

TECHNOLOGY



Coding Bootcamp

TECHNOLOGY



Agile

Scrum Terms and Artifacts



Learning Objectives

By the end of this lesson, you will be able to:

- 🕒 Design detailed user stories that capture the end user's needs and requirements
- 🕒 Develop a comprehensive product backlog that includes user stories, tasks, and priorities for a given project
- 🕒 Implement a sprint backlog from a given product backlog, prioritizing tasks and allocating resources effectively
- 🕒 Evaluate the quality of user stories based on criteria such as clarity, completeness, and alignment with user needs



Learning Objectives

By the end of this lesson, you will be able to:

- 🕒 Create a set of working agreements for a Scrum team to ensure effective collaboration and communication
- 🕒 Evaluate the definitions of done and ready for their effectiveness in ensuring task quality and preparedness



User Stories

User Stories

In Agile, user stories are informal, short descriptions that provide incremental development in Agile's smallest unit of work.

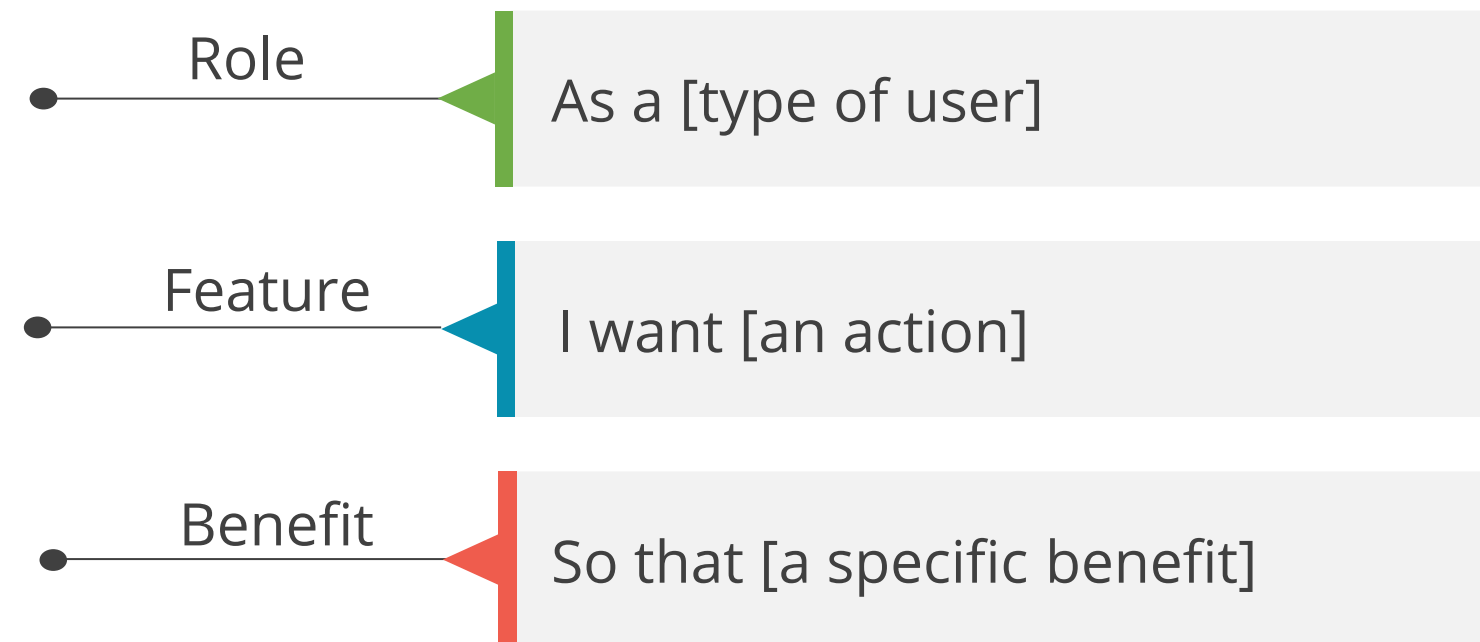


User stories specify how users interact with a product to meet their needs.



User Stories

User stories follow the role-feature-benefit pattern in Agile development.



It ensures that each user story clearly captures three essential elements: the user role, the desired feature, and the benefit of that feature.



