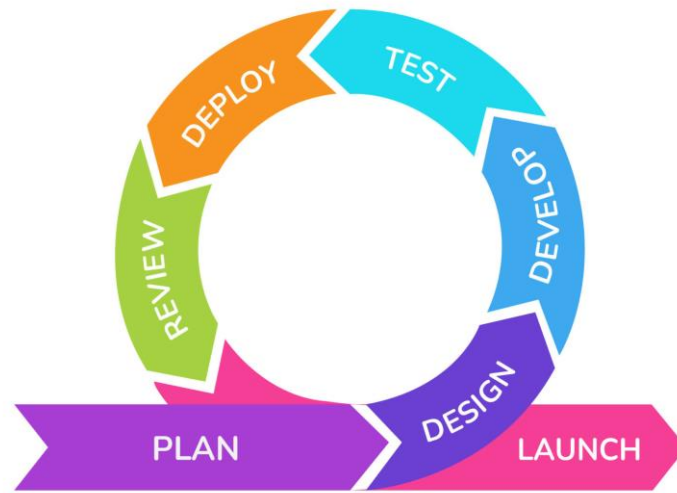


# AGILE



## Report on Agile Methodology & Banking Domain

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## What is Agile??

It is defined as a way by which project can be managed by breaking into several stages or sprints.

## Important Terms:

1. **Product Owner:** one who defines the requirements.
2. **Scrum Team:** Developer, Tester, UX Designer, Software Architect, Deployment Team.
3. **Scrum Master:** ensures deliveries within the time & ensure that team needs are met.

## What is Sprint?

It is a time-boxed period during which a team works to complete a set amount of work.

## What after obtaining requirements?

Features-----<math>(PO)</math>-----→Epics-----<math>(PO)</math>-----  
 →Stories-----<math>(Team)</math>-----→Tasks

### Planning Pocker:

Collaborative & interactive approach that involves team members sharing their individual estimates for the work items being discussed.

### Whenever the Product Owner (PO) ask's you to add stories;

1. Identify the requirement
2. Understand the factors like what?, when? And how? The tasks is to be resolved.
3. Estimation of Tasks.
4. Understand the criticality of tasks (remove low priority tasks with more priority tasks.)

**Epics**- Collection of stories,span to form multiple sprints.

**User Story** – A simple product description of what the product is able to do & for whom.

**Story Points** – They are the unit of measure to represent the overall effort required to complete a user story or task.

## Definition of Ready(DOR)

To know is my story ready to be worked upon: like infrastructure readiness, in terms of database is the required tables are ready.

## Agile Values:

1. Individual and Interaction over processes and tools.
2. Working Software over comprehensive Documentation.
3. Customer Collaboration over Contract Negotiation.
4. Responding to changes over following the plan.

## Case Study: Creating a Digitalized Bank Brochure

**Objective:** Develop a digitalized bank brochure to showcase the bank's products, services, and value propositions to potential customers.

### 1. Team Formation:

- a. Product Owner
- b. Scrum Master
- c. Scrum Team

### 2. Sprint Planning:

#### Goals:

- Understand the bank's branding, target audience, and key messages.

- Define the brochure's structure, content, and design elements

**Tasks Performed:**

- Initially we collected the features based on the MOSCOW Principle.
- Product Owner simplified the features into Epics.
- As Team Members created a design of the brochure.
- Epics were like **Accounts, Loans, Insurance, Security, Funds.**
- For each Epics 5 user stories were listed in the form of format:

**As A <USER>**

**I Want To <Perform Action>**

**So That I can <See Results>**

**Activities:**

1. **Product Backlog Refinement:** Prioritize brochure features and content based on customer needs and business goals.
2. **Sprint Planning Meeting:** Select brochure sections for the initial sprint, based on priority and feasibility.
3. **Task Breakdown:** Divide tasks such as content writing, graphic design, and development into manageable units.

### 3. Sprint Execution

**Goals:**

- Complete one epic of the brochure and to present the demo to stakeholders.

- Gather feedback from stakeholders to ensure alignment with expectations.

**Tasks Performed:**

- **Daily Stand-up Meetings:** Discuss progress, impediments, and adjustments needed. (15-20min)
- Write engaging and informative copy for each section of the brochure.
- **Continuous Integration and Testing:** Ensure all components integrate smoothly and conduct user acceptance testing.

## 4. Sprint Review and Retrospective

**Goals:**

- Demonstrate completed brochure sections to stakeholders.
- Reflect the sprint process to identify improvements

**Tasks Performed:**

- **Sprint Review Meeting:** Showcase completed brochure sections, gather feedback, and adjust priorities for the next sprint.
- **Sprint Retrospective:** Discuss what went well, what could be improved, and action items for the next sprint.

