



Learning Agile

Presenter:

Mr. Raj Vatnani

Sr. Project Manager at (Worldpay, from FIS)

Agenda for Session 3

- ▶ User Stories - Deep Dive
 - ▶ Format
 - ▶ INVEST
 - ▶ Life-cycle

User story format

- ▶ A **user story** is a tool used in **Agile** software development to capture a description of a software feature from an end-user perspective.
- ▶ *“As a <role or persona>,
I can <goal/need>
so that <why>”*

Or, in another instance:

*“As a <particular class of user>,
I want to <be able to perform/do something>
so that <I get some form of value or benefit>”*

The INVEST principle

The test for determining whether or not a story is well understood and ready for the team to begin working on it is the INVEST acronym:

- ▶ I - Independent
- ▶ N - Negotiable
- ▶ V - Valuable
- ▶ E - Estimable
- ▶ S - Small
- ▶ T - Testable

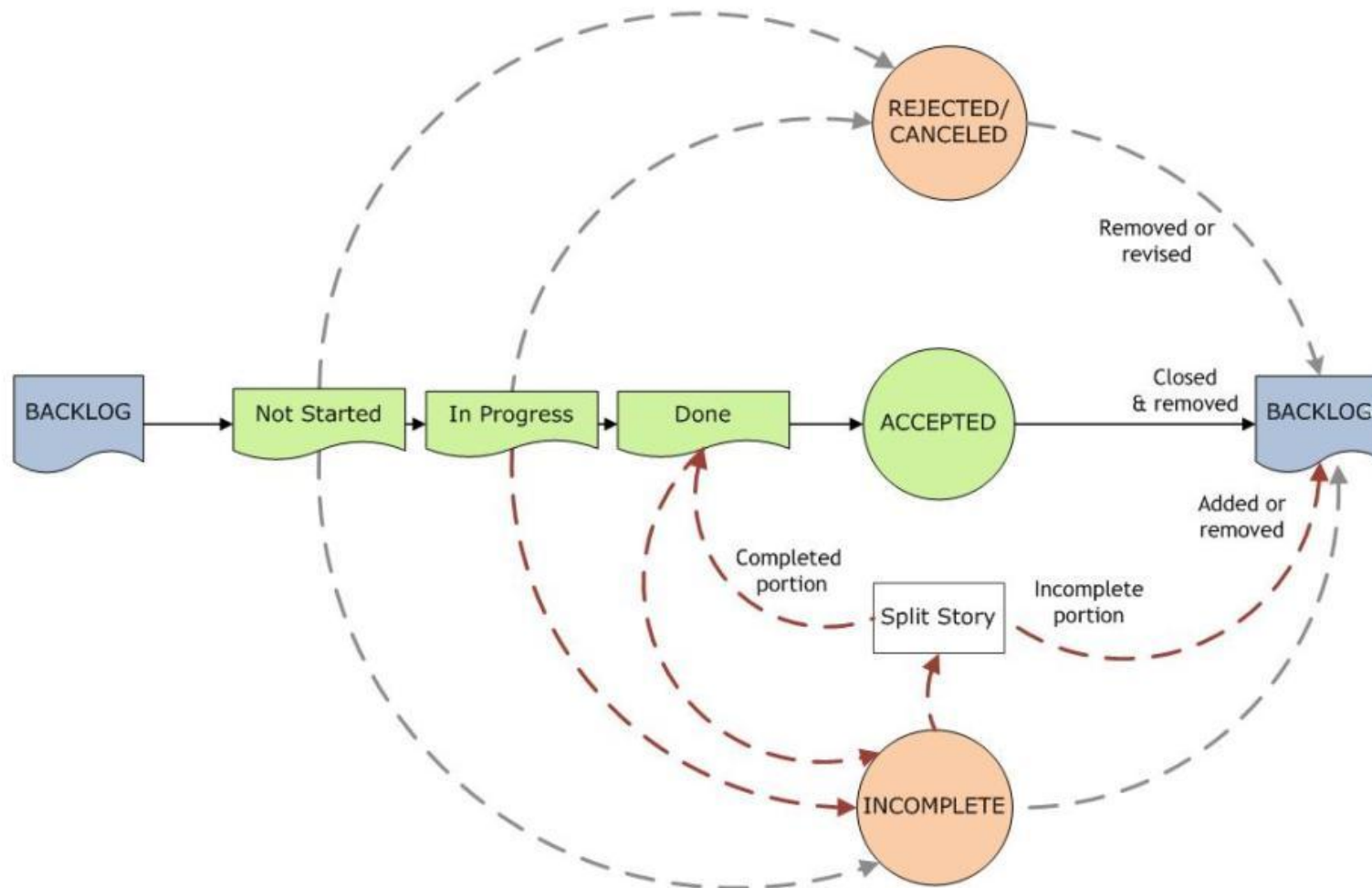
.... If it does not match INVEST, revisit/split

