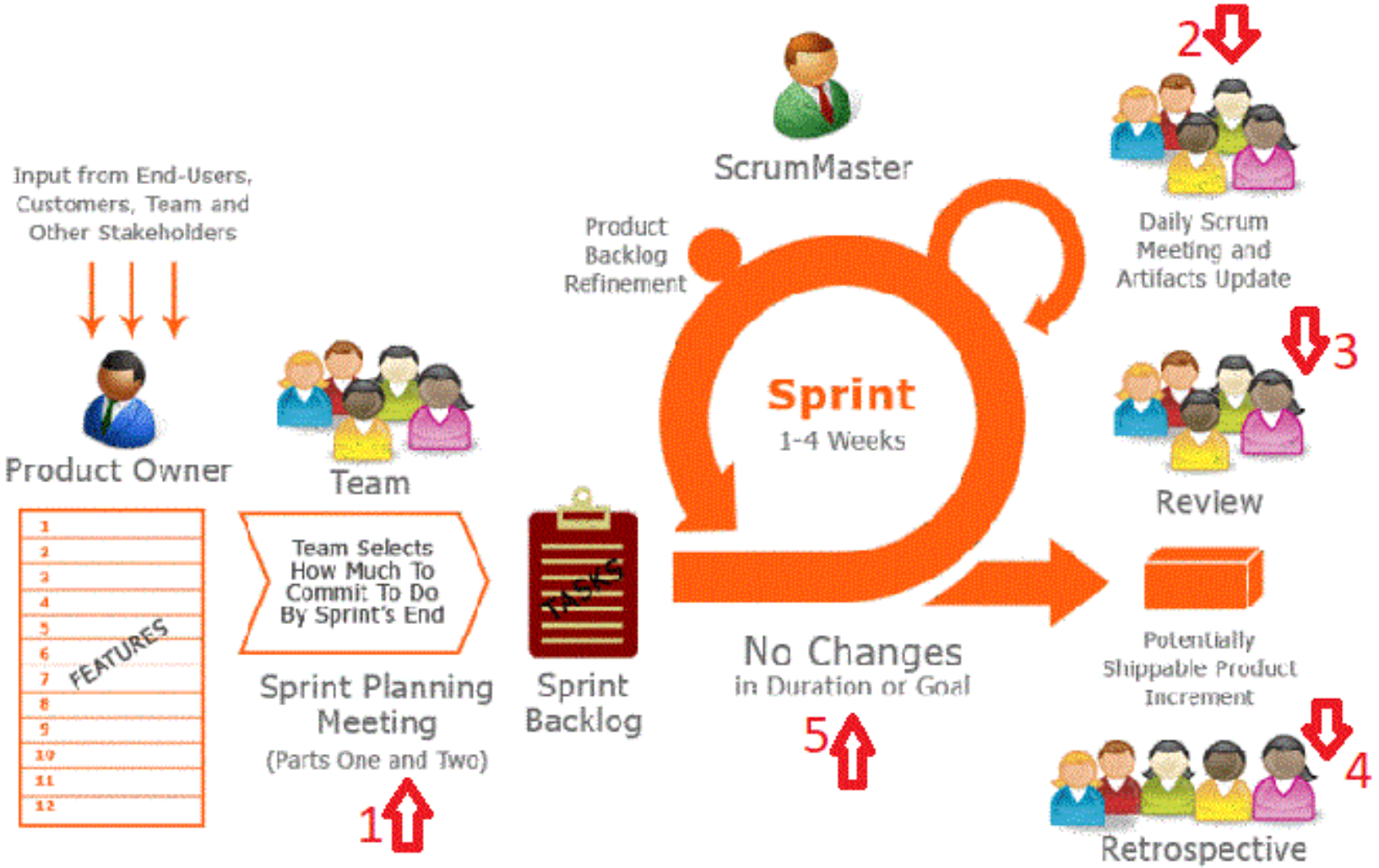

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SCRUM EVENTS

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A sprint (2-4 weeks): is a short, time-boxed period when a scrum team works to complete a set amount of work.

Sprint planning (4-8h): is an event in scrum that kicks off the sprint. The purpose of sprint planning is to define what can be delivered in the sprint and how that work will be achieved. Sprint planning is done in collaboration with the whole scrum team.

Daily scrum (15p'): to review the Sprint progress and to synchronize activities and create a plan for the next 24 hours to ensure Sprint goal.

Sprint review (4h): to ***inspect the Increment*** and adapt the Product Backlog if needed.

Sprint retrospective (3h): is an opportunity for the Scrum Team to ***inspect itself*** and create a plan for improvements to be enacted during the next Sprint.

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THANK YOU !

Any Questions ?

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