## 5. Development

**Goals:** Iterate on the brochure based on stakeholder feedback and changing requirements.

**Tasks Performed:**

- **Repeat Sprint Cycle:** Plan, execute, review, and retrospect on subsequent sprints until the brochure meets the desired quality and functionality.
- **User Testing:** Conduct usability testing with target customers to validate design and content decisions.

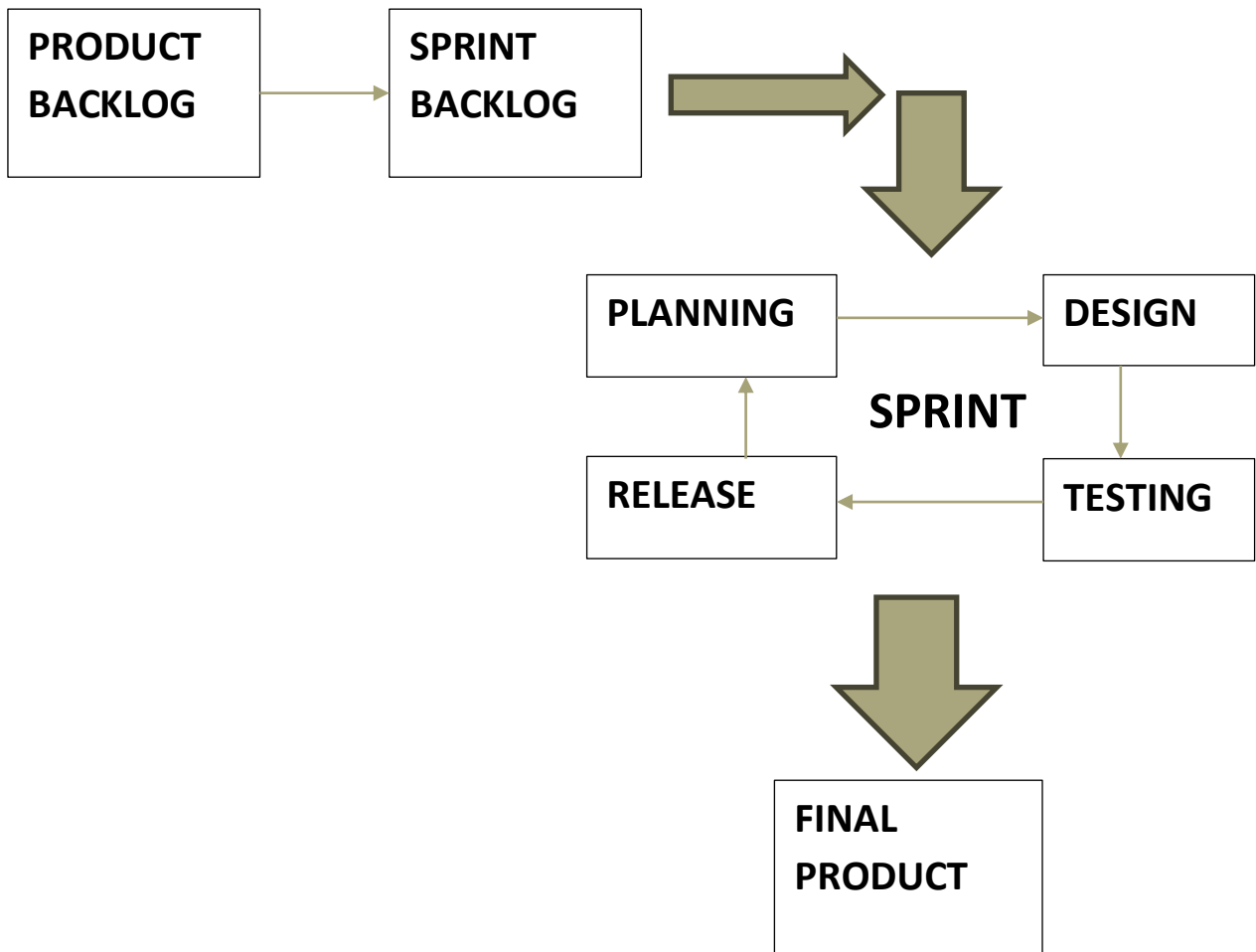
## 6. Release Plan

**Goals:** Launch the digitalized bank brochure to the target audience.

**Tasks Performed:**

- Proper planning of the release of the product
- Deployment(Publish) of the product.
- Update the brochure based on user feedback, market trends, and business goals.

## Overall Workflow of our Product Design:





## Conclusion

In the dynamic landscape of the banking domain, the adoption of Agile methodology has proven to be a transformative approach, driving innovation, flexibility, and efficiency in project management and development processes. The case study presented herein exemplifies how Agile methodology can be effectively applied in the banking domain, particularly in the creation of digitalized assets such as bank brochures. By embracing iterative development, cross-functional collaboration, and continuous stakeholder engagement, teams can deliver high-quality solutions that not only meet but exceed customer needs and business objectives.