



**Virinchi College**  
**Kumaripati, Lalitpur**

**Case Study Report On**  
**Different project Development**

**Agile Software Development**

**5<sup>th</sup> Semester**

**Project members**

**Yunish Katuwal** (C30101190027)

**Nirmal Pandey** (C301011900--)

**Supervisor**

**Kushal Bhakta Joshi**

**Lecturer** (Virinchi College)

**5<sup>th</sup> March, 2021**

# Acknowledgement:

Most importantly, I might want to communicate my profound and genuinely appreciation to our educator Mr. Kushal Bhakta Joshi, who has given us a brilliant chance to do some incredible venture like Substance. The executive framework Library, the board framework and Basic food item, the executive framework, which assisted me with lot of examination and furthermore encouraged me in discovering heaps of things about this undertaking.

Besides, I would likewise humbly grateful to my steady group who encouraged me through all the challenges and to finishing the ventures.

# Abstract:

Individual sites, Backend arrangement of Library the board framework and Online Staple framework are one of those products that a large number individual utilized in their day by day life premise and it requires loads of troubles and exertion while building up those product. Not many weeks prior our instructor arrange game where he assumed a part of customer and make me my companion designer where we should make total UI of the framework and show our customer demo of the product in survey meeting of the task. In this article, we will talk about what sort of steps outed group has taken to finish the whole undertaking in given cutoff time and what sort of challenges that we need to confront while finishing these tasks. 50 min of cutoff times has been given to each tasks where our group needs to finish project in given cutoff time and needs to lead survey fulfilling in the middle of those time constraint. Yet, the difficult that come is our group has neglected to direct the survey meeting that emerges during out project and in one of our undertakings our group confound in prerequisite, which takes our task to disappointment. So to keep our those venture from disappointment we ought to have taken necessity all the more unmistakably and the entirety of our colleague ought to have worked cooperatively to lead audit meeting in given time.

# Table of Contents

## Contents

<b>INTRODUCTION</b> .....	3
<b>Body</b> .....	4
<b>Case Study</b> .....	9
Case I: Personal Website.....	9
Case II: Library Management System.....	11
Case III: Online Grocery Portal.....	13
<b>Conclusion</b> .....	15

# Introduction:

The world has been nearly vanquished by the mechanical period. Distinctive computerized exercises have thrived from the previous few years with adjustment. The technique for advancement of programming, application and other mechanical term is being worked on with separate speed practice in organization. Among the various practices for programming and application improvement. Spry practice is arising and iterative system that is gradually vanquishing the advancement cycle of innovation.

In our Virinchi College, our group has given a task where we need to play out specific kind of ventures like Substance the executive framework, Library the board framework and Online Basic food item the executive framework. Every one of those undertaking was performed on various days of the week where we have given certain season of cutoff time to achieve the assignment. In that time, we need to make total UI of the product and exhibit that assignment to customer in each audit meeting of programming advancement measure. However, in that advancement cycle we have confronted various sorts of troubles like disarray during necessity taking interaction absence of correspondence between colleague and deferral in the working cycle.

We, the students of Virinchi College involved in a Case Study and performed three (3) different project development practice using Agile methodology of software development. The three (3) area of project development were;

- i) Personal Website
- ii) Library Management System
- iii) Online Grocery

The report begins with a detailed description of the system design and operation. Difficulties that faced during system development and problem that make our project to failure. Which finally discussed the limitation of the project and recommendation are made for future work.

## Body:

The need of lithe improvement climbed up over the most recent multi decade for great practice in programming advancement. The venture is definitely not a simple errand to finish without blunder or immaculate. It is more hard to decide and address the blunder in a task. A gathering contextual investigation done in deft philosophy assisted us with distinguishing and address the mistake called attention to in project advancement stage. It additionally assisted us to do the venture with way and order guideline. A concise depiction about the activities we completed in our group is portrayed underneath.