Characteristics of User Stories

Some key characteristics of user stories are:



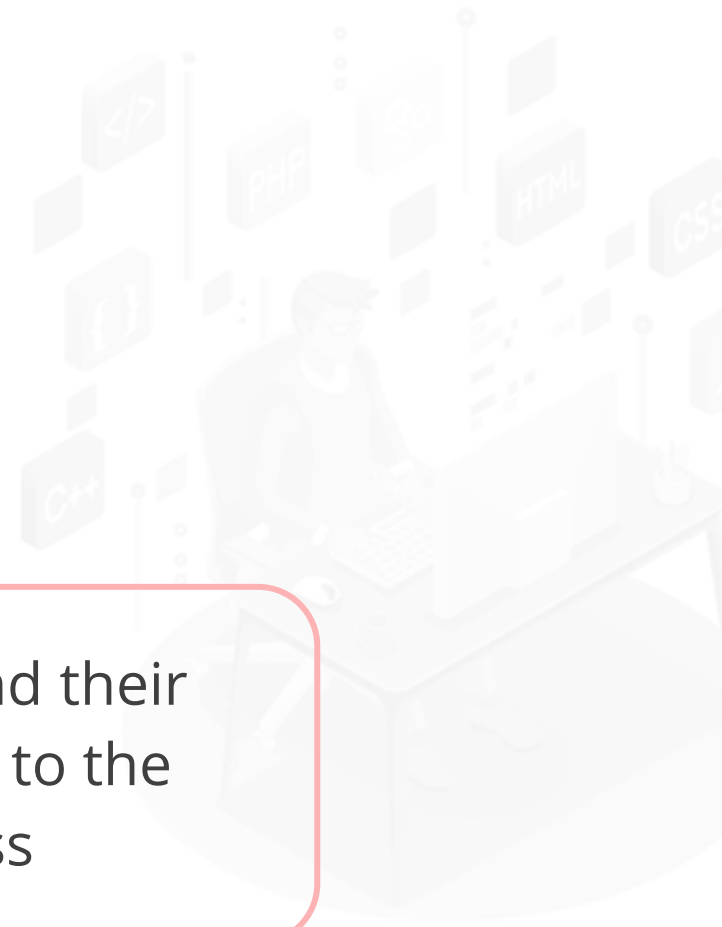
Benefits of User Stories

User stories help:

To provide input to the team
about the creation of a
product

To put users at the center
of the conversation

To understand their
contribution to the
business



Writing User Stories

Writing User Stories

The following are the steps to write user stories:

First, begin with the end goal a user is searching for

Step 1:

Start at the end

Figure out the starting point for reaching the goal

Step 2:

Work backward

Divide the progression into smaller and feature specific steps

Step 3:

Make it small and feature-specific

Write the user stories with one story for every step

Step 4:

Use paper cards

Jira Walkthrough



Duration: 20 Min.

Problem Statement:

You have been assigned a task to explore the features of Jira.

Outcome:

By completing this task, you will learn how to effectively utilize Jira for project management and team collaboration.

Note: Refer to the demo document for detailed steps:
01_Jira_Walkthrough

ASSISTED PRACTICE

Assisted Practice: Guidelines

Steps to be followed:

1. Log in to Jira
2. Create a new project in Jira
3. Explore the features of the project
4. Customize the project



Product Backlog and Sprint Backlog

Product Backlog

The product backlog is a an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.



A successful product backlog breaks down complex tasks into manageable steps and is the single source of truth for all the work needed to improve the product.



Product Backlog

A product backlog must be adaptable.

