



***Welcome!***

**Anurag Chakrabortty**  
**Good morning All !**

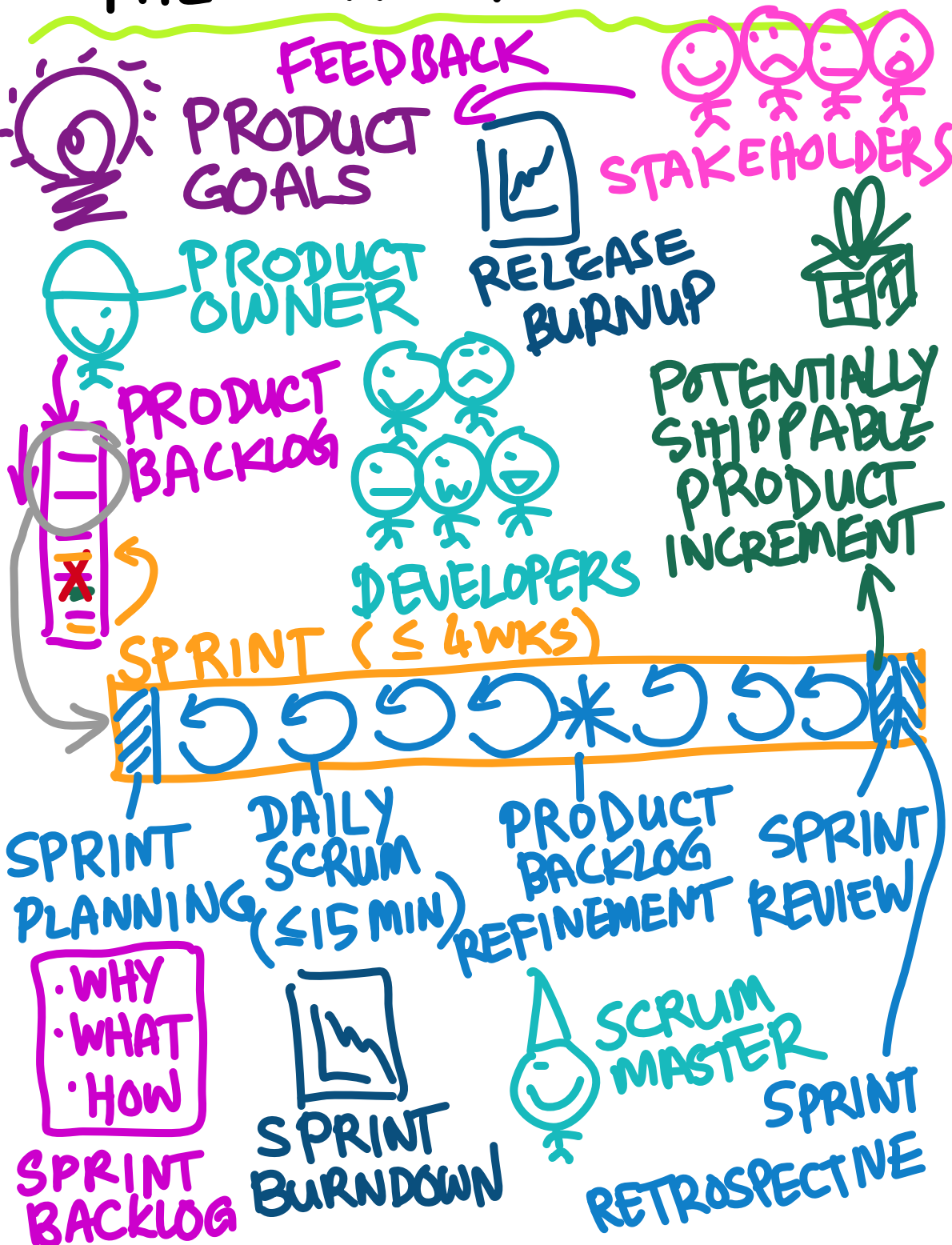
**Hello Everyone,**  
**I am Anakhdeep Kaur**

**Hello everyone! This is**  
**Billy From HK**

# THE AGILE APPROACH

DIRECT, REAL-TIME REQUIREMENTS  
CUSTOMER FEEDBACK → EMERGE  
MAX VALUE  
MIN WASTE  
CUSTOMER COLLABORATION  
TIME-BOXED & INCREMENTAL  
ITERATIVE DEVELOPMENT  
SIMPLICITY  
TRANSPARENCY  
PRIORITISE  
SELF-MANAGING  
CROSS-FUNCTIONAL  
TEAMS  
SHARED GOALS  
CO-LOCATED  
CUSTOMER/VALUE-CENTRIC  
PROTOTYPE  
RESPOND TO  
FOCUSED  
CHANGE

