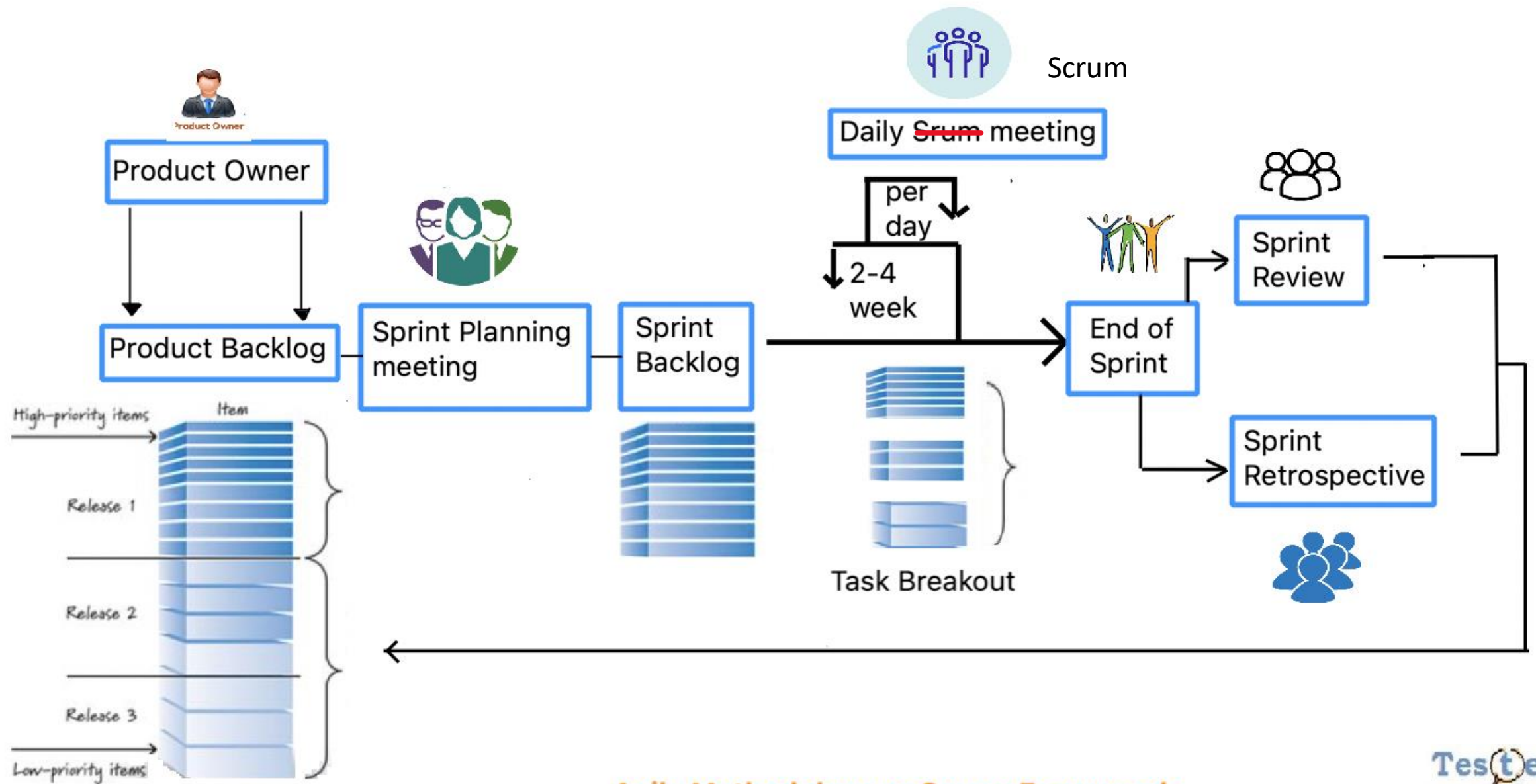


Agile is Easy



By Mithilesh Singh



Agile Methodology or Scrum Framework

What is Agile?

Agile is a methodology or process which follows the Iterative and Incremental Approach.

Iterative means same kind of steps getting repeated again and again in every sprint cycle. E.g. requirement analysis --> designing --> coding --> testing.

Incremental Approach means we will be adding the developed features in every sprints and integrating with older features.

Agile Key Principles



We can deliver active product in short period of time. So customer can start using it in the very beginning.

We handover the product to customer with lesser no of features at first and then start adding the features sprint basis.

