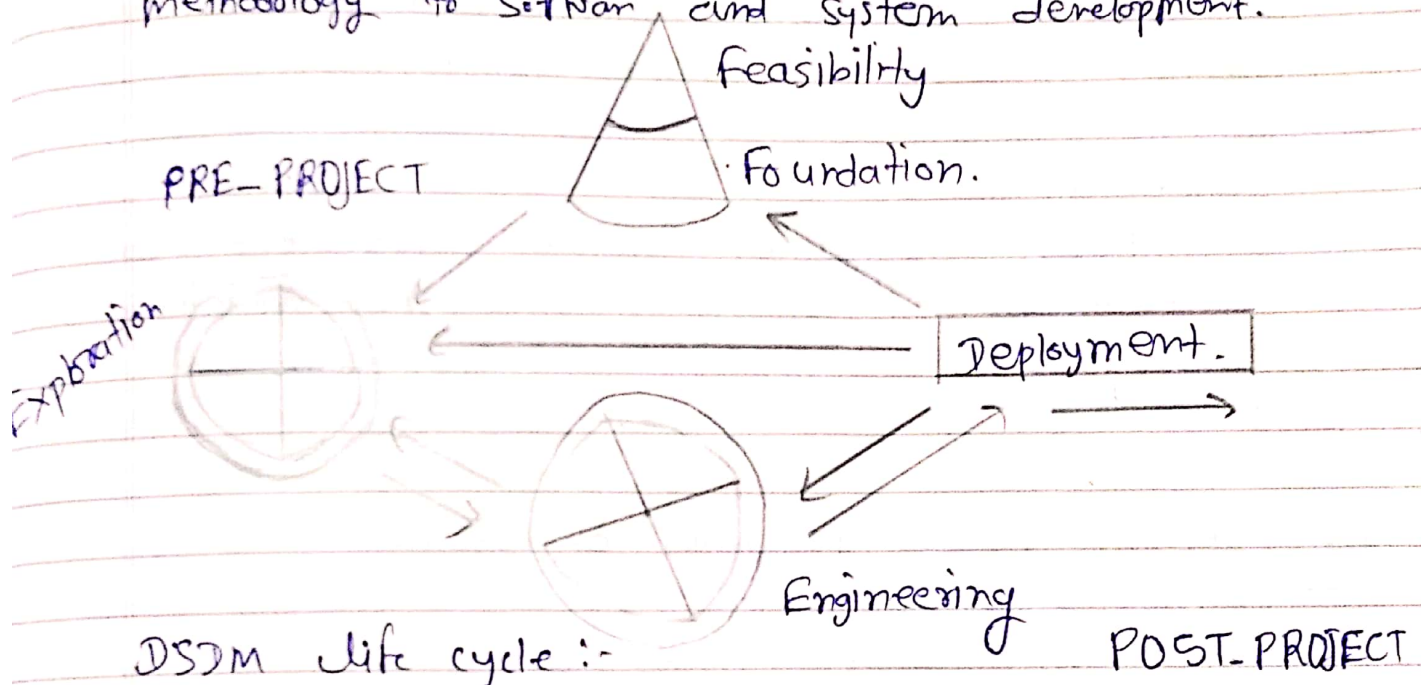


## Assignment 04

Q1 What is DSDM? Explain it with life cycle?

→ DSDM :- is

DSDM is an agile project framework based on an iterative development methodology. It was developed in the 90s after the rise of the Rapid Application Development (RAD) approach, which focused on adapting traditional project management methodologies such as the waterfall methodology to software and system development.



DSDM life cycle :-

1) ~~Feasibility~~

1) Pre-project phase :-

We pick out the projects to work on, register the budget or funds required (and available), and establish project commitment.

2) Post project phase :-

The objective of this phase it is to ensure that the project is working efficiently and as per user and company's requirements. This stage requires maintenance, rectification, and performance enhancement.

\* DSDM then defines three different iterative cycles:

- Functional model iteration -

Produces a set of incremental prototypes that demonstrate functionality for the customer. - Intent is to gather additional requirements by eliciting feedback user as they use the prototype.

- Design and build iteration -

Revisits prototypes built during the functional model iteration to ensure incorporation.