# THE SCRUM FRAMEWORK



*Brainstorm Initial Product Backlog Items Here*

## Send different Emojis

Subscriptions/  
pricing

**Upload Photo**

## Chat

Search based on  
preference/localit  
 $y$

## Privacy

### Reference for size 3

**Description of  
the candidate  
like Hobbies,  
Interest**

Share a small introduction

Basic information like Full Name, Age, Location, Profession etc

switch accounts

**Reference  
for size 8**

Option to start a voice/video conversation

## Language preference

## Left/Right swipe

Send connection requests

## Calling option

## Video Chat

## Registration

Different  
Chat  
rooms

## Preference filters

## Location filters

## Location sharing

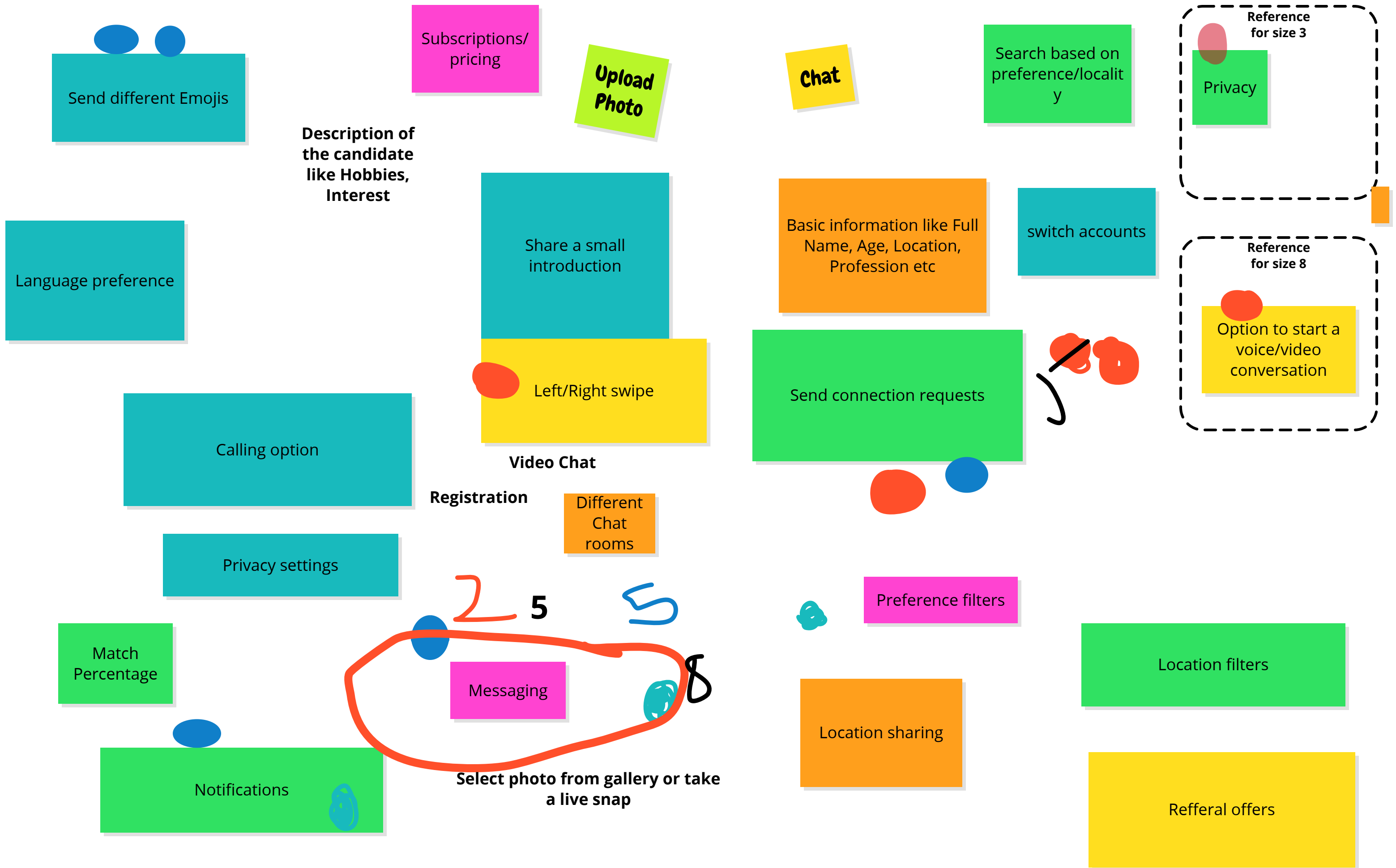
## Refferal offers

## Match Percentage

## Notifications

## Messaging

Select photo from gallery or take a live snap



*Brainstorm Initial Product Backlog Items Here*

User Profile

chat

premium subscription

Upload Photo

Reference  
for size 3

Random  
matching

Common Interest / Hobbies

Likes & dislikes

Edit profile

Reference  
for size 8

Search  
function

Gender

account creation  
/ update /  
remove

photo upload,  
effects

Privacy setting

Games / Sports

Match by city / location

diff level of  
membership

Pay for dating

Profile information

cooking Interest

link to other  
messaging apps

Travel history

Book your  
meeting  
places

Credit card

Preferences

block user  
function

promo to travel  
agent ,  
restaurant,  
theme park, etc

online chat, public /  
private / group

Net banking





Brainstorm Initial Product Backlog Items Here





# 3C's: CARD CONVERSATION CONFIRMATION

|   |               |   |   |   |
|---|---------------|---|---|---|
| 0 | $\frac{1}{2}$ | 1 | 2 | 3 |
|---|---------------|---|---|---|

|   |   |    |    |    |
|---|---|----|----|----|
| 5 | 8 | 13 | 20 | 40 |
|---|---|----|----|----|

