

Day 04

Assignment 1: Agile Project Planning - Create a one-page project plan for a new software feature using Agile planning techniques. Include backlog items with estimated story points and a prioritized list of user stories.

Solution :-

Project: New In-App Chat Feature

Project Goal: Implement a real-time chat feature within the software to improve user collaboration and communication.

Target Release: Sprint 3 (Estimated 3 weeks)

Backlog Items:

- Design chat interface (8)
- Develop chat functionality (server-side) (13)
- Develop chat functionality (client-side) (13)
- Implement user presence indicators (5)
- Design and implement chat notification system (8)
- Integrate with user management system (5)
- Unit testing (8)
- Integration testing (5)
- User acceptance testing (3)
- Documentation (3)

Prioritized User Stories (Sprint 3):

1. As a user, I want to see a list of available users online so I can initiate a chat .
2. As a user, I want to be able to send and receive text messages in real-time within the app.
3. As a user, I want to see a notification when I receive a new chat message.
 - Acceptance criteria for each user story will be defined during backlog refinement.

Sprint Ceremonies:

- Planning Meeting: Prioritize user stories for Sprint 3, estimate effort (story points), and assign tasks.
- Daily Stand-up Meetings: Briefly discuss progress, roadblocks, and dependencies.
- Sprint Review: Showcase completed features and gather feedback from stakeholders.
- Retrospective Meeting: Reflect on the sprint, identify areas for improvement.

Tools and Technologies:

- Project Management Tool (e.g., Trello, Jira)
- Version Control System (e.g., Git)

- Communication Platform (e.g., Slack)
- Unit Testing Framework
- Integration Testing Framework

Success Metrics:

- User adoption rate of the chat feature
- Number of active chat sessions
- User satisfaction through feedback surveys

Assignment 2: Daily Standup Simulation - Write a script for a Daily Standup meeting for a development team working on the software feature from Assignment 1. Address a common challenge and incorporate a solution into the communication flow.

Solution :-

Daily Standup Meeting - In-App Chat Feature

Team: Developers, Project Manager

Project Manager: Alright everyone, let's get started. Today's focus: progress on user stories and any blockers.

Developer 1: Yesterday I finished the design for the user list and chat window.

Project Manager: Great work! That's User Story 1 partially complete.

Developer 2: I made good progress on the server-side chat functionality, but I ran into a challenge integrating with the existing user management system for authentication.

Project Manager: Thanks for flagging that. This could potentially block User Story 2. Let's discuss potential solutions after stand-up. Anyone else?

Developer 3: I started on the client-side chat logic but was waiting on the final design elements from Dev 1.

Project Manager: Understood. Dev 1, can you give an estimate on when the remaining design elements will be ready?

Developer 1: I should be able to wrap that up by this afternoon.

Project Manager: Perfect. Dev 3, that should unblock you to continue with User Story 2. Any other roadblocks or updates?

Project Manager: Alright, seems like we're on track. Let's regroup after stand-up to discuss the user management integration for Dev 2. We can brainstorm some solutions and potentially adjust the task breakdown for User Story 2 if needed.

Key Takeaways:

- User Story 1 design partially complete.
- Potential blocker identified for User Story 2.
- Follow-up discussion planned to address the blocker and potentially adjust tasks.