In between requirement changes are acceptable.



Advantages ?

We can have frequent changes in between the development process, it is allowed.

Customer involvement will be there from the beginning.

Fast release of the product.

Good collaboration between teams[Dev, QA, team leads, Manager]

Customized approach for the company.

Disadvantages



Documentation could get lengthy.



It is not useful for small projects.

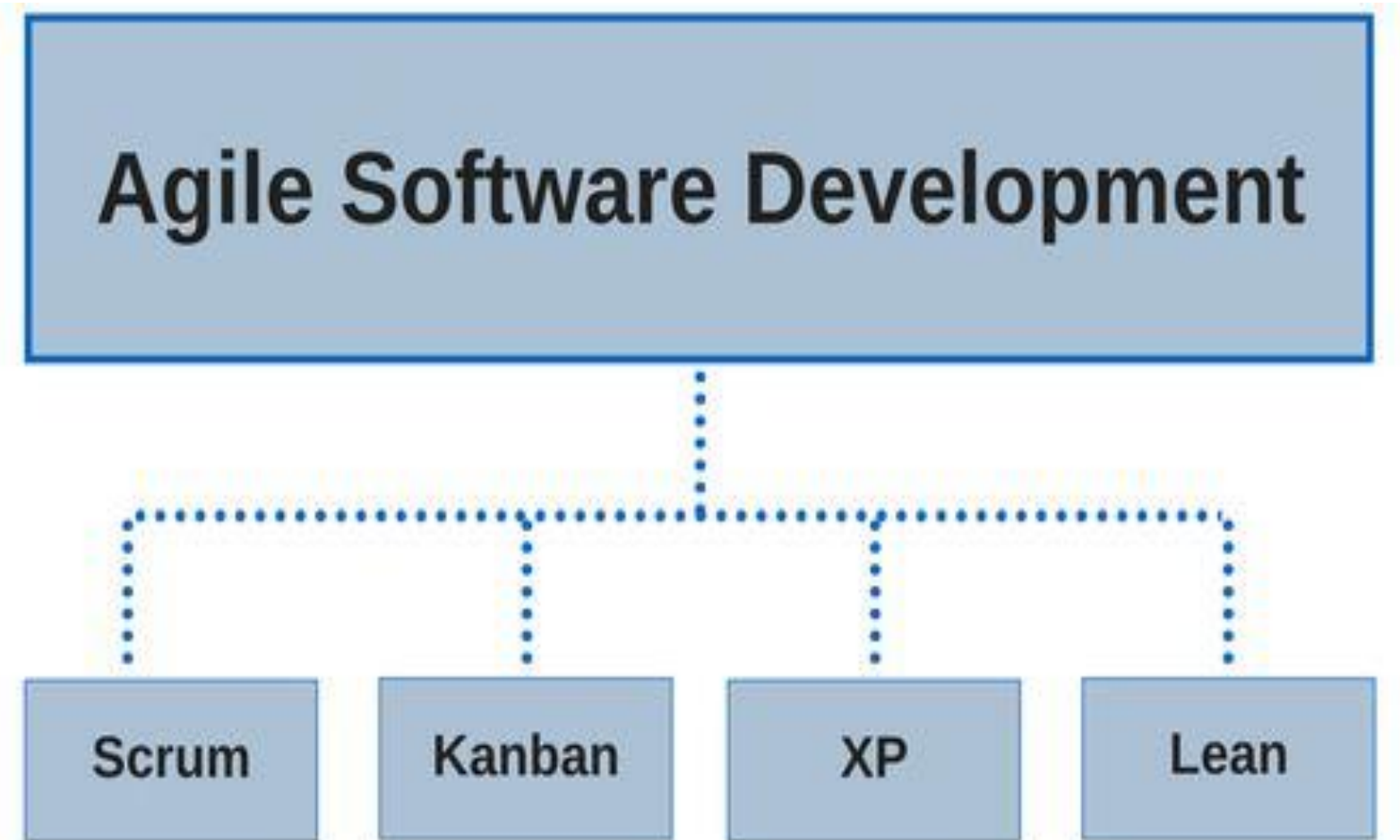


It required expert persons to take important decisions in the meeting.



Cost more as compare to waterfall model.