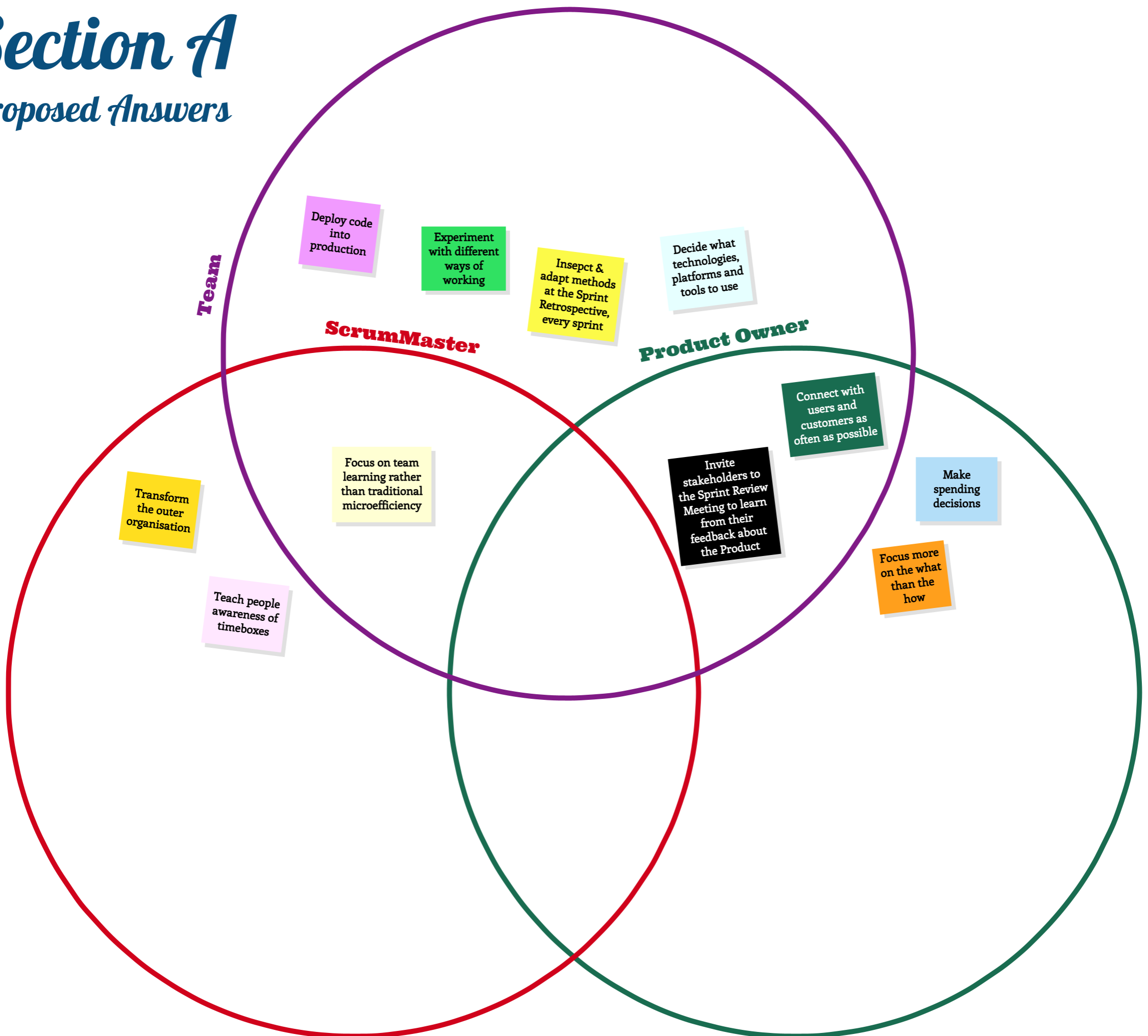
|     |          |   |
|-----|----------|---|
| 100 | $\infty$ | ? |
|-----|----------|---|

**Planning  
Poker**

| PBI               | Biz Value | Initial Size | Sprint 1 | Sprint 2 | Sprint 3 | Sprint 4 | ... |
|-------------------|-----------|--------------|----------|----------|----------|----------|-----|
| View all products |           | 2            | 0        | 0        |          |          |     |
| Select 1 product  |           | 3            | 0        | 0        |          |          |     |
|                   |           | 5            | 0        | 0        |          |          |     |
|                   |           | 8            | 0        | 0        |          |          |     |
| Cash              |           | 8            | 8        | 0        |          |          |     |
| Select >1 product |           | 3            | 3        | 0        |          |          |     |
|                   |           | 1            | 1        | 0        |          |          |     |
| Credit Card       |           | 5            | 5        | 0        |          |          |     |
|                   |           | 3            | 3        | 3        |          |          |     |
| E-wallet          |           | 1            | 1        | 8        |          |          |     |
| Net Bank          |           | 20           | 20       | 20       |          |          |     |
|                   |           | 13           | 13       | 13       |          |          |     |
| Promo Code        |           | 40           | 13       | 13       |          |          |     |
| Search            |           | 100          | 40       | :        |          |          |     |
|                   |           | 20           | 40       | :        |          |          |     |
|                   |           | .            | .        |          |          |          |     |
| Shopping Cart     |           |              |          |          |          |          |     |
| Bitcoin           |           | 1000         | 950      | 910      |          |          |     |

