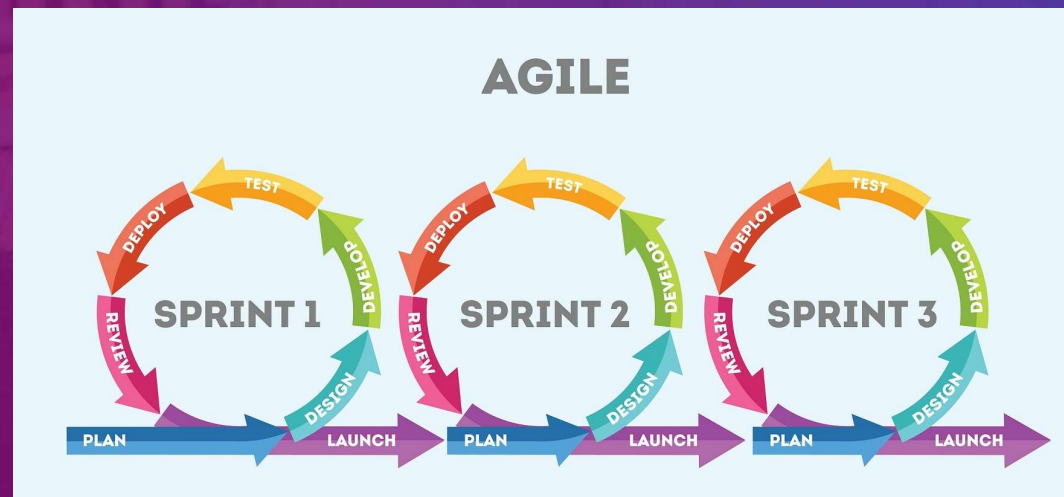2021

RENDEZVOUS

by-Satya Sangram Mishra(IIT Bhubaneswar)

Agile Scrum Development Methodology

The Methodology

Developing an iterative and 'growing' mindset

AGILE

SPRINT 1

SPRINT 2

SPRINT 3

3 FUNDAMENTALS OF SCRUM:

Followed diligently Throughout.

✓ Organizing the dev cycle into SPRINTS.

✓ Defining Work items before each sprint. Continuously updating it with feedback from mentors.

✓ Performing various roles and responsibilities starting from PM/Lead/Architect to Developer/UX Designer/Writer in the best possible way.

THE DESIGN PHASE

(14.06.2021–21.06.2021)

Rendezvous

PLANNING
(14.06.2021-21.06.2021)

Role of PM/Lead and Architect

✓ RESEARCH

- Understanding the Challenge.
- Video Calling API's
- Choice of Tech Stack.
- Ease of Implementation.
- Support.

✓ EXPERIMENTATION
- Learning by doing.

✓ PRODUCT BACKLOG
- Added potential features to be done.

THE BUILD PHASE

(21.06.2021-05.07.2021)

METHODS

Agile Mindset

- Three SPRINTS.
- Cycle of DESIGN,DEVELOP,TEST AND LOCAL DEPLOYMENT.
- Feedback from Mentors=>
  Updating Product Backlog
- Design of Sprint Backlog and Work Items
- Fulfilling Roles and Responsibilities.

SPRINT -1
(21.06.2021-26.06.2021)

Role of Developer

✓ BUILDING THE MINIMUM FUNCTIONALITY

- *User can create a room.*
- *User can join a room via an URL link.*
- *Two users can have video conversation*