Agile Software development framework



What is Scrum & Scrum Team



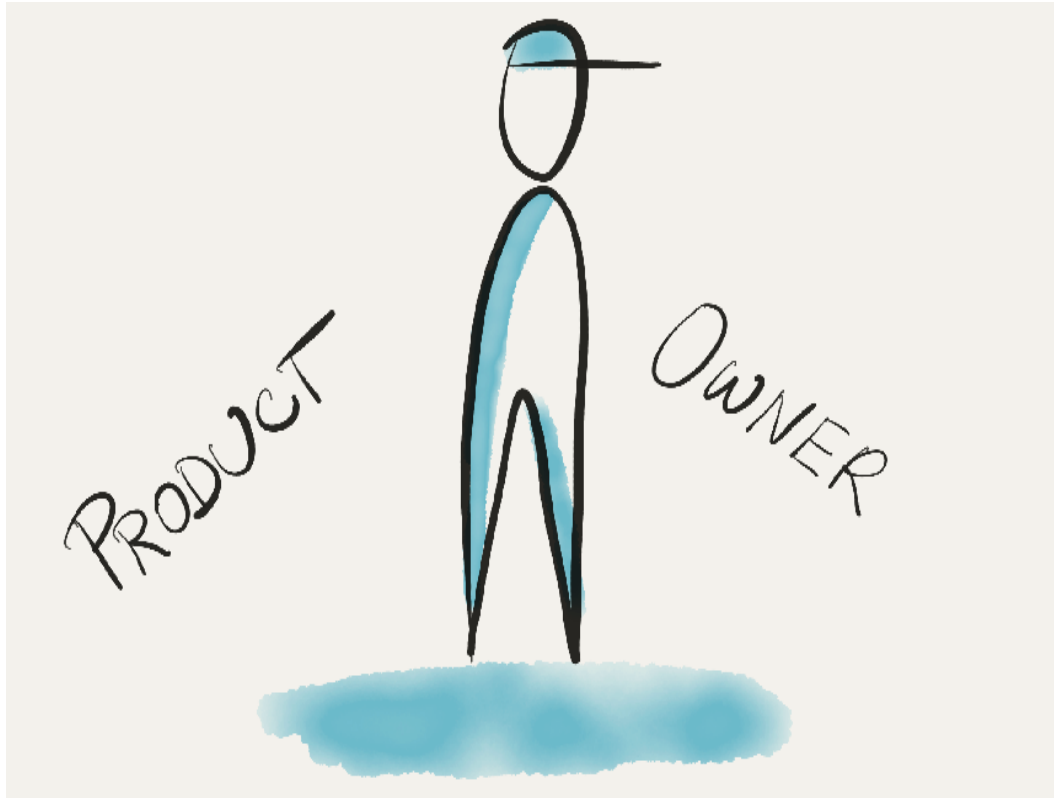
Scrum: It is a framework, we follow this framework in agile process to build the product. We have XP, Kanban also for agile development

There are multiple team involves in the agile process called as Agile team or scrum team.

Agile team = Product owner + Scrum master + Dev team + QA team.

Overall members contain in the scrum team is 5 – 9.

1. Product owner role:



- Product owner is someone who will have complete clarity on the product which is going to develop,
 - all the features and sub features list would be along with him/her.
 - owner can prioritize the feature and accordingly can fix that in development iteration.
 - Product owner can also deprioritize any feature and remove from the development cycle as per market situation.
-
- Development team have to show or demo the development feature to the Product owner.
 - Product owner also responsible to communicate with marketing and sales team to see the product value in the market.

Scrum Master



2. Scrum Master role:

- Scrum master helps to drive the agile process in the company,
- Scrum master handles the agile process related queries and solve bottlenecks arises in the process.
- He acts as bridge between product owner and the other teams.