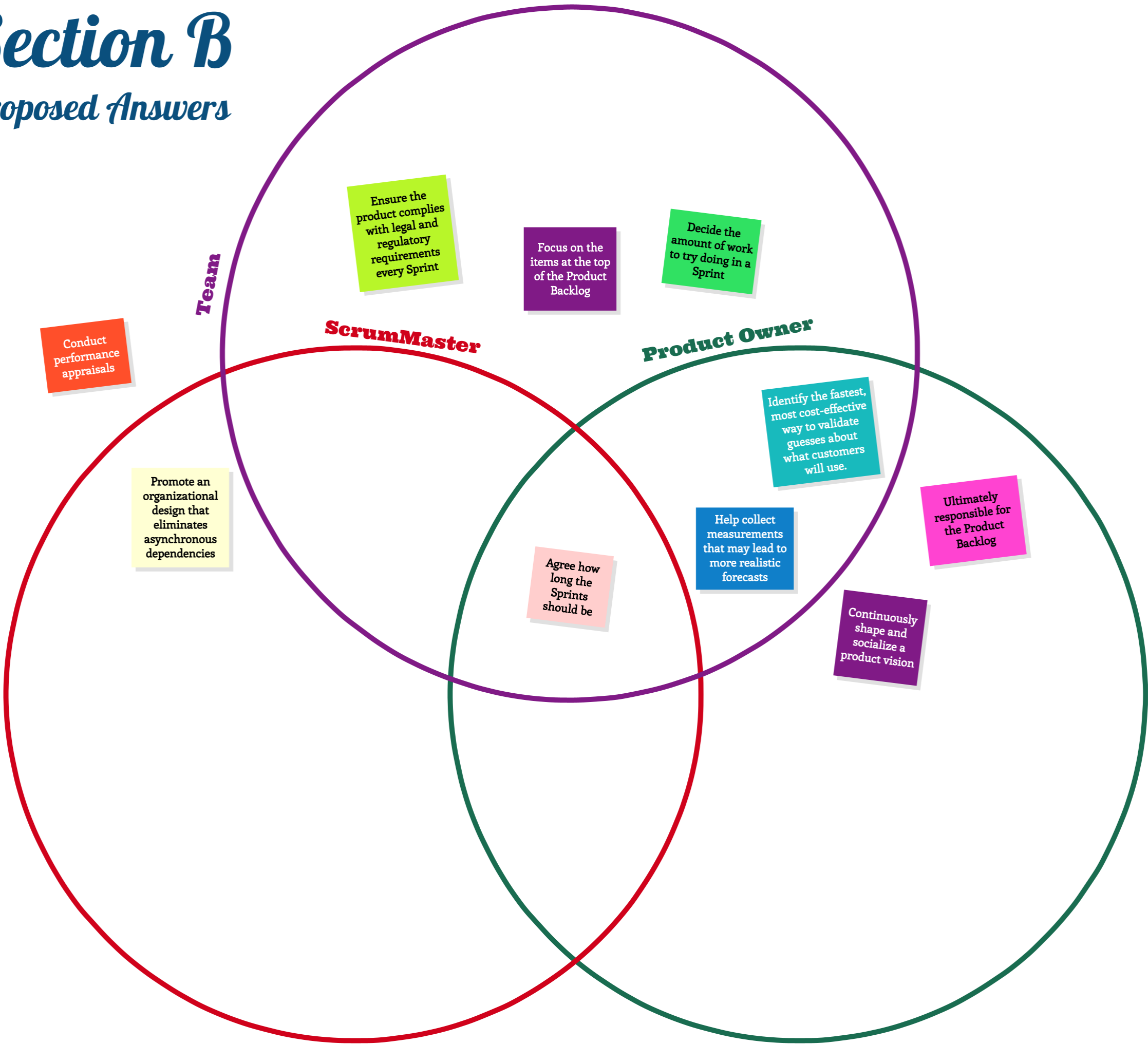
# Section A

## Proposed Answers



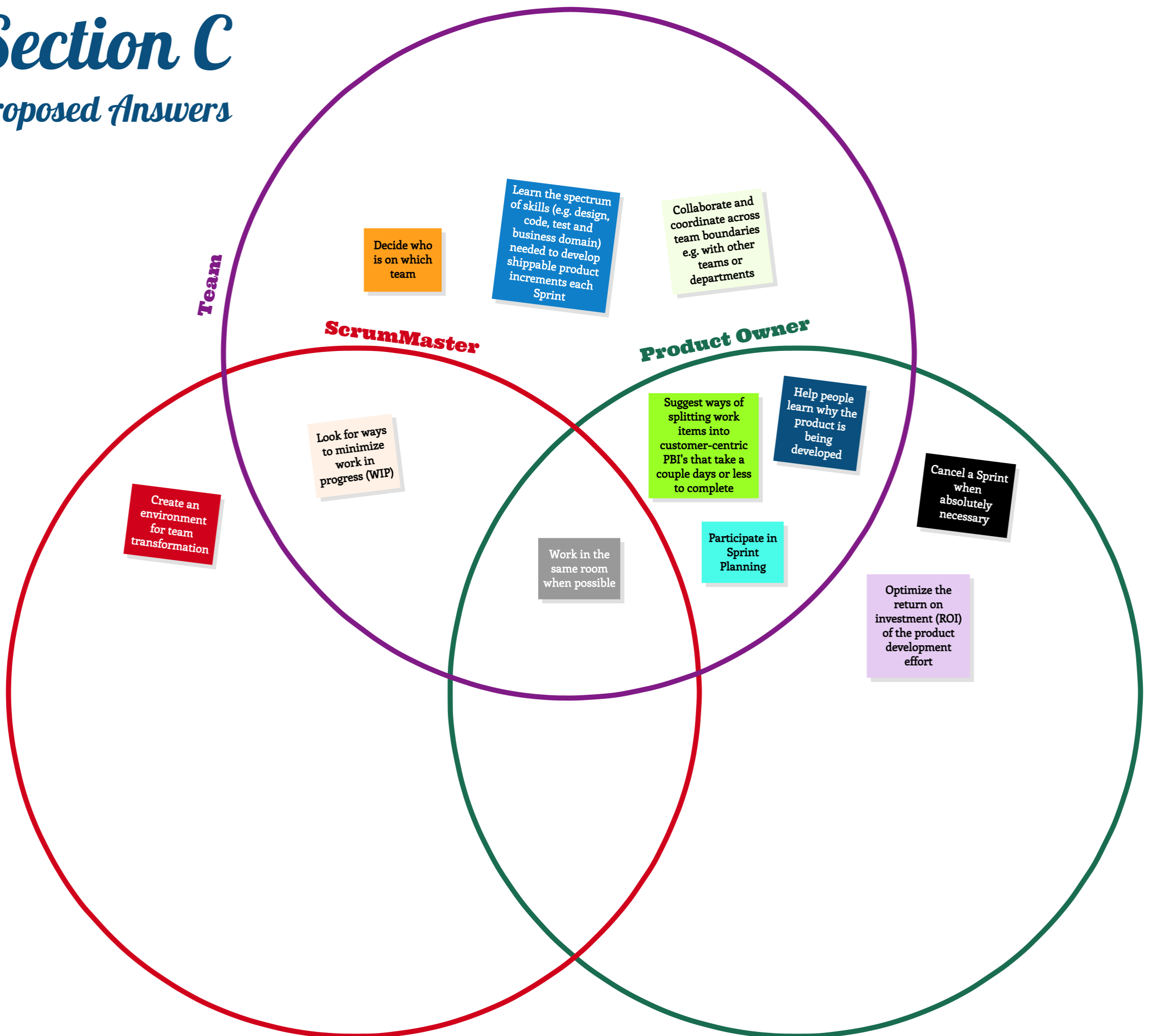