✓ ADDING RELATED FUNCTIONALITY

- *User can mute/unmute.*
- *User can start/stop video.*
- *User can leave the call.*
- *N users can have video conversation.*
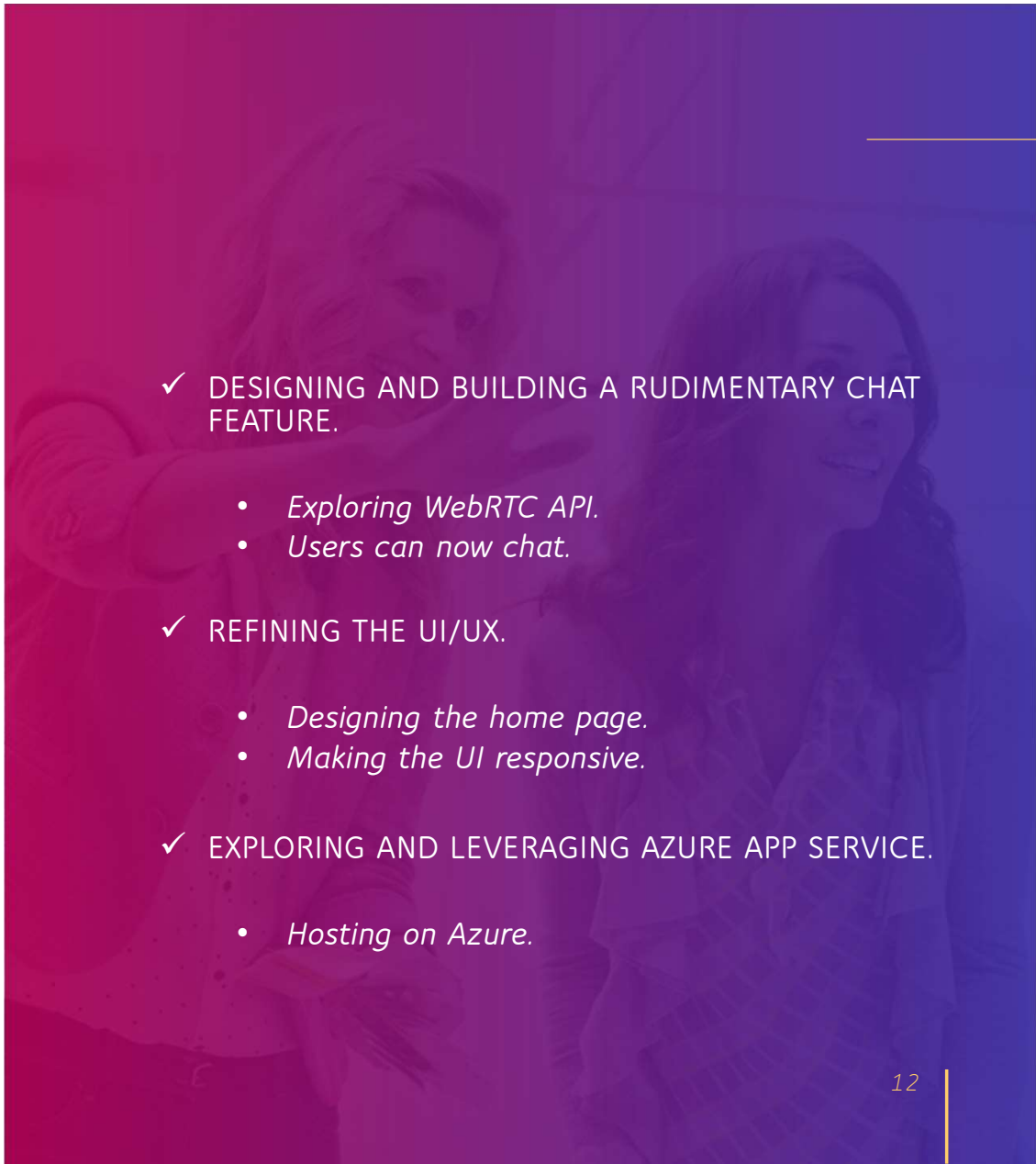
SPRINT-2
(27.06.2021-01.07.2021)

Role of Developer &
Role of UX designer

✓ ADDING MORE FEATURES BY EXPLORING WebRTC.

- *Users can share files*
- *Users can Record their own Stream.*

✓ EXPLORING OTHER API's TO ADD SOME MORE REAL-TIME FEATURES.

- *Designing a rough idea to incorporate real-time online editor for text-sync.*
- *Exploring PUSHER API.*
- *Building the online Collab Edit.*

SPRINT-3
(01.07.2021-05.07.2021)

Role of UX Designer &
Role of Architect

- ✓ DESIGNING AND BUILDING A RUDIMENTARY CHAT FEATURE.

  - *Exploring WebRTC API.*
  - *Users can now chat.*

- ✓ REFINING THE UI/UX.

  - *Designing the home page.*
  - *Making the UI responsive.*

- ✓ EXPLORING AND LEVERAGING AZURE APP SERVICE.

  - *Hosting on Azure.*

THE ADAPT PHASE

(05.07.2021–10.07.2021)

Rendezvous

SPRINT-4
(05.07.2021-10.07.2021)

Role of Developer &
Role of UX designer.