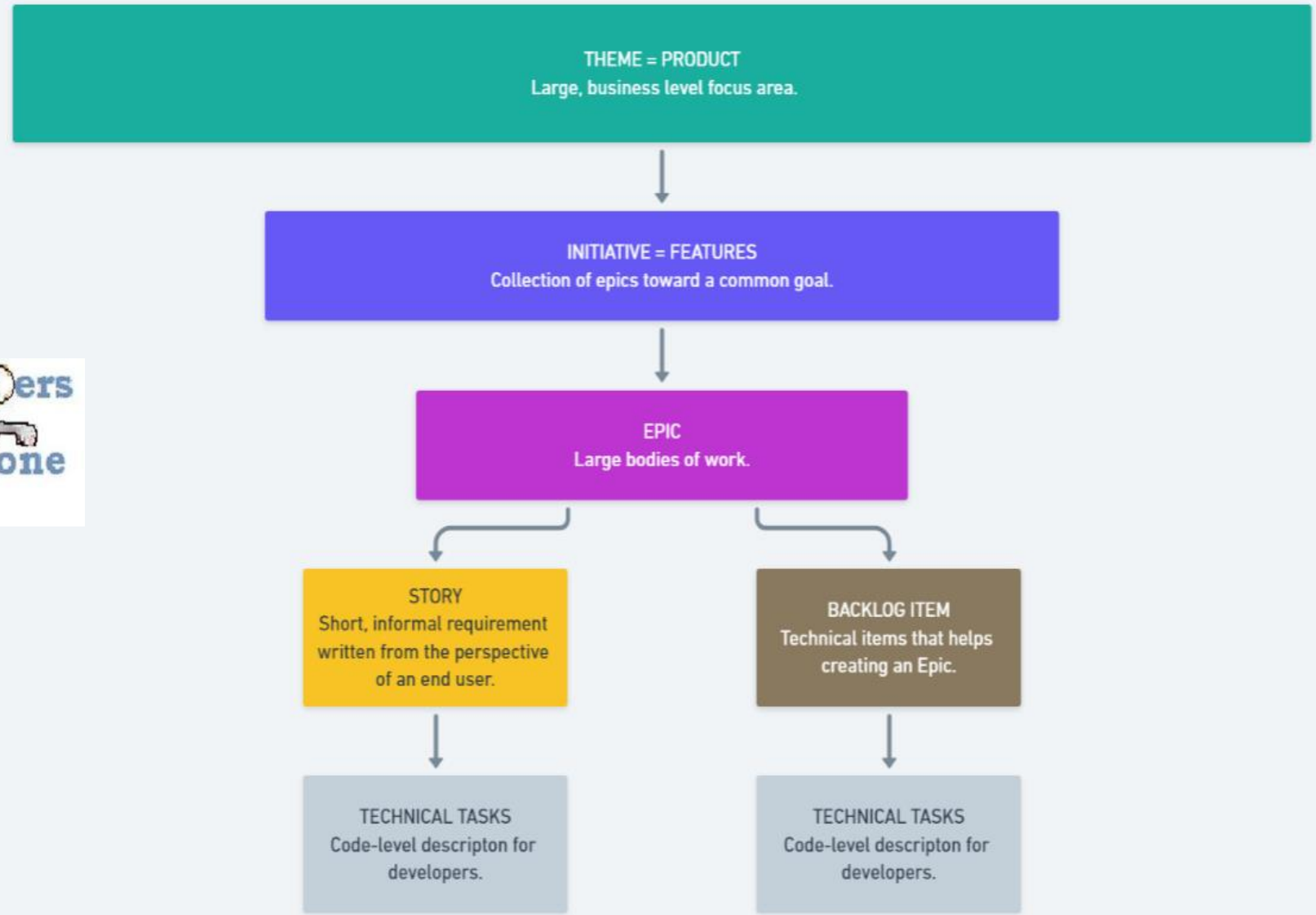
3. Dev + Testing role:

- **Development:**
 - Dev team will responsible to develop the feature using specific programming language and predefined framework and deliver it to tester for testing.
 - Dev also responsible to perform unit testing(White box testing).
- Testers will take the build and test the feature as per the requirement and give the sign off if everything works as expected.