# Section B

## Proposed Answers



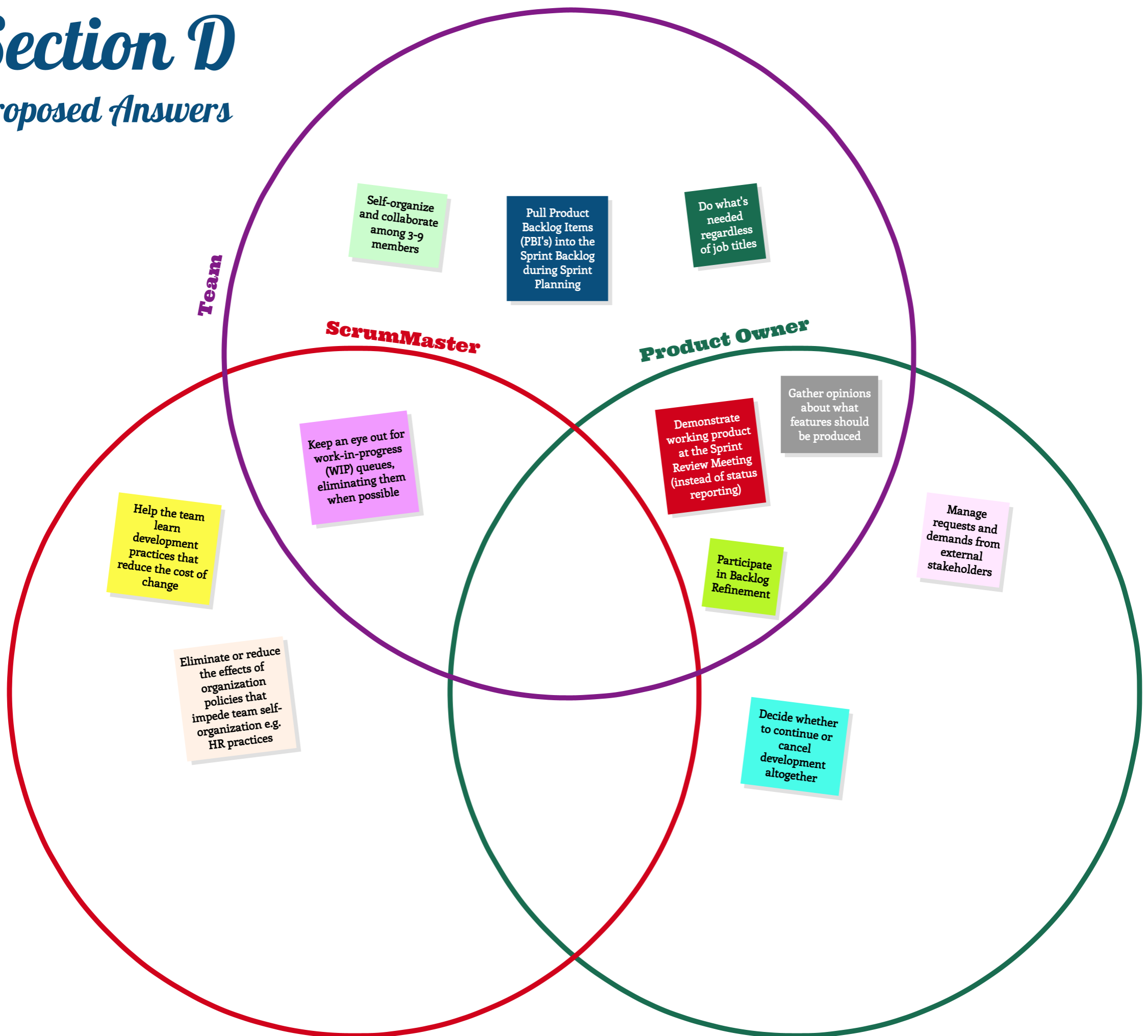