✓ WORKING ON THE 'CHAT' FEATURE

- *Fine-tuning the chat experience built in SPRINT-3 of BUILD phase.*

- *Users can access the chat after meeting is over.*

- *CI/CD with Azure and GitHub Workflows.*
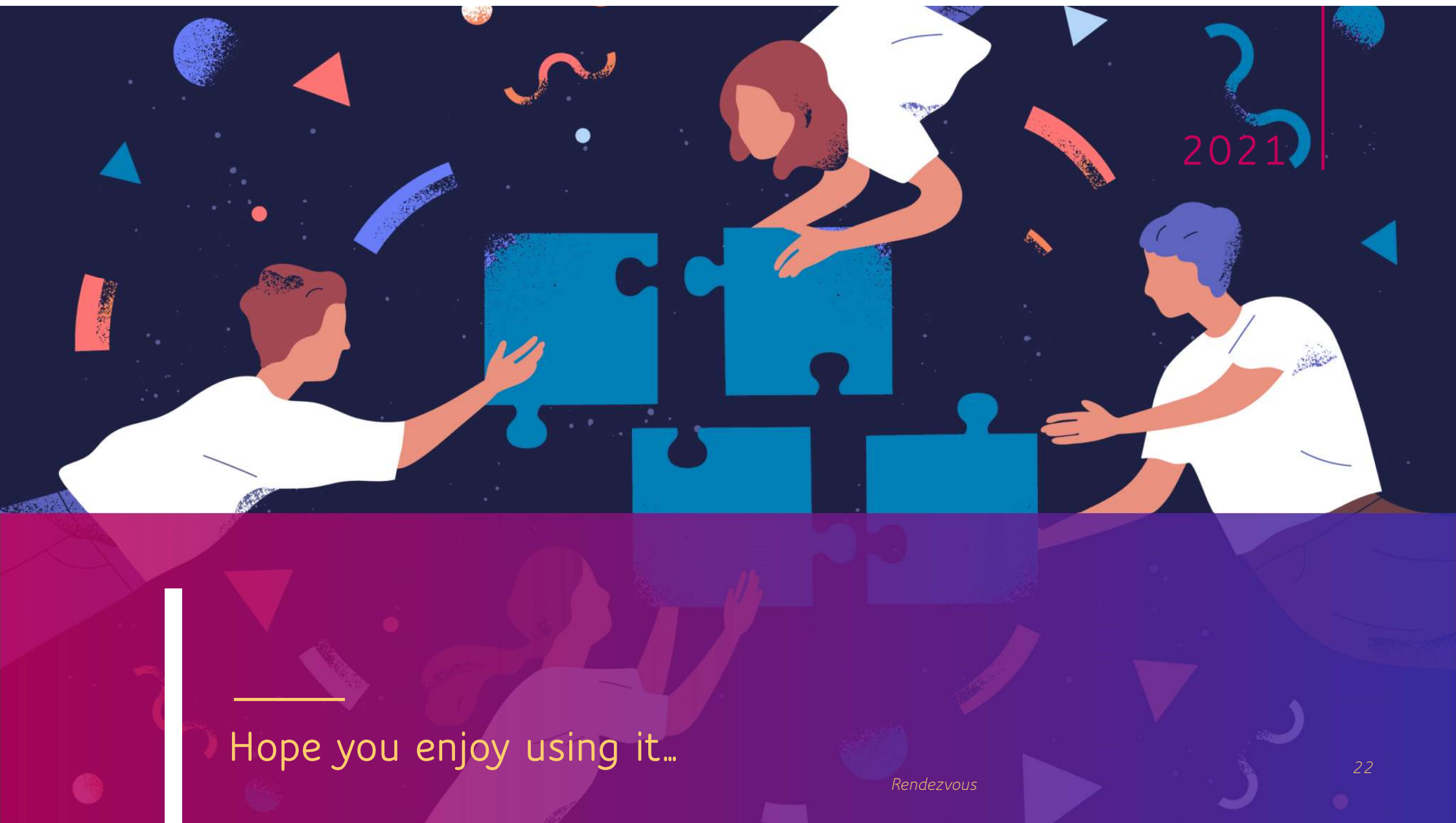
SUBMISSION PHASE

(10.07.2021-11.07.2021)

Role of Technical Writer

✓ PREPARING THE VIDEO-DEMO

- *Articulating all the important features.*

✓ CODE DOCUMENTATION

2021

Hope you enjoy using it…

Rendezvous

22