Scrum Terminologies comparison – Agile vs Model

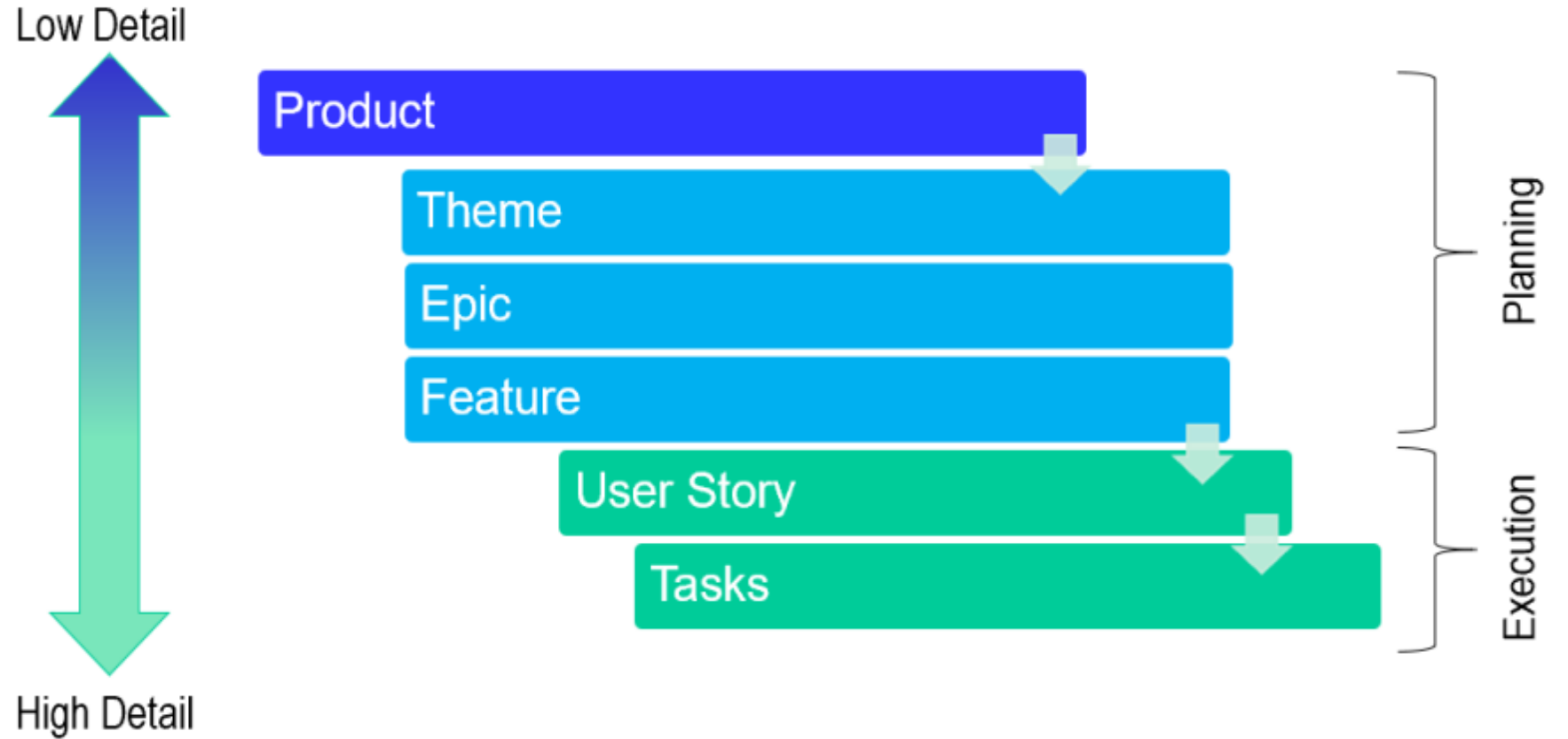
Project	-----> Epic
Development model	-----> Agile
Requirements / Planning	-----> Story/Roadmap
Design/ Architecture	-----> Sprint Zero/Design Sprint
Development	-----> Sprint 1,2,3.... + Stories
Acceptance/ QA	-----> QA Sprint
Deadline	-----> Milestones
Phase	-----> iterations
Post mortem	-----> Retrospective

Scrum Terminologies



Epic

- Collection of more than one user stories and Task



User Story



- User Story represents a module or feature of a software.
- It is collection of multiple tasks.
- Each task will indicate the effort given to develop the product

User Story for Withdrawing Cash

User Story

As a **regular fintech app user**, I want to **withdraw cash** from my bank account using the fintech mobile app, so that I can **easily draw out cash even without using my card**.

Acceptance Criteria

- User can login to the mobile app.
- User can enter the desired amount to withdraw.
- Desired amount is within the user's current balance.
- Accounts are updated concurrently after validation.
- Email and in-app confirmation of transactions are sent to the user.

