1.Agile value & Principle

a.What are the 4 main values of Agile?

1.⁠ ⁠People and how they work together matter more than just using tools or following strict processes.

2.⁠ ⁠Getting real, working results is more important than creating a bunch of documents.

3.⁠ ⁠Talking and working with the customer is better than just sticking to a contract.

4.⁠ ⁠Being flexible and open to change is better than strictly following a fixed plan.

b. 3 Agile principles in simple words:

1.⁠ ⁠Be open to change: Even if the customer wants to change something at the last minute, it’s okay—we should be ready to adjust.

2.⁠ ⁠Show results often: Don’t wait months to show something. Share small updates regularly so everyone knows how things are going.

3.⁠ ⁠Talk face-to-face: It’s easier and faster to solve problems and share ideas when people talk directly, instead of just using messages or emails.

c. A real-life example:

Let’s say a team is building an app for a hospital using traditional project management. They plan everything at the beginning and don’t expect changes. But halfway through, new health rules come out, and they need to make big changes. Since everything was planned from the start, it’s hard to go back and fix things.

How Agile helps:

With Agile, the team works in short steps (called sprints) and is always ready for change. So when the new rules come in, they can quickly adjust in the next sprint. This saves time, money, and keeps the project moving forward.

2.Scrum Framework Activity

a. What are the 3 roles in Scrum?

1.⁠ ⁠Product Owner – Think of them like the captain of the ship. They decide what needs to be built and keep a list of all the important things (called the Product Backlog).

2.⁠ ⁠Scrum Master – Like a coach or guide. They make sure the team follows Scrum rules and help remove any problems getting in the team’s way.

3.⁠ ⁠Development Team – These are the people who actually build the product, like developers, designers, and testers. They work together to complete the tasks.

b. Simple Scrum Workflow (from Sprint Planning to Retrospective)

Here's a simple flow you can draw:

1.⁠ ⁠Product Backlog (List of all features)

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2.⁠ ⁠Sprint Planning (Team picks what to work on)

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3.⁠ ⁠Sprint Backlog (List of tasks for the sprint)

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4.⁠ ⁠Sprint (Work begins, daily meetings happen)

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5.⁠ ⁠Sprint Review (Team shows what they built)

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6.⁠ ⁠Sprint Retrospective (Team talks about what went well and what to improve)

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Back to Sprint Planning...

c. What’s the difference between Product Backlog and Sprint Backlog?

Product Backlog

This is a big to-do list for the whole project. It includes all the features and ideas.

Example: "Add payment system", "Create user login", "Improve home page".

Sprint Backlog

This is a smaller to-do list just for the current sprint (usually 1–4 weeks). It contains only the items the team decided to work on during this time.

Example: "Design login screen", "Code payment gateway".

3.Team Role Simulation

Here’s how you can approach the Team Role Simulation for a mock Sprint Planning meeting:

Fictional Product Idea: Campus Event App

An app that helps students discover, register, and get reminders for campus events like fests, workshops, and club meetings.

Team Roles:

Scrum Master: Coordinates the meeting, ensures Scrum principles are followed.

Product Owner: Defines product vision, prioritizes backlog, and clarifies requirements.

Developer: Estimates tasks, plans implementation, and discusses technical feasibility.

Sprint Planning Output

Sprint Goal:

Launch a basic version of the Campus Event App that allows users to view upcoming events and register.

User Stories (Sample)

1.⁠ ⁠As a student, I want to see a list of upcoming events so I can decide which ones to attend.

Priority: High

Story Points: 5

2.⁠ ⁠As a student, I want to register for an event through the app so I can attend it without manual sign-up.

Priority: High

Story Points: 8

3.⁠ ⁠As a student, I want to get push notifications for upcoming events I registered for so I don’t forget them.

Priority: Medium

Story Points: 3