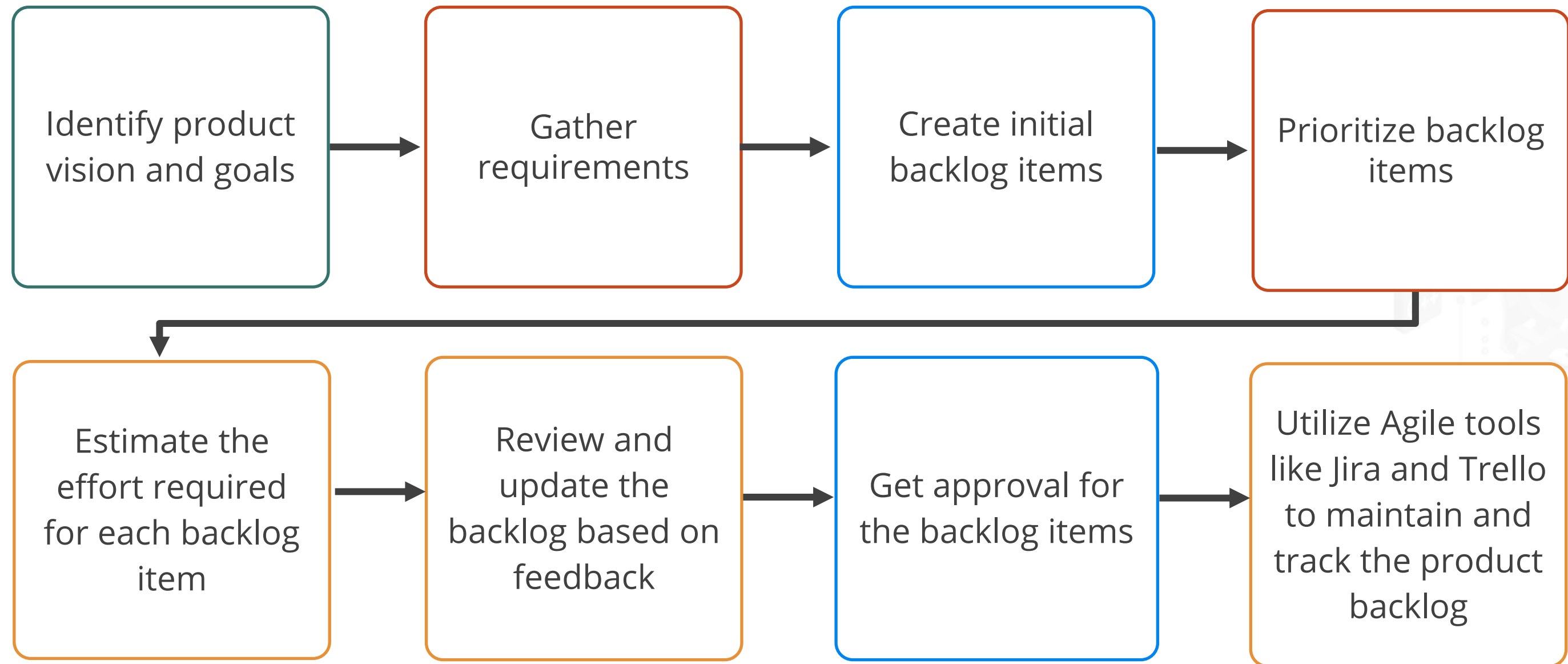
The product backlog is not settled forever.

A product backlog must be managed closely to ensure its alignment with the project goals.