Product Backlog

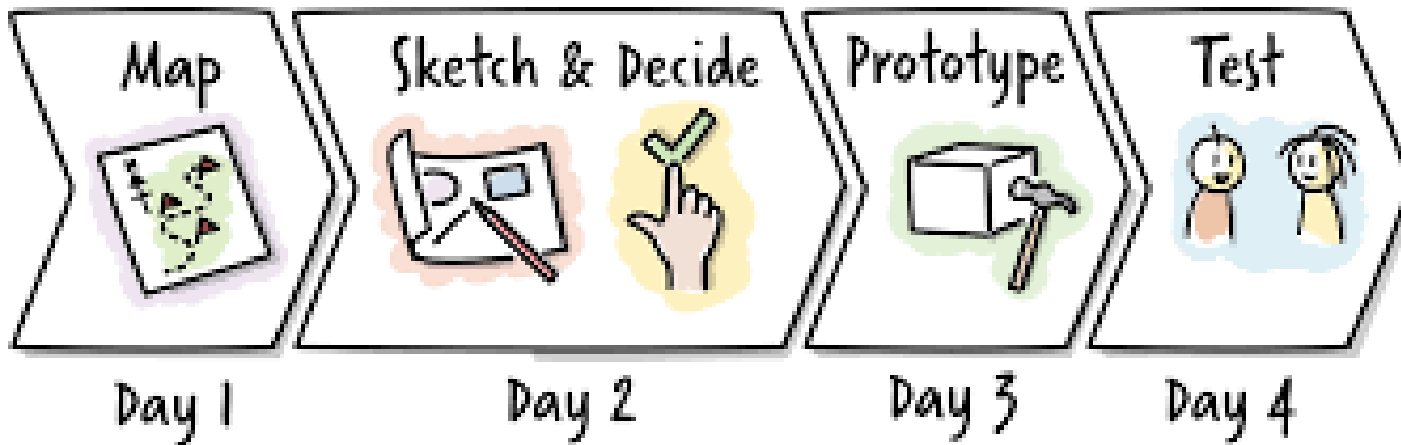
- Product Backlog is the collection of the user stories which will be developed in upcoming sprints, Product owner is responsible to create these stories and keep it as product backlog.

Note: Epic is also collection of stories but those will be the part of any sprint. So we can call it as sprint backlog. But in case of product backlog it contains all the requirements for upcoming development.

Sprint



Design Sprint



- It defines as a period of time to complete the allocated tasks or stories.
- We keep sprint duration usually 2-4 weeks.

Sprint Planning

- Sprint planning meeting happens in the beginning or before starting any sprint to decide what to pick and deliver to client in this sprint and what should be the duration.
- Product owner, Scrum master, Developer and Testers use to involve in this meeting.



Sprint Review

SPRINT REVIEW

- Sprint Review meeting conducts in between any running sprint to get the answer to following questions mentioned in the screenshot.



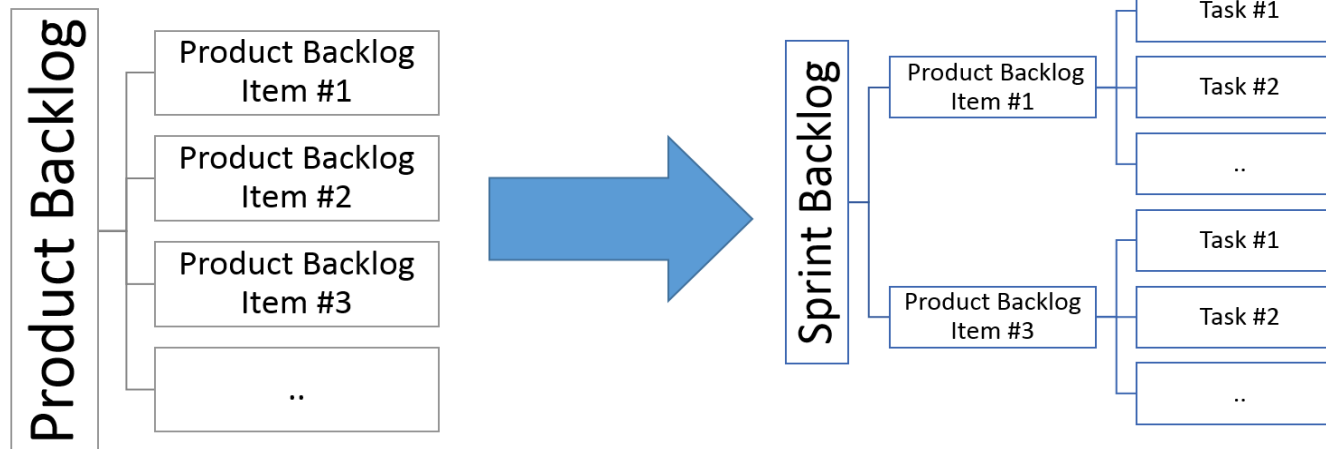
What did you complete yesterday?

What will you do today?

Are there any problems?