- Personal Site
- Library Administration Framework
- Online Grocery

### ❖ Personal Site:

Individual site suggest to a page that is identified with one's private life. Individual site is presently days regular to everybody and all individuals are caught up with refreshing their idea and substance in their particular individual site. Individual site can be termed as 'blog' or 'online journal'. Individual site has made individuals simple to share and save their contemplations, information, emotions and their advantage related with explicit field or individuals they love. Individuals can refresh their own information additionally and share their musings and information too. So close to home site is an arising page in the present age in on the web and web medium. Any individuals can see the post and article of someone else having individual site, which assists with expanding the universe of information and schooling between people groups. Any imaginative idea and thought can be shared and the intrigued one can learn and find out about that any time. Along these lines, the interest for making individual site for engineers is high contrasting with the mature age and decade. An image of individual site is appeared beneath which makes a lot of clear to get it.

### ❖ Library Management system:

The framework for keeping up books in right request so everybody can get to it effectively is library the board framework. Conventional interaction of library the board framework is actual access and obsolete coming about the development of computerized library the executive framework. On the web or computerized library the board

framework is the virtual structure for recording the exercises of library undertakings accurately. The utilization of virtual library the executive framework has taken speed of improvement everywhere on the world supplanting the troublesome and tedious conventional actual library the board framework. Library the board framework is generally found in school, school and College and in some open or private library of city or town. The record of information like complete client, administrator, all out books, given books, and other activities is the exercises in library the executive framework. An image of library the board framework is appeared beneath.

❖ Online Grocery:

Individuals need daily living things for their life including food. Grocery can have all the things required for individuals in a single structure or store so that individuals can get all that they needed from same spot. However, because of occupied life in the present age, individuals possess restricted energy for their shopping. Along these lines, the idea of online basic food item was arisen and it is currently extending quickly. Online basic food item is making the existence of individuals a lot simpler than previously. The exercises expected to do in online staple is to keep up the purchasing and selling of things and recording exchange report. The administrator and client point of view are two another degree of improvement highlight of online staple. Diverse grocery store and supermarkets are utilizing on the web stage for purchases and sells of their things. An image of online grocery is appeared beneath which addresses programming of internet selling and purchasing stage.

## Case Studies

### Case\_1: Personal Website

Case study of project Personal Website was given to students where student have to do this project using agile software development methodology. In this project student from whole class is divided into different group where each group have to do this project by collaborating with his/her team member.

Different Agile ceremonies were followed up in the game or practice we did for personal website development. There was interval of 15 minute in the project for the project, which made three (3) phases of project development. The phases followed during the game are as follows:

### **Phase 1:**

- Different role for team members like project owner, project master, developer and so on was chosen to start the project.
- Inception phase was done with our academic facilitator who played the role of customer in the project.
- Facilitator requested that we make him individual site where he can assume the part of administrator and control his own site. He needed to add, erase and make each kind of articles in his site, which is obvious to the guests.

### **Phase 2:**

- After the Inception phase, we started our project and we were informed by our facilitator to do Review meeting\_of our project. But we failed to achieve.
- We were informed that our first phase of project was failed due to careless in conducting review meeting at correct time.
- After sometime we were again notified that next review meeting is going to be conducting after 15 minutes where we hand our project to the customer with fully satisfaction.

### **Phase 3:**

- In this phase, we were successful in conducting review meeting with our customer. Our product owner explained the work progress and submitted the project to our customer.
- We were unable to add the features he wanted in his personal website due to the lack of communication with our customer and he was not satisfied with our project and development.
- In overall, our project was failed to meet the requirement for development of personal website and the project collapsed.

### **Findings of the Project**

- Inception phase was unsuccessful because we did not collect the requirement from our customer in detail to start the project.
- We were careless about review meeting, which was conducting every 15 min.
- The project failed to meet the standard of the customer for his personal website and our project was wasted.
- The bad practice of agile lead to dissatisfy our customer to the project.

## **Case 2\_Library Management system:**

After doing Personal website next day again we played game related to Library Management System where we have to complete the project using agile development methodology , same like previous different team were divided for playing agile methodology game.

