Module 3

Agility and Process with Recommended Process Model

▼ What is the agile process?

- This process breaks the project into several stages with stakeholder involvement all along the way.
- It is a collaborative process with a focus on continuous improvement and iteration at every stage.
- The process typically begins with clients describing how the end product will be used and what problems it will solve. The goal is to present a complete picture of the client's expectations to the project team.

▼ What assumptions inform the agile process?

- It is difficult to predict in advance which software requirements will persist and which will change. It is equally difficult to predict how customer priorities will change as the project proceeds.
- For many types of software, design and construction are should be performed at the same time so that design models are proven as they are created.
- It is difficult to predict how much design is necessary before construction is used to prove the design. Analysis, design, construction, and testing are not as predictable (from a planning point of view) as we might like.

▼ Why use the Scrum framework?

- If a team is thinking about being able to adapt easily and seamlessly, Scrum is the way to go because it allows teams to address complex adaptive problems.

▼ What are the activities of Scrum?

Requirements —> Analysis —> Design —> Evolution —> Delivery

▼ What are the purpose of prototypes?

- They assist the stakeholder in moving from a statement of general objectives to the level of detail that developers need to create the desired functionality.
- The development team should use the first prototype as a proof of concept.
- An accurate prototype shows that the initial architectural design is the right approach to getting to the required functionality and to satisfying the customer's performance constraints.

▼ What are best practices for gathering feedback on a prototype?

- Provide scaffolding when asking for prototype feedback.
    - Providing scaffolding means allowing the user to provide feedback that is not confrontational. Users are often hesitant to state directly how they feel about a product, particularly when they don't like it. To avoid this issue, ask the users to provide their feedback using statements such as "I like," "I wish," and "what if?"
        - "I like" statements encourage positive feedback from users.
        - "I wish" and "what if?" statements allow users to share ideas about how to improve the prototype.
- Test the prototype on the right people.
- Ask the right questions.
- Be neutral when presenting alternatives to users.
- Adapt while testing.
- Allow users to contribute ideas