Sprint Backlog

- After sprint planning meeting once we decide to pick the stories from the product backlog, we pick those stories and keep under current sprint those stories are nothing but sprint backlog. In general list of stories we are going to cover in the current sprint.



Scrum meeting

- This is a meeting conducted by scrum master everyday morning for short duration like 15 mins, this is also called as stand up meeting. Why this is called so because this is very small duration meeting, people use to stand in a circle with team and quickly start discussing on below points and complete it withing 15 mins.

A. What did you do yesterday?

B. What will you do today?

C. Are there any blockers in your way?



Sprint Retrospective Meeting

- ☐ The Sprint Retrospective is an opportunity for the Scrum Team to reflect and create a plan for improvements to be enacted during the next Sprint.
- ☐ The purpose:
 - ☐ Think about how the last Sprint went with regards to people, relationships, process, and tools
 - ☐ Identify and order the major items that went well and potential improvements
 - ☐ Create a plan for implementing improvements to the way the Scrum Team does its work
- ☐ All team members have the opportunity to answer:
 - ☐ **What went well during the last sprint?**
 - ☐ **What didn't go well during the last sprint?**
 - ☐ **How should the team improve for the next sprint?**

	Progress	Type	Story points	Timeline	+
Build app store infra	<div><div></div></div>	Infra	1 SP	<div><div></div></div>	
Build set up widget	<div><div></div></div>	Innovation	3 SP	<div><div></div></div>	
Work on template store..	<div><div></div></div>	Test	4 SP	<div><div></div></div>	

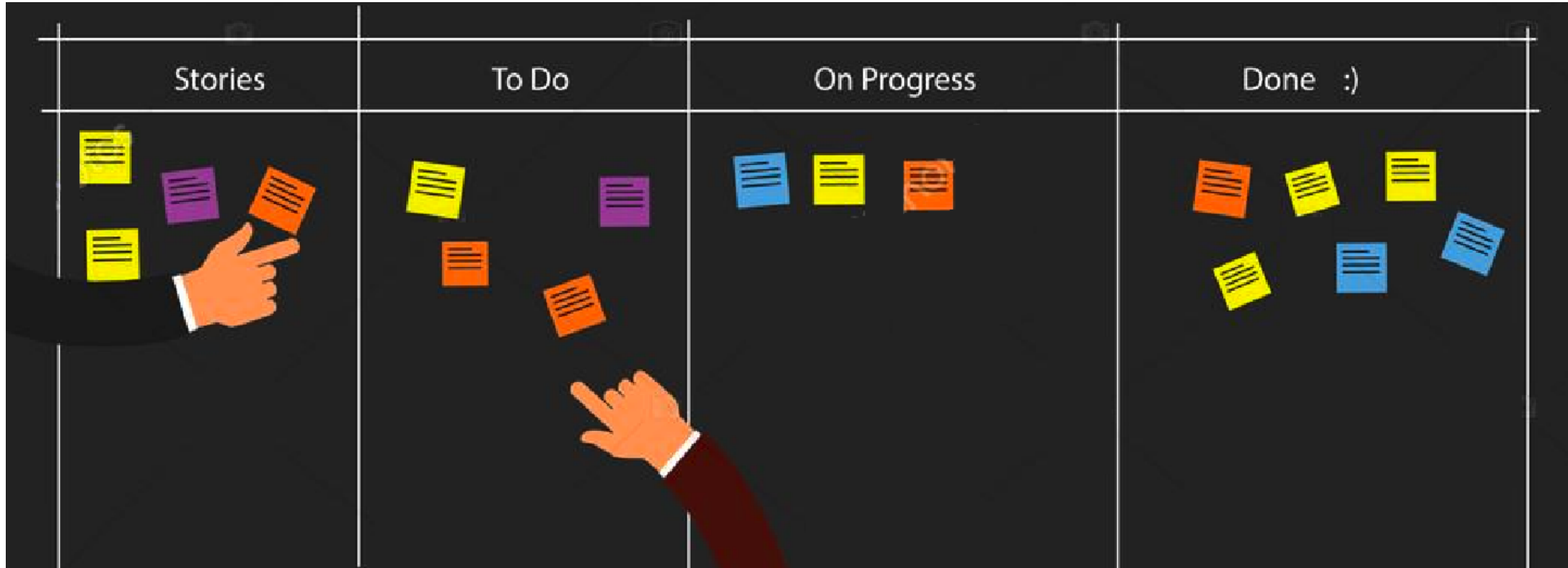
Story point

- It is the Rough estimation of user stories.
- **Story points** are a unit of measure for expressing an estimate of the overall effort that will be required to fully implement a product

