



# Agile Development

*Software Development Bootcamp*



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# Agile Project Management



# What Is Agile Project Management?

Agile is an iterative approach to project management and software development that helps teams deliver value to their customers faster and with fewer complications.

[Agile Manifesto](#)



## Why Use Agile?

Traditional project management methods often struggle with software development

Agile helps teams:

- Respond to change quickly
- Deliver working software frequently
- Maintain close collaboration with stakeholders
- Focus on customer satisfaction



# The Scrum Framework

Scrum is the most popular Agile framework

- Works in sprints (typically 2-4 weeks)
- Daily stand-up meetings
- Focus on incremental progress
- Regular retrospectives



# Key Agile Roles

- Product Owner
  - Represents stakeholder interests
  - Manages product backlog
  - Sets priorities
- Scrum Master
  - Facilitates the process
  - Removes obstacles
  - Protects the team
- Development Team
  - Self-organizing
  - Cross-functional
  - Delivers the work



# Agile Ceremonies

- Sprint Planning
  - Team plans work for the sprint
  - Sets sprint goals
  - Estimates effort
- Daily Stand-up
  - 15-minute daily check-in
  - Share progress
  - Identify blockers
- Sprint Review
  - Demo Completed work
  - Get stakeholder feedback
  - Plan adjustments



# Agile Artifacts

- Product Backlog
  - List of all desired features
  - Prioritized by value
  - Continuously updated
- Sprint Backlog
  - Selected items for current sprint
  - Detailed tasks
  - Team commitment
- Board
  - Visual progress tracking
  - Shows work remaining
  - Identifies issues early





# Kanban Boards

A visual system for managing work

- Cards represent work items
- Columns show workflow stages
- Work moves left to right



# Kanban Key Principles

- Visualize work
- Limit work in progress
- Manage flow
- Make process policies explicit



# Kanban Best Practices

- Effective board management
  - Keep cards small and specific
  - Set WIP (Work In Progress) limits
  - Regular board updates
  - Clear card descriptions



## Common Kanban Column Types

- Backlog / To Do
- In Progress
- Review / Testing
- Done / Completed
- Blocked / On Hold



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# Common Agile Tools



# Trello

- Popular Kanban-style board tool
  - Visual task management
  - Drag and drop interface
  - Custom board layouts
  - Easy collaboration



# Trello Key Features

- Cards for tasks
- Lists for workflow stages
- Labels for categorization
- Checklists and due dates



# Jira

- Enterprise-level Agile management
  - Comprehensive project tracking
  - Advanced reporting
  - Multiple Agile frameworks
  - Integration capabilities





## Jira Key Features

- Scrum and Kanban boards
- Sprint planning tools
- Customizable workflows
- Detailed analytics



## GitHub Projects

- Project management within GitHub
  - Direct code integration
  - Issue tracking
  - Project boards
  - Milestone tracking



## GitHub Projects Key Features

- Kanban boards
- Automated workflows
- Pull request linking
- Project templates



# Choosing The Right Tool

Factors to consider:

- Team size and experience
- Project complexity
- Budget constraints
- Integration needs
- Learning curve



## Best Practices

- Start simple
- Focus on team adoption
- Evaluate free tiers first
- Consider scalability



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# User Story



# What Is A User Story?

A user story is a simple description of a feature told from the user's perspective.

- Who needs something
- What they need
- Why they need it



## Who (The User)

- Be specific about user type
- Consider different roles
- Think about user needs





## What (The Action)

- Clear actionable description
- Focus on user's perspective
- Avoid technical details



## Why (The Value)

- Business or user benefit
- Clear purpose
- Measurable outcome



## INVEST In Good User Stories

**I**ndependent: Can be developed separately

**N**egotiable: Details can be discussed as a team

**V**aluable: Delivers clear value to users

**E**stimable: Team can size the work

**S**mall: Completable in one sprint

**T**estable: Clear acceptance criteria



# Writing Acceptance Criteria

- Conditions that must be met:
  - Given [initial context]
  - When [action occurs]
  - Then [expected outcome]



## Example User Story

1. Given I am logged into my account
  2. When I select multiple photo files
  3. Then I should see a preview of all selected photos
- And I should be able to upload them all at once



# Common User Story Mistakes

- Too technical
  - ❌ As a system, I want to implement JWT...
  - ✅ As a user, I want secure access...
- Too Large
  - ❌ As a user, I want a complete CMS
  - ✅ As a user, I want to create a blog post...
- Missing Value
  - ❌ As a user, I want to click a button...
  - ✅ As a user, I want to save my progress...



# User Story Points

- 1: Very small task
- 2: Small task
- 3: Medium task
- 5: Large task
- 8: Very large (consider splitting)
- 13+: Too big, needs breaking down



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# Agile: Common Mistakes, Benefits, Getting Started





# Common Agile Mistakes

Common pitfalls to avoid:

- Rigid adherence to processes over people
- Neglecting documentation
- Not empowering the team
- Micromanaging daily work



## Benefits Of Agile

- Delivers value faster
- Improves team collaboration
- Increases project visibility
- Reduces risk
- Better adapts to change



# Getting Started With Agile

- Start small
- Focus on communication
- Embrace change
- Measure and improve
- Keep it simple