**Title :** Assignment3

**Description** : Difference between webonise’s scrum model and spotify’s agile model.

**Webonise :**

1)Webonise follows scrum model where scrum team will be the collection of 1 person from each required stream and it will be <=8.

2)Product owner is one who knows all the requirements of the product.

3)Scrum master is the second person who knows all requirements after product owner and responsible to solve all the queries from other team members and manage team.

4)The BA from scrum team will collect the requirements from end user and will create the sprint and epics and user stories and user flow diagrams.

5)The designer from scrum team will make a design.

6)The developers from scrum will develop that user stories.

7)The tester from scrum will test the code accordingly.

8)The meeting will be arranged on one day each week to know the status of each person from team.

**Spotify : (Learned from youtube)**

1)Spotify follows agile model where master person will be known as ‘Agile coach’ , they use to follow principles than practices and they also form a self organized team with 1 person from each required stream and it will be <8 , the formed team will be known as ‘squad’.

2)Strategy :

*a)What to build?*

*b)How to build?*

*c)How they build it?*

3)They will sit near each other so that they will be able to see in anyone’s PC.

4)The decisions will be made by themselves in the squad only.

5)Each squad will communicate with each other and will stay aligned with them.

6)Key Principle :

*Be autonomous but don’t suboptimize.*

7)Goal : *Stay loosely coupled but tightly aligned.(ie high autonomous and high alignment)*

8)Cross-Pollination : *If one team is using one tool other teams will prefer that and will learn from them.*

9)Principle : *Sharing than owning.*

10)Internal Open source model : *One squad can improve other squad’s code without knowing the and will design that term if that is strongly needed to be.*

11)Guild : *They will form a guild sometimes where anyone can get added into and can leave the guild at any time to achieve the mission.*

12)Follow : *Informal discussion of project than formal because they use to believe that informal discussion bring more innovation (than prediction).*

13)Small and frequent releases : *bcz that will be easy.*

14)Decoupled release : *Each squad can release their own stuff independently.*

15)Believes on : Trust factor works more than control.

16)Follows :

*a)Fail fast approach(Fail fast = learn fast).*

*b)Impact than velocity.*

*c)Value delivery than plan fulfillment.*

*d)Data driven decision than opinion/ego driven decision.*

*e)Waste repellent culture(dump the waste code which is not working.)*

17)Product delivery strategy :

*a)Think it .*

*b)Build it.*

*c)Ship it.*

*d)Tweak it.*

*e)Release it.*

*f)Analyse it.*

*g)Repeat from d) to f) until you will not reach your mission..*