Burndown chart

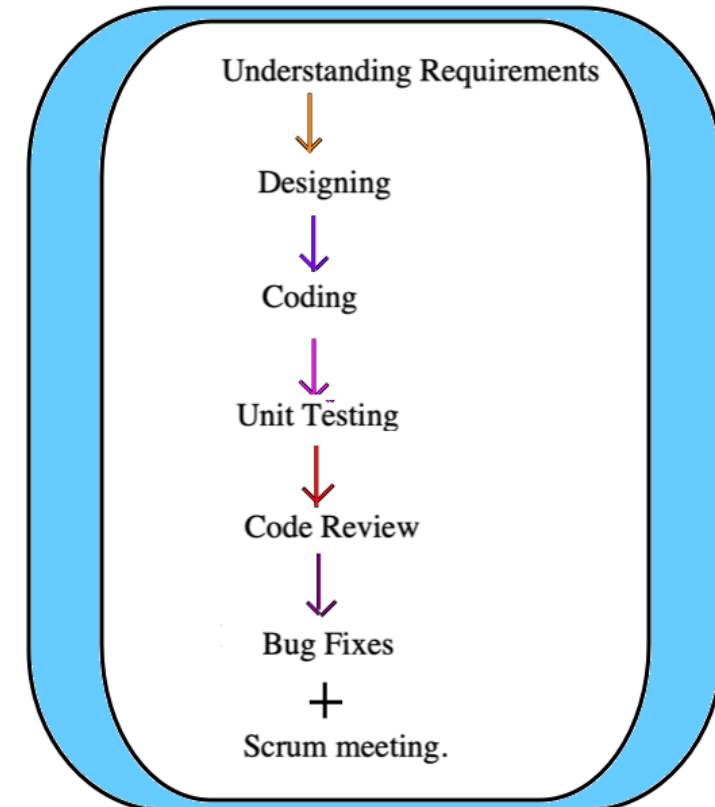
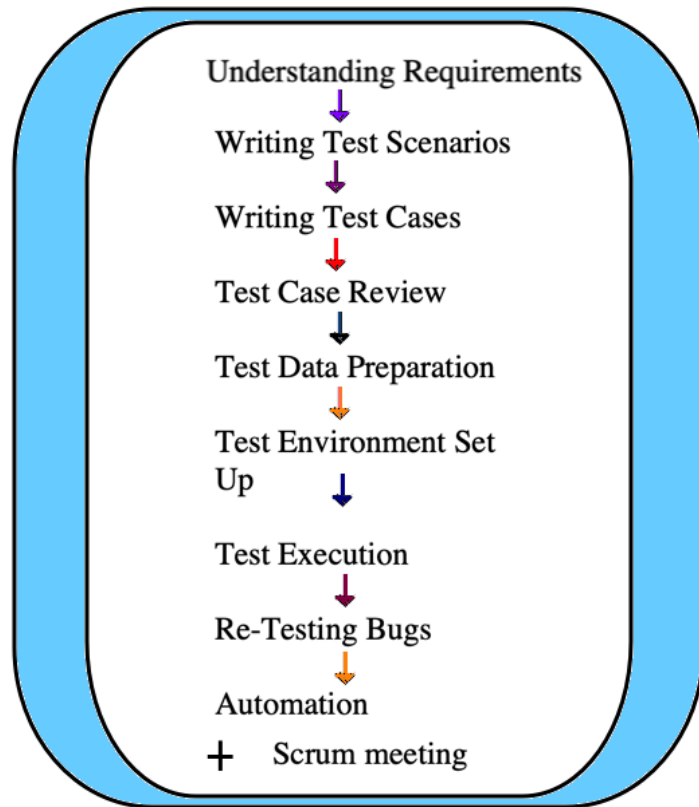


- A **burndown chart** shows the amount of work that has been completed in an epic or sprint, and the total work remaining.
- The burndown is a chart that shows how quickly you and your team are burning through your customer's user stories.
- **Burndown charts** graphically illustrate how fast your team is working by plotting user stories against time.



Scrum Board: This is something to give the overall work progress in the sprint like how many tasks have been completed, how many in progress, how much is done so based on this we can plan about remaining tasks. To manage this board we have tools which provide this kind of board e.g. Jira, Rally etc.

QA and Dev task in every story?



thank
you

