AGILE (SCRUM)

Yes-M Systems

1. **What is Agile?**
   The Agile movement proposes alternatives to traditional project management. Agile approaches are typically used in software development to help businesses respond to unpredictability.

2. **What is Scrum?**
   Scrum is the most popular way of introducing Agility due to its simplicity and flexibility.
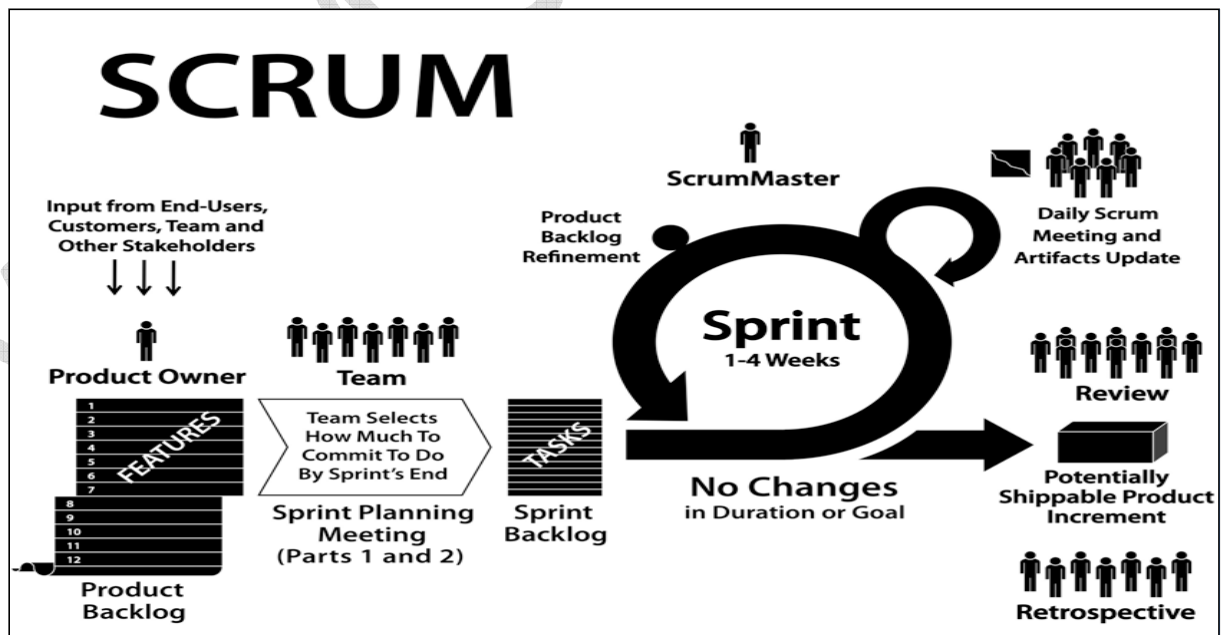
   Scrum has only three roles: Product Owner, Team, and Scrum Master.

   Scrum has five meetings: Backlog Grooming (aka Backlog Refinement), Sprint Planning, Daily Scrum (aka 15-minute standup), the Sprint Review Meeting, and the Sprint Retrospective Meeting.

3. **What's wrong with Traditional Approaches?**
   It's easy to see the problems with the waterfall method. It assumes that every requirement can be identified before any design or coding occurs. Could you tell a team of developers everything that needed to be in a software product before any of it was up and running? Or would it be easier to describe your vision to the team if you could react to functional software? Many software developers have learned the answer to that question the hard way: At the end of a project, a team might have built the software it was asked to build, but, in the time it took to create, business realities have changed so dramatically that the product is irrelevant. Your company has spent time and money to create software that no one wants. Couldn't it have been possible to ensure the end product would still be relevant before it was actually finished?

4. **Agile life cycle model?**

Stakeholder:

Someone with an interest in the outcome of a project, either because they have funded it, will use it, or will be affected by it.

Product Owner
The person responsible for managing the Product Backlog so as to maximize the value of the project. The Product Owner is responsible for representing the interests of everyone with a stake in the project and its resulting product.

Product Backlog
A prioritized list of requirements with estimated times to turn them into completed product functionality. Estimates are more precise the higher an item is in the Product Backlog priority. The list emerges, changing as business conditions or technology changes.

Team
A cross-functional group of people that is responsible for managing themselves to develop an increment of product every Sprint.

Sprint
Iteration, or one repeating cycle of similar work, that produces increment of product or system. No longer than one month and usually more than one week. The duration is fixed throughout the overall work and all teams working on the same system or product use the same length cycle.

Sprint Backlog
A list of tasks that defines a Team's work for a Sprint. The list emerges during the Sprint. Each task identifies those responsible for doing the work and the estimated amount of work remaining on the task on any given day during the Sprint.

Daily Scrum
A short meeting held daily by each Team during which the Team members inspect their work, synchronize their work and progress and report and impediments to the Scrum Master for removal. Follow-on meetings to adapt upcoming work to optimize the Sprint may occur after the Daily Scrum meetings.

Scrum Master
The person responsible for the Scrum process, its correct implementation, and the maximization of its benefits.

Sprint Retrospective meeting
A time boxed three-hour meeting facilitated by the Scrum Master at which the complete Team discusses the just-concluded Sprint and determines what could be changed that might make the next Sprint more enjoyable or productive

Advantages of Agile model:
- ✓ Customer satisfaction by rapid, continuous delivery of useful software.
- ✓ People and interactions are emphasized rather than process and tools. Customers, developers and testers constantly interact with each other.
- ✓ Working software is delivered frequently (weeks rather than months).

- ✓ Face-to-face conversation is the best form of communication.
- ✓ Close daily cooperation between business people and developers.
- ✓ Continuous attention to technical excellence and good design.
- ✓ Regular adaptation to changing circumstances.
- ✓ Even late changes in requirements are welcomed

Disadvantages of Agile model:
- ✓ In case of some software deliverables, especially the large ones, it is difficult to assess the effort required at the beginning of the software development life cycle.
- ✓ There is lack of emphasis on necessary designing and documentation.
- ✓ The project can easily get taken off track if the customer representative is not clear what final outcome that they want.
- ✓ Only senior programmers are capable of taking the kind of decisions required during the development process. Hence it has no place for newbie programmers, unless combined with experienced resources.

Introduction to JIRA:
- ✓ JIRA is the tracker for teams planning and building great products.
- ✓ JIRA used to capture and organize issues, assign work, and follow team activity.
- ✓ At your desk or on the go with the new mobile interface, JIRA helps your team get   the job done.

How to Use JIRA

Epic creation
Product backlog: User story creation
Sprint planning
Velocity
Estimation
Sprint Backlog creation
Task creation
Sprint start
To do
Move to In progress
Log the work
Move to Done
Complete Sprint after review