# Section C

## Proposed Answers



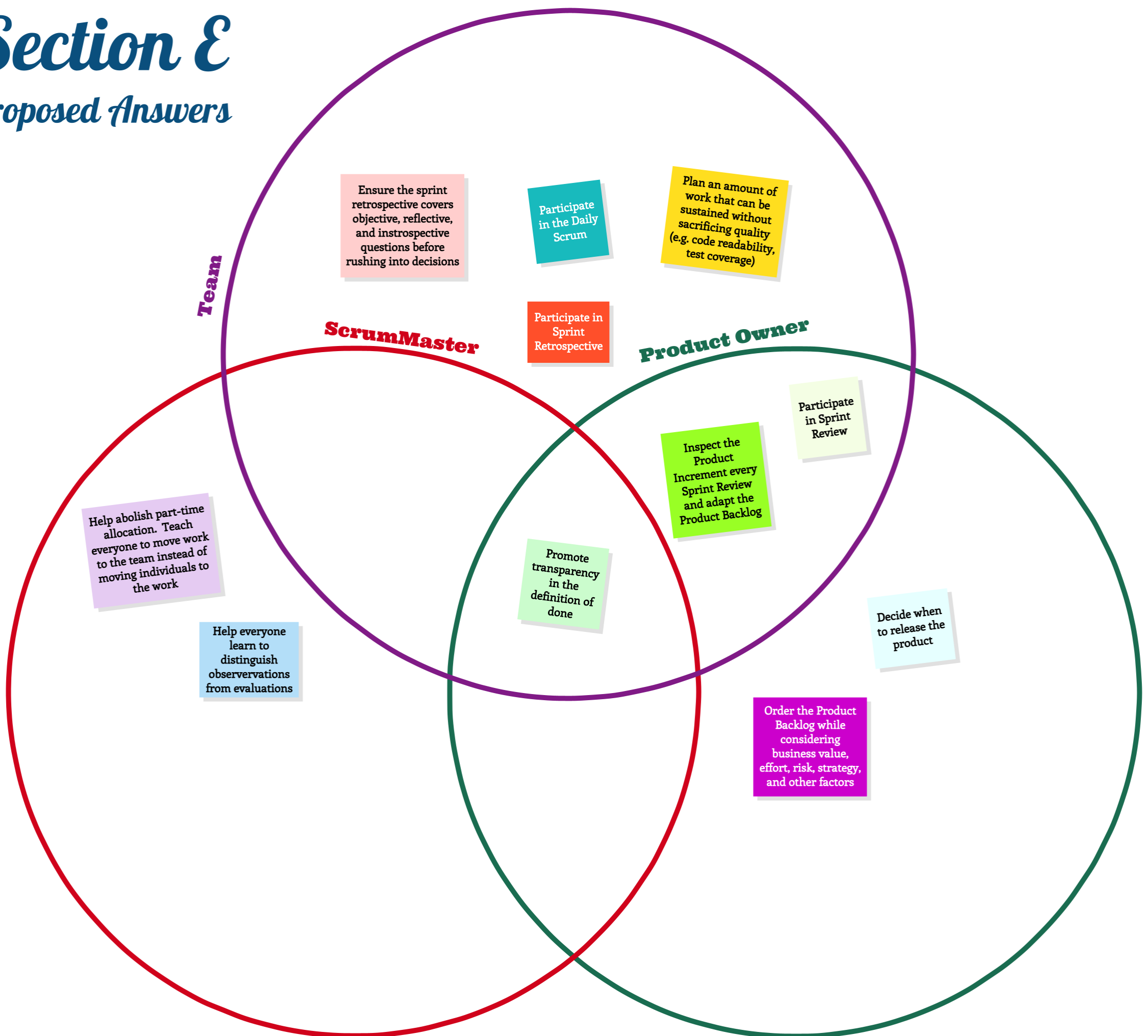
# Section D

## Proposed