

Agile Methodologies and Effective Communication

Assignment 1: Agile Project Planning - Create a one-page project plan for a new software feature using Agile planning techniques. Include backlog items with estimated story points and a prioritized list of user stories.

Agile Project Planning:

Project Plan for New Software Feature Using Agile Planning Techniques

Feature: User Authentication System

Product Backlog Items

User Story ID	User Story Description	Priority	Story Points
US001	As a user, I want to register an account with an email and password so that I can access the system.	High	5
US002	As a user, I want to log in using my email and password so that I can access my personal dashboard.	High	3
US003	As a user, I want to reset my password if I forget it so that I can regain access to my account.	High	5
US004	As a user, I want to receive an email confirmation after registration so that I can verify my email address.	Medium	2
US005	As a user, I want to log out of the system so that my account remains secure.	Medium	1
US006	As a user, I want my session to expire after a period of inactivity so that my account remains secure.	Medium	3
US007	As an admin, I want to deactivate a user account so that I can manage user access.	Low	2
US008	As a user, I want to change my password while logged in so that I can maintain account security.	Low	3

Sprint Planning

Sprint 1 (2 weeks):

- US001: Register an account with email and password (5 story points)
- US002: Log in with email and password (3 story points)
- US004: Email confirmation after registration (2 story points)

Sprint 2 (2 weeks):

- US003: Reset password (5 story points)
- US005: Log out (1 story point)
- US006: Session expiration (3 story points)

Sprint 3 (2 weeks):

- US008: Change password while logged in (3 story points)
- US007: Deactivate user account (2 story points)

Assignment 2: Daily Standup Simulation - Write a script for a Daily Standup meeting for a development team working on the software feature from Assignment 1. Address a common challenge and incorporate a solution into the communication flow.

Daily Standup Simulation :**Team Members:**

- Alice (Developer)
- Bob (Developer)
- Carol (Tester)
- Dave (Scrum Master)

Daily Standup Script

Dave (Scrum Master): "Good morning, team. Let's start today's standup. As usual, we'll go over what we did yesterday, what we'll do today, and any blockers we have. Alice, you start."

Alice (Developer): "Yesterday, I completed the registration form UI and connected it to the backend. Today, I'll start working on the login functionality. No blockers for now."

Bob (Developer): "Yesterday, I set up the email service for the confirmation emails. Today, I'll integrate it with the registration process. I'm also facing an issue with the email server configuration which is causing delays."

Dave (Scrum Master): "Thanks, Bob. Carol, how about you?"

Carol (Tester): "Yesterday, I wrote test cases for the registration feature and started testing the UI. Today, I'll continue with the functional testing of the registration feature. No blockers."

Dave (Scrum Master): "Great, thanks Carol. Let's address Bob's issue. Bob, can you give us more details about the email server configuration issue?"

Bob (Developer): "Sure. The email server is not accepting connections from our development environment, which is causing the confirmation emails to fail."

Dave (Scrum Master): "Understood. Alice, can you assist Bob with the email server configuration after your morning tasks? Perhaps you can pair program to resolve this faster."

Alice (Developer): "Sure, I can help Bob after my morning tasks."

Dave (Scrum Master): "Perfect. Let's aim to have this resolved by the end of the day. Anything else we need to discuss?"

Team: "No."

Dave (Scrum Master): "Alright, let's get to work. Remember to update the task board as you make progress. Thanks, everyone!"

End of Standup