Types of user stories

- ▶ Enabler Stories
- ▶ Functional Stories
- ▶ Technical Stories

User story life-cycle

State diagram for a user story



- * DoR
- * DoD



Thank You !!!

Any Questions?

Agenda for Session 4

- ▶ Scrum Ceremonies

Daily Scrum

- ▶ In the *Daily SCRUM* each of the team members should answer three questions:
 - ▶ What did you do yesterday?
 - ▶ What will you do today?
 - ▶ Are there any obstacles in your way?
- ▶ In the daily scrum team share the conflicts, obstacle or impediment faced in their tasks & any possible solutions on that.
- ▶ On daily basis this meeting holds on same time, same location hold by Agile SCRUM team.
- ▶ Ideally daily scrum is conducted in the morning which helps to plan task for whole day.
- ▶ As Agile process & Sprint is time-boxed, similarly Daily SCRUM meeting should be time-boxed to 15 minutes max.
- ▶ In this meeting discussion should be quick and relevant. The SCRUM Master always helps to maintain the focus of team to its Sprint goal.
- ▶ The Daily SCRUM is not used as a problem-solving or issue resolution meeting.

Sprint Planning

- ▶ Iterations/Sprint are a key feature of the Scrum process.
- ▶ In the **Sprint planning meeting** the team picks list of User stories from Product Backlog.
- ▶ These selected items moved from Product backlog to Sprint backlog.
- ▶ All sprint backlog user stories are discussed items from the *product backlog* and team member committed to complete the assigned task within Sprint Boundary.

Sprint Planning (*contd...*)

- ▶ Each user story is divided into smaller detailed tasks.
- ▶ In Sprint team work together collaboratively to complete Sprint tasks.

Sprint Review (Part 1: Demo)

- ▶ The end of the Sprint can turn into an increment of potentially shippable functionality hand over to customer.
- ▶ This shippable functionality should be well-structured, well-written code, thoroughly tested and user operation of the functionality is documented.
- ▶ At the end of the Sprint features committed in Sprint are demonstrated to all stakeholders & they provide the valuable feedback to moving product in correct direction.

Sprint Review (Part 2) and Retrospective

- ▶ At the end of each Sprint review and Retrospective meeting should be conducted to know what went good & bad in Sprint.
- ▶ Participants for this meeting is Team, SCRUM Master & Product Owner(Listener).
- ▶ This meeting also timeboxed to 2-3 hours. Using this approach each team member is asked to identify specific things that the team should:
 - ▶ Start doing
 - ▶ Stop doing
 - ▶ Continue doing

Iteration / Sprint Cycle

- ▶ In the next Sprint again team choose the chunk of User stories from the Product backlog & Sprint cycle started with new Sprint goals again.
- ▶ These cycles are continue doing unless and until *Product backlog* is finished or Deadline reaches or budget is used up.



Thank You !!!

Any Questions?