Answers



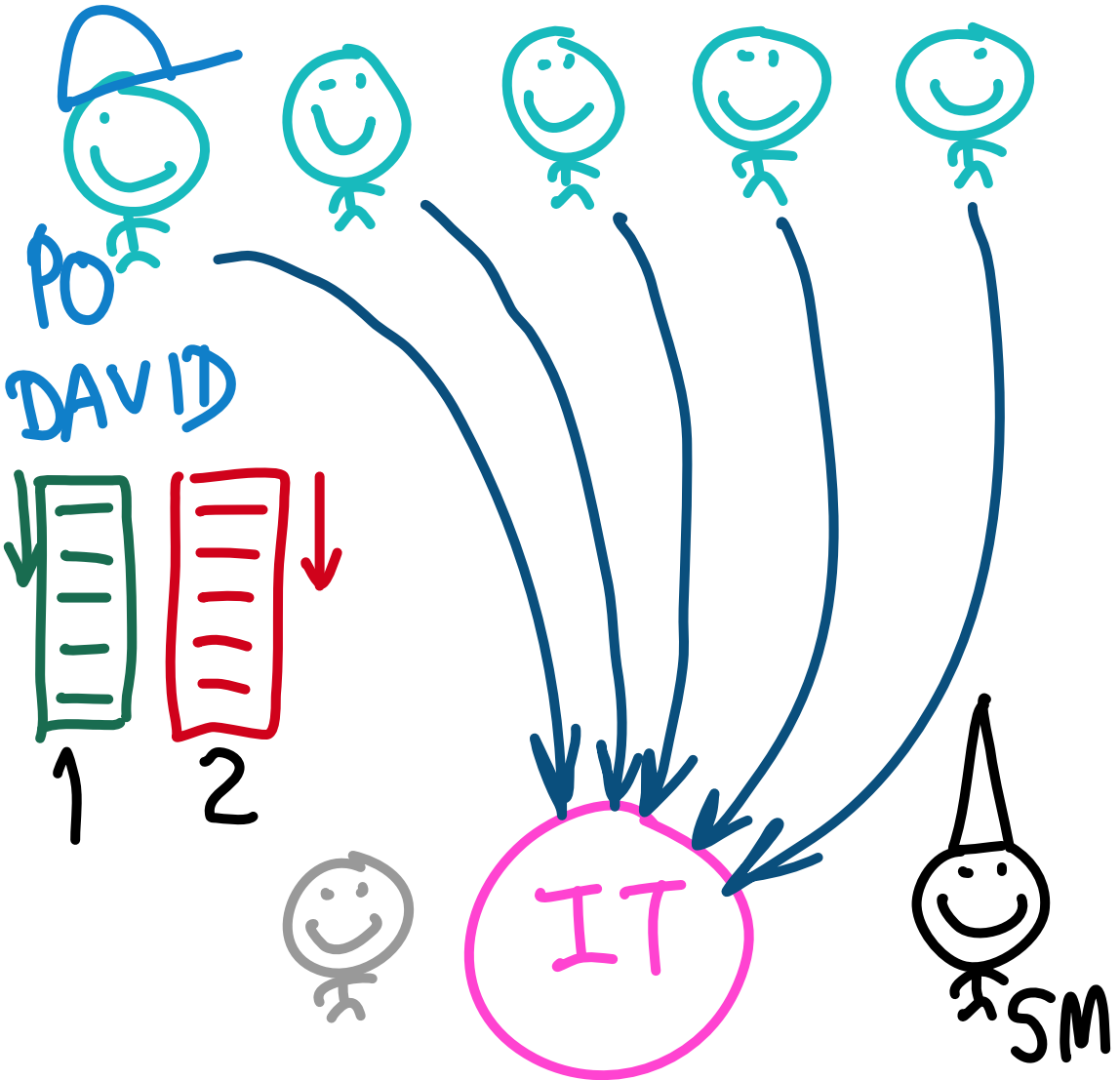
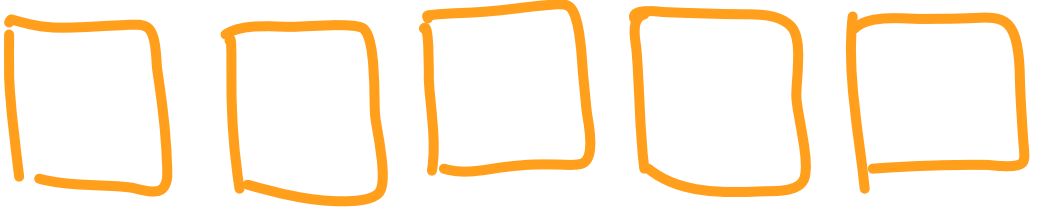
# Section E

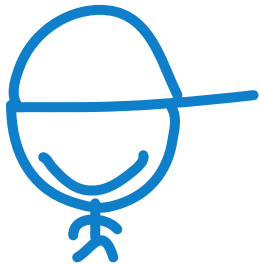
## Proposed Answers



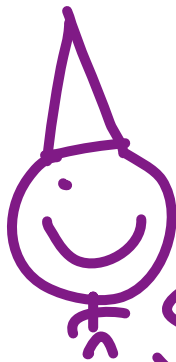


CEO





PO



SM



DBA

1%

33%

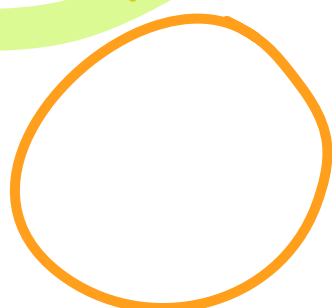
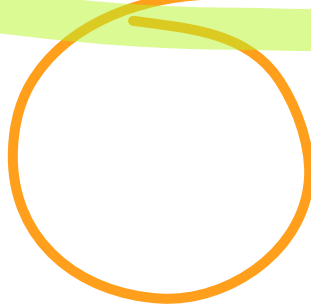
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33%

T<sub>3</sub>

T<sub>2</sub>

T<sub>1</sub>



# A. Sprint

- Is the Sprint length fixed or dynamic? Fixed
- What is the maximum length of a sprint? 4 weeks
- How big a gap should there be in between sprints? No gap
- Who decides how much work to commit to in a sprint? Developers
- What is the expectation regarding the Sprint Goal? **STAY FIXED**  
Inspection & adaptation
- Why are shorter sprints preferred?  
To generate more learning cycles and limit risk , effort and cost to a smaller time frame
- What is the condition for terminating a sprint?  
When the sprint goal becomes obsolete
- Who makes the decision to terminate a sprint?  
Product Owner

## B. Sprint Planning

Which three topics do we discuss?

1. Why is this Sprint valuable?
2. What can be Done this Sprint?
3. How will the chosen work get done?

What is the purpose of discussing each of these topics?

WHY - SPRINT GOAL

WHAT - PBI's

So that the developer can create an Increment that meets the Definition of Done

HOW - WORK

What do we get at the end of this event? SPRINT B/LGG:

② To pick the spring backlog items, capacity and together we can deliver that as shipable one

① sprint goal and sprint plan (WORK)  
③

Who is responsible for what in this event?

developers decides SB

WORK - S. GOAL  
PO explain values  
PBI's

When in the sprint do we do this?

First event of the sprint

How much time do we spend on this event?

MAX 8 HRS  
— 2 HRS

4 - WK  
2 - WK SPRINT  
1 - WK

# C. Daily Scrum

What are we inspecting and adapting?

inspecting the progress

Adapting the plan towards the goal

What do we get at the end of this event?

KNOW WHAT  
TO DO

What did the team do. What was achieved

Updated sprint backlog

How much time do we spend on this event?

≤ 15 mins

Who is this event for, primarily?

Developer team

What are some benefits of this event?

1. Transparency ↑
2. Status check
3. Identify blocker
4. Communication and collaboration within the team

## D. Sprint Review

What are we inspecting and adapting?

PRODUCT

outcome of the Sprint  
and what has changed in the  
environment

What do we get at the end of this event?

FEEDBACK  
ON PRODUCT  
+ WHAT'S  
NEXT

Based on the outcome, team  
decides what to do next and may  
also adjust PB

How much time do we spend on this event?

Max 4 hours for a month sprint

Who is this event for, primarily?

Primarily for SH

When in the sprint do we do this?

~~Right after the  
team has  
finished  
working on the  
sprint~~

2ND LAST EVENT  
@ END OF SPRINT

## E. Sprint Retrospective

What are we inspecting and adapting? **PROCESS**

We inspect the last sprint with regards to individuals, process, tools and definition of done and adapts to most impactful improvement in the next sprint

What do we get at the end of this event?

**IMPROVEMENT  
ACTIONS**

Identifies the what went well and what can be improved, so we can it to next Sprint's Sprint backlog

How much time do we spend on this event?

Not more than 3 hours for a month **4-WK**  
long Sprint

Who is this event for, primarily?

Scrum Team **DEVELOPERS**

When in the sprint do we do this?

End of the Sprint **LAST EVENT**