Different Agile ceremonies were followed up in the game or practice we did for personal website development. There was interval of 15 minute in the project for the project, which made three (3) phases of project development. The phases followed during the game are as follows:

### **Phase 1:**

- Different job for team like project master, project manager, developer was picked to begin the task.
- Inception stage was finished with our facilitator who assumed the part of client in the task.
- The part of moved in library the executive framework was requested to be exhibited by the client in given time.

### **Phase 2:**

- After the Inception phase, we started our project and we set out conversation meeting with our customer to know about the features he wants in the project where our product owner did back-to-back conversation with our customer and collected requirements.
- We were informed that our first phase of project was failed due to careless in conducting review meeting at correct time.
- Our facilitator notified us to make another review meeting after another 15 minutes which was also our last meeting where we need to hand over our project to the customer with his satisfaction.

### **Phase 3:**

- We were successful to conduct our second review meeting at correct time with our customer. The product owner explained how our developers worked in completing the backend of the project.
- Our client was happy with the backend work we conveyed about Library .The executives Framework. However, when the client requested to tell him the vital contrasts between the assignment of administrator and Bookkeeper in the product, we could not exhibit it to our client.



- The client requirements was not fulfilled in this task and it was likewise because of the absence of correspondence with our client in the center period of venture improvement.
- This project was also failed and could not meet the prerequisites of the client.

### **Finding of the Project**

- Inception stage was effective in the second undertaking which assisted with gathering sufficient prerequisite for project advancement from the client.
- Lack of time the board proceeded and the audit meeting was again failed to set up.
- Lack of correspondence with client in the period of undertaking advancement was seen that hampered in the expansion of highlight of client's will in the venture.
- This project likewise neglected to satisfy the guideline of the client for backend of Library The board Framework and our task was wasted.

### **Case 3\_Online grocery**

This was the last game that we conduct in our class. This project is also same like previous project where we have to complete the project using agile development methodology, same like previous different team were divided for playing agile methodology game.

Just like previous, this project is also divided into three phases where we have to perform several task to accomplished the project. Different types of phases are discussed below:

#### **Phase I**

- Different role for team members like project owner, project master, developer and so on was chosen to start the project.
- Inception phase was done with our academic facilitator who played the role of customer in the project.
- Communication with our customer was done to for collecting requirements to use in project development phase.

#### **Phase II:**

- The first review meeting was successful in this project with our customer where the progress of project was explained by our project owner.
- In the middle of the project, frequent communication with our customer was done for delivering the project successfully.

- Our facilitator notified us to make another review meeting after another 15 minutes which was also our last meeting where we need to hand over our project to the customer with his satisfaction.

### **Phase III:**

- The final review meeting was also successful and the overall project was explained by our product owner to the customer.
- Or customer reported his statement that we did not included the effective method of payment system and the inventory was not clearly presented.
- Although there was communication between project teams and customer, there was lack of mutual understanding of the project feature between customer developer team.
- Customer also reported that he never experienced User Story in the project.
- With the conclusion that customer was not satisfied in this project too, this project also became one of the trash project like previous two projects.

### **Finding of the Project**

- The project team was aware to follow the agile ritual and all the review meeting was conducted on correct time.
- There was conversation in the development phase of the project too with the customer for reporting project progress.
- Although everything that should be done in an Agile practice was followed correctly, there was no mutual understanding about the project between customer and development team.
- After long practice of Agile methodology in project development, the final project named 'Online Grocery Portal' was improved project among three projects.
- It was clear that the long we practice Agile Methodology, the more we get success in project development.

## **Conclusion:**

Agile practice is best methodology for project development. The practice of agile methodology was done in our class for practical knowledge of project development. Three projects with three phases of each project were done in the project.

It is clear that my experience based on the practical and game that we played was terrible because lack of requirement gathering by team, poor collaboration between team member are one of the main reason which had lead our project toward failure. So while working in an project by using agile methodology there should be proper collaboration and communication between each member of the team and there should be proper communication with customer also.