

## How to implement agile in a project?

- Need more culture of change
- Our product divides chunks
  - Small Bite-Size Chunks
- Contains more cycles
- Adaptive

## Handoff Vs collaboration

Project contains more cycles

Agile has no handoff.

Every cycle has:

- Define
- Design
- Build
- Test

## People of Project - Team

Product Owner

Design

- UX

Build - Implementation

- Stack Projects

- DBA

- Developers

- ...

Testers - QA ( Verifications & Tests)

## Culture Change

- Adaptive
  - .Strong Engineering Culture
  - .Automated build and deployment
  - .Continuous integration - CI, XP model
  - .Automate tests
  - .Collective ownership
- Adaptive planning
  - .High level planning
  - .Feedback
  - .New plan or update plan
- People and interaction
  - .Psychological Safety
  - .Partner with customer
  - .Collaborative environment
  - .Cross functional teams

## Agile Journey

### Part 1

- Chartering (1-2 days)
- Discover User Needs(1 Week) - User Story
- High Level Architecture (2-3 days)

### Part 2

- Release Planning(1-2 Days)- Main Plan
- Delivery(2,3 Weeks, Repeatedly) - Sprints
- Optional - UAT/Business Reading/Communication
  - Final Check
  - SOPs
  - Newsletters, etc
  - Training, etc
- Deployment

Note: Updates in Teams, Requirements, Architecture  
New Cycle -> Part 1 <- Update ( Part 2 )

## WaterFall Journey (Predictive Model)

- Requirements
- Design
- Implementation
- Verification
- Deployment
- Operation & Maintenance

## Agile Frameworks

### -Major

- .Scrum (Incremental Process - 1 to 4 weeks)
- .Kanban (Optimization Job Flow)
- .XP, Extreme Programming (More Engineering Practices)
- .Lean Startup (Unpredicted Market)

### -Minor

- .Feature Driven Development (FDD)
- .Scrum XP Hybrid
- .Crystal
- .Custom Hybrid
- .Dynamic Systems Development Methodology (DSDM)
- ...

