



Process Model

Introduction

This proposed project is a carpooling application Joyride®, for which we have used the Scrum methodology of Agile development. It empowers and supports fast and adaptable reaction to change, regards individuals, acknowledges instability, and emphasizes flawlessness. Scrum is regularly used to oversee complex programming and item advancement, utilizing iterative and incremental practices.

Benefits of Scrum Methodology

Some of the fundamental advantages that the internal development team had by making use of the Scrum Methodology are:

- It is exceptionally adaptable and versatile to changes in the application.
- Due to its iterative nature, it provides continuous feedback from the product owner.
- Due to its short sprints and constant feedback, it becomes easier to cope with changes.
- It generally concentrates on business values and enhances the nature of the overall application.

Scrum Team Members

Role	Participants
Product Owner	Sadhana Muralidharan
Scrum Master	Rachana Kanagala
Scrum Team	Shivadhar Pingili Sankalp Karkera Poojitha Katragadda

Product Owner:

Sadhana Muralidharan is the product proprietor, fundamentally conveys the vision and goals at the beginning of every release and sprint. She prioritizes and sequences the Backlog according to the business value of the application.

Scrum Master:

Rachana Kanagala is the Scrum Master, she is the facilitator for both the product proprietor and the scrum team. She oversees the team lives by the qualities and practices of Scrum. She helps the scrum team stay inventive and clarify goals and actions to achieve them.

Scrum Team:

The team of Poojitha Katragadda, Sankalp Karkera and Shivadhar Pingilli formed the Scrum team. We educate each different aspect broadly to the team so that no individual turns into a

bottleneck in the conveyance of work. Our scrum team is self-organizing and share the same objective to successfully fulfill the requirements of the sprint.

Sprint Details:

The development plan for JoyRide® has been completed for the first release. The details of the sprint iterations are below:

- Sprint Length: 2 weeks iterations
 - Day 1 – Sprint Planning
 - Day 14 – Retrospective & Sprint Review
 - Everyday – 10 minute Stand up Meetings
- Release Plans:
 - Release 1 has four sprints. The schedules are listed below:

Iteration	Iteration Start Date	Status
Sprint 0	09/13/2017	Closed
Sprint 1	09/27/2017	Closed
Sprint 2	10/04/2017	Closed
Sprint 3	10/18/2017	Closed
Sprint 4	11/01/2017	In Progress

Conclusion:

Our development team, being a very small team, found Scrum Methodology to be extremely useful. Additionally, our project was also fairly small at this point in time and hence it was easily managed with the Scrum practices.

We, as a team, discovered that we avoided scalability issues within the team, and the idea of cross-functional development also aided in the development work to be completed on schedule.