

25/06/2024

Group 1

GROUP REPORT

SEMINAR AGILE PROJECT
MANAGEMENT



AGENDA

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About Us

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Waterfall

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Agile

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Scrum

06.

Conflict

ABOUT SPEAKER



Mr. Nguyễn Thế Vinh
Project Manager

Mr. Nguyễn Thế Vinh has nearly 10 years of experience in founding his own company, along with roles as a programmer and bridge engineer. He is currently working at FPT Software as a Project Manager for projects in the U.S., Japan, and Vietnam, involving top enterprises in these markets.

ABOUT US



Truong Quang Hieu Trung - SE 183255
ONE DAY OR DAY ONE



Le Minh Duy - SE 171229
BREAK YOUR BED, NOT YOUR CODE



Nguyen Minh Thu - SE183335
YOU DEFINE YOUR OWN LIFE



Trinh Dinh Ngoc An - SE170571
CODE HARD, PLAY HARD

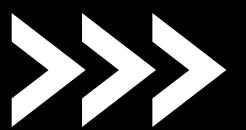


Le Quang Huy - SE171293
NO MONEY, NO HAPPY

