



DSL Way of Work



Krungthai
INNOVATION
LAB



P'LEK

SCRUM MASTER

นิสัย:

- ใจเย็นดี
- คิดมาก
- ชอบวางแผน

ชอบ:

- ก็น่าของอร่อย
- ชอบอิสระ

ไม่ชอบ:

- คนไม่จริงจัง

Scope and Plan for DSL Release 1

1 Module DMS (ผู้กู้, ผู้ค้า, ผู้แทน)

- 1.1 Web/Responsive
- 1.2 iOS
- 1.3 Android

2 Module RMS/OpenID (ผู้กู้, ผู้ค้า, ผู้แทน)

- 2.1 Web/Responsive
- 2.2 iOS
- 2.3 Android
- 2.4 Open ID (Responsive)

3 องค์กรนายจ้าง (ขอรับการหักเงิน)

- 3.1 Web/Responsive

Develop and Test:

End of September

SIT by TQA & DSL:

Start October

UAT by Customer:

Start November

Challenge for DSL

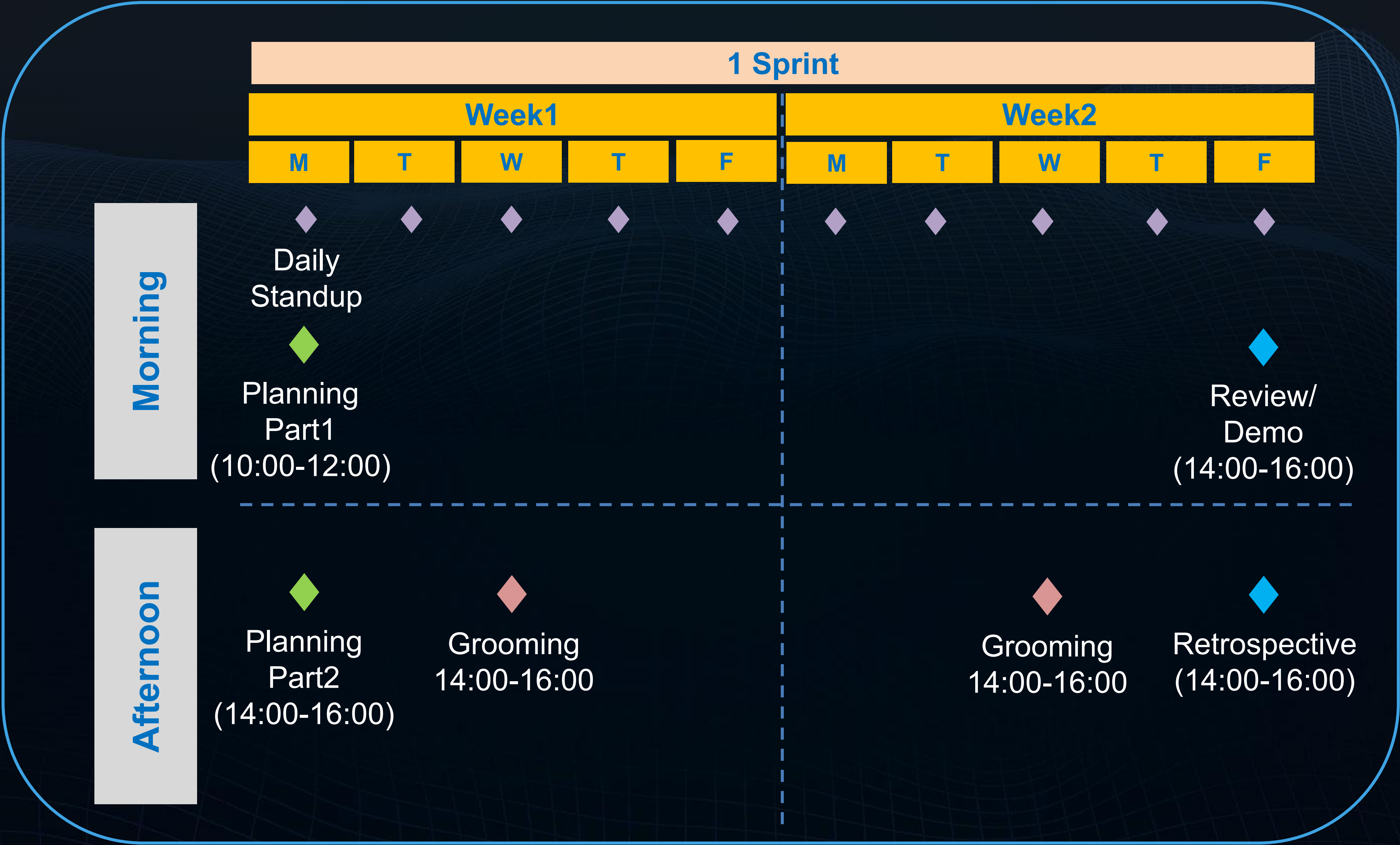
1. Limited Time
2. Scope and Requirement
3. Limited Resource

BUT.....

THIS IS ONE OF STRATEGIC PROJECT IN KTB

Agile Way of Work

Sprint schedule



Team Board

Sprint Backlog (TO DO)	Dev Doing	Dev Done	Ready QA	BUG	Done
<div><div><div><div>SP-1</div><div>PBI:</div><div>Feature</div><div>Tech Work</div><div>Bug/Incident/ Suggestion</div><div>Acquisition Knowledge</div><div>Size-1</div></div><div>STORY</div></div><div><div><div>SP-1</div><div>PBI:</div><div>Feature</div><div>Tech Work</div><div>Bug/Incident/ Suggestion</div><div>Acquisition Knowledge</div><div>Size-1</div></div><div>STORY</div></div><div><div><div>SP-1</div><div>PBI:</div><div>Feature</div><div>Tech Work</div><div>Bug/Incident/ Suggestion</div><div>Acquisition Knowledge</div><div>Size-1</div></div><div>STORY</div></div><div><div><div>SP-1</div><div>PBI:</div><div>Feature</div><div>Tech Work</div><div>Bug/Incident/ Suggestion</div><div>Acquisition Knowledge</div><div>Size-1</div></div><div>STORY</div></div></div>	<div><div>Task</div><div>Task</div></div>		<div><div>Task</div><div>Task</div></div>	<div><div>BUG</div><div>BUG</div></div>	<div><div>Task</div><div>Task</div></div>
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Risk / Issues Board

Subject : _____

Date : / /

RISK	ISSUES	MITIGATION/ACTION	Complete
<input type="checkbox"/>			
<input type="checkbox"/>			
	<input type="checkbox"/>	<div>xxx NAME</div>	
<u>DEPENDENCIES</u>			
<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>			

Ground Rule for TEAM

1. ON TIME
2. TIME BOX
3. FACE TO FACE COMMUNICATION
4. OPEN MIND
5. RAISE ISSUES / DEPENDENCY IMMEDIATELY
6. CONTACT PERSON:

- Overall Project: Un (cc: Art)
- DMS: Praew
- RMS: Un
- LES: Jaa+
- LOS: Jaa+
- Technical Lead: Bom
- UI/UX: Chan & Team