- Implementation :-

Places the latest software increment (an "operationalized" prototype) into the operational environment.

Q2. Describe various principles of DSDM.

→ Principles of DSDM :-

- 1) Focus on market needs
- 2) Deliver on time
- 3) Collaboration
- 4) Quality
- 5) Build incrementally from firm foundations
- 6) Develop iteratively
- 7) Communicate continuously and clearly
- 8) Demonstrate control.



Q3. Write 3 different roles in Agile Team. mention 2 Roles and responsibilities of each role.

→ Roles

1) Product Owner:

Responsibilities:

Define and prioritize the product backlog, ensuring it aligns with the overall product vision and business objectives.

Act as the primary liaison between the development team and stakeholders, communicating project progress, gathering feedback, and managing expectations.

2) Scrum Master:

Responsibilities:

Facilitates the Agile ceremonies such as daily stand-ups, Sprint planning, Sprint review, and retrospective meetings, ensuring they are productive and focused.

Remove impediments and obstacles that hinder the progress of the development team, fostering a culture of continuous improvement and self-organization.

3) Development Team Member:

Responsibilities:

Collaborate with other team members to deliver high-quality increments of work during each Sprint.

Participate actively in all agile ceremonies, contributing insights, updates, and feedback to ensure the team remains aligned and adaptable to changes.

Q4 Write in short about Product Roadmap, Product Strategy, and Product vision.

→ 1) Product Roadmap:-

In the context of this piece, the fundamental idea to grasp is that roadmaps are ~~of~~ tactical. They're a set of plans and instructions that get you close to achieving the goals laid out in your product strategy.

They are the only of these three items that should dictate specific behavior or tasks.

Keep product strategy changes to a minimum

Tie your product Roadmap to your product Strategy.

2) Product Strategy:-

Product strategies should be a little more specific than the vision, but not so specific that you're delving into that the details of implementation.

Your product strategy should cover the fundamentals:

- 1) Who are we trying to serve?
- 2) What problem(s) are we trying to address?
- 3) How are we planning to address the problems?
- 4) How are we going to monetize our products?

3) Product Vision:-

A product vision is most simply known as describing the the essence of your product. Used correctly a product vision can do a lot more.

Example:-

1) LinkedIn:-



classmate  
Date \_\_\_\_\_  
Page \_\_\_\_\_

"To connect the world's professionals to make them more productive and successful."

2) Amazon:

"Our vision is to be earth's most customer centric company; to build a place where people can go to find discover anything they might want to buy online."

Q5. Why are user stories Important?

→ User - Centric Focus:

User stories put the focus on the end-user or customer, ensuring that the development team understands the needs, preferences, and expectations of the people who will ultimately use the product or service.

Effective Communication:

User stories provide a concise and understandable way to communicate requirements and features between the product owner, development team, and other stakeholders.

Flexibility and Adaptability:

User stories are lightweight and flexible, allowing for easy modification and adaptation as requirements evolve or new information becomes available.

### Prioritization:

User Stories help in prioritizing work based on value to the end-user.

### Incremental Delivery:

User Stories enable incremental delivery of functionality, allowing the development team to deliver working increments of product iteratively.

### Q6 How to estimate product backlog?

→ Estimating a product backlog involves breaking down the backlog item into smaller, manageable tasks and assigning time estimates to each task.

Here's a general approach.

#### 1) Product Backlog Refinement:

Work with your team to refine the backlog items, ensuring they are well-defined and understood by everyone.

#### 2) Break Down Tasks:

Break down each backlog item into smaller tasks or sub-tasks.

#### 3) Estimation Techniques:

Use estimation techniques like planning poker, T-shirt sizing, or relative estimation to assign efforts to time estimates to each task.



#### 4) Story Points or Time Estimates!

Decide whether to estimate in story points or hours/days.

Story points are often preferred for their relative simplicity and focus on efforts rather than time.

#### 5) Review and Adjust!

Regularly review and adjust the estimates as the project progresses and more information becomes available.

#### 6) Track Progress:

Continuously track progress against the estimated backlog items to estimates accordingly.

#### 7) Refine over Time:

Use feedback from completed sprints or iterations to refine your estimation process for future backlogs.

Spaced  
15/3/24