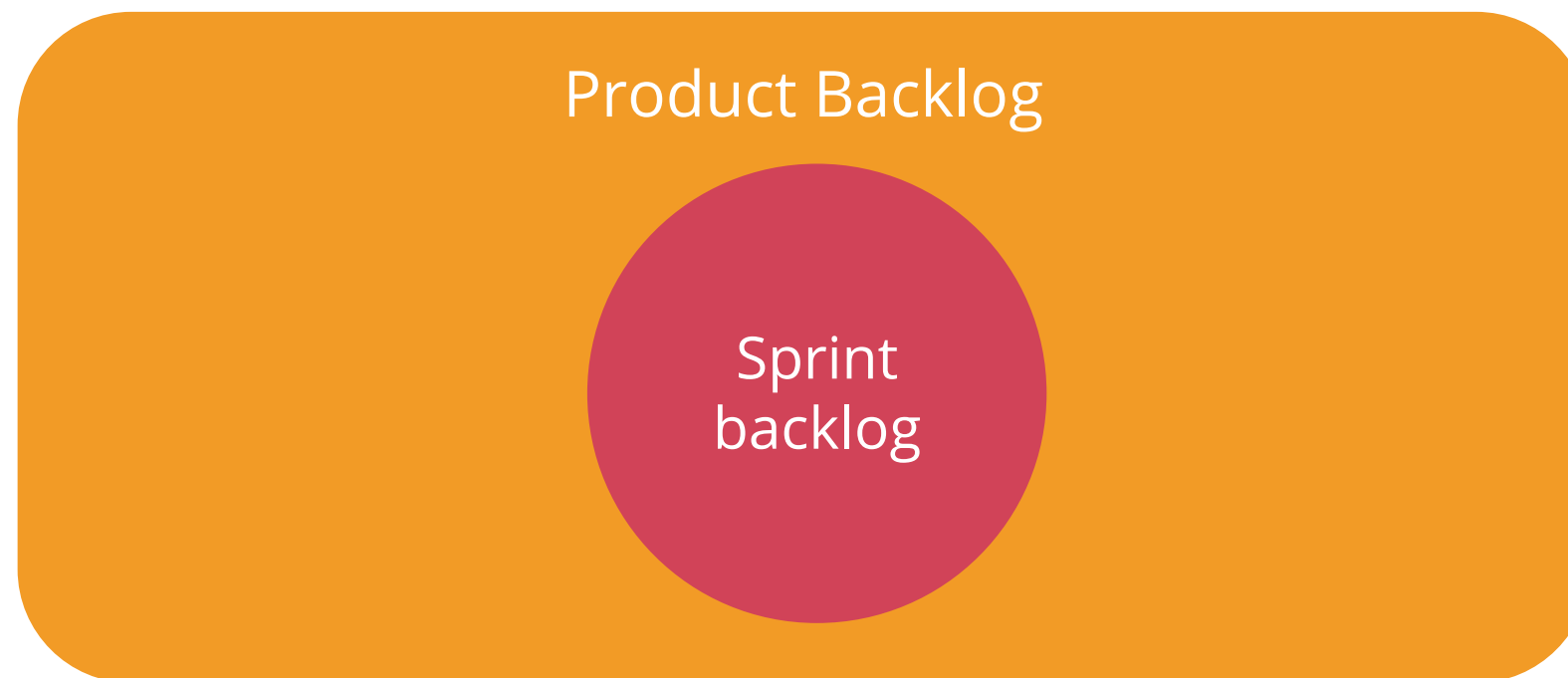
Product Backlog

The following steps are typically followed while creating a product backlog:



Sprint Backlog

It is a plan by and for the developers. It is a highly visible, real-time picture of the work that the Developers plan to accomplish during the sprint to achieve the sprint goal.



Sprint Backlog

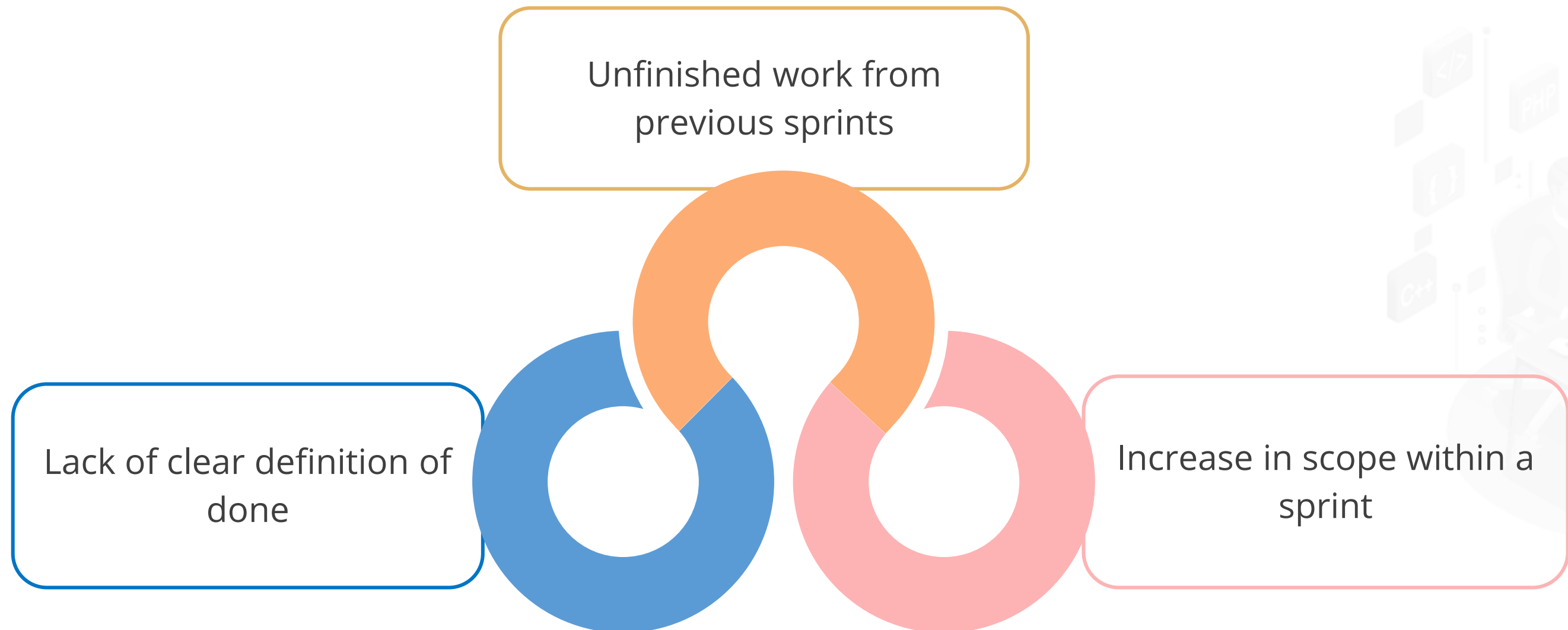
Sprint backlog fills in the length and the complexity of a project.



Incomplete tasks are added to the product accumulation and picked up in the next sprint.

Sprint Backlog

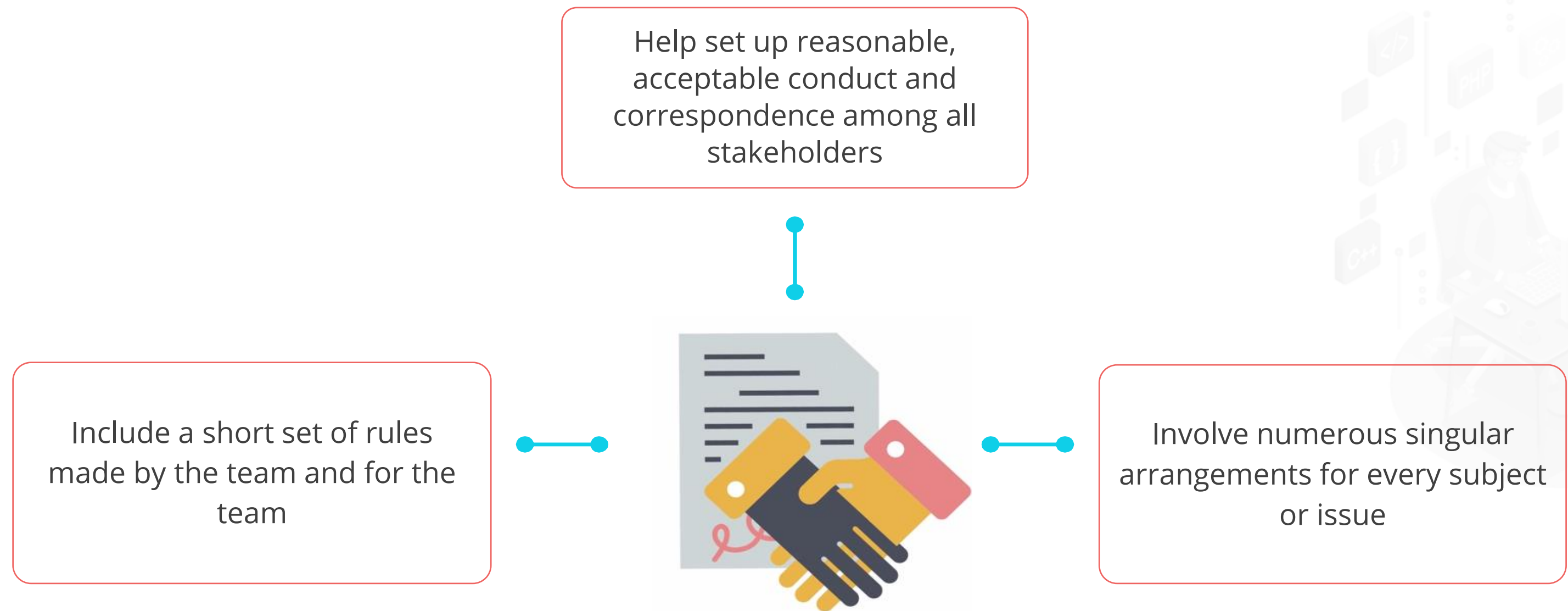
Product accumulation in the sprint backlog generally refers to the phenomenon where unfinished or incomplete product backlog items accumulate over multiple sprints. This happens when there is:



Working Agreements

Working Agreements

Working agreements are mutually agreed-upon guidelines that help Agile teams collaborate effectively and maintain a productive work environment.



Working Agreements

Qualities of effective work agreements are:

- | | | | |
|----|-----------------------|----|----------------------------|
| 01 | Public and visible | 04 | Small and easy to remember |
| 02 | Collaborative | 05 | Updated frequently |
| 03 | Not imposed by anyone | 06 | Consequential |

These qualities help create effective work agreements that enhance team collaboration, communication, and overall productivity.

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Done and Ready

Definition of Done

The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product.

Parameters for planning list are based on the team's:



History



Capabilities



Framework

Definition of Done: Examples

Examples of DoD are:



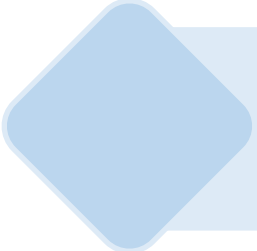
Writing and passing unit tests



Updating project documentation



Building perfect and error-free projects



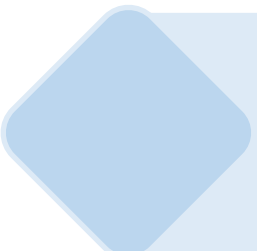
Reviewing features shared by the product owner



Deploying the project for testing



Testing the feature against acceptance criteria



Performing Q&A sessions and resolving the problems

Definition of Ready

Definition of Ready (**DoR**) is a set of criteria that a product backlog item or user story must meet before it can be considered ready for a team to pull into a sprint for development.



It ensures that all necessary information and prerequisites are in place so the team can start working on the item without impediments.

Definition of Ready

Ready is just a checklist of criteria. This checklist includes:

- ✓ Clear and concise description of task
- ✓ Well-defined acceptance criteria
- ✓ Documentation of all dependencies
- ✓ Proper estimation task using story points
- ✓ Availability of all required information, data, and resources
- ✓ Approval of stakeholders
- ✓ Proper review of the product
- ✓ The item is free from blockers or impediments

The team and the client should fulfill these criteria to complete the project successfully.

Definition of Ready: Examples



- 1 Having defined, feasible, testable, and straightforward user stories
- 2 Recognizing the dependencies of a user story
- 3 Writing the acceptance criteria of a user story
- 4 Estimating the performance and efforts of the team
- 5 Defining at least one acceptance criterion for every user story

Creating User Stories in Jira



Duration: 10 Min.

Problem Statement:

You have been assigned a task to create user stories in Jira.

Outcome:

By completing this task, you will contribute to the project's planning and development by defining clear and concise requirements that align with user needs and project goals

Note: Refer to the demo document for detailed steps:
02_Creating_User_Stories

ASSISTED PRACTICE

Assisted Practice: Guidelines

Steps to be followed:

1. Navigating to the Jira software
2. Creating user stories



Key Takeaways

- In Agile, user stories are informal, short descriptions that provide incremental development in Agile's smallest unit of work.
- User stories follow the role-feature-benefit pattern in Agile development.
- The product backlog is a prioritized list of tasks, features, and requirements that must be completed within a project.
- A sprint backlog is a highly visible, real-time picture of the work that the developers plan to accomplish during the sprint to achieve the sprint goal.



Key Takeaways

- Product accumulation in the sprint backlog refers to the phenomenon where incomplete product backlog items accumulate over multiple sprints.
- Working agreements are mutually agreed-upon guidelines that help Agile teams collaborate effectively and maintain a productive work environment.
- Definition of Done (DoD) is a formal description of the state of the Increment when it meets the quality measures required for the product.
- Definition of Ready (DoR) is a set of criteria that a product backlog item or user story must meet before it can be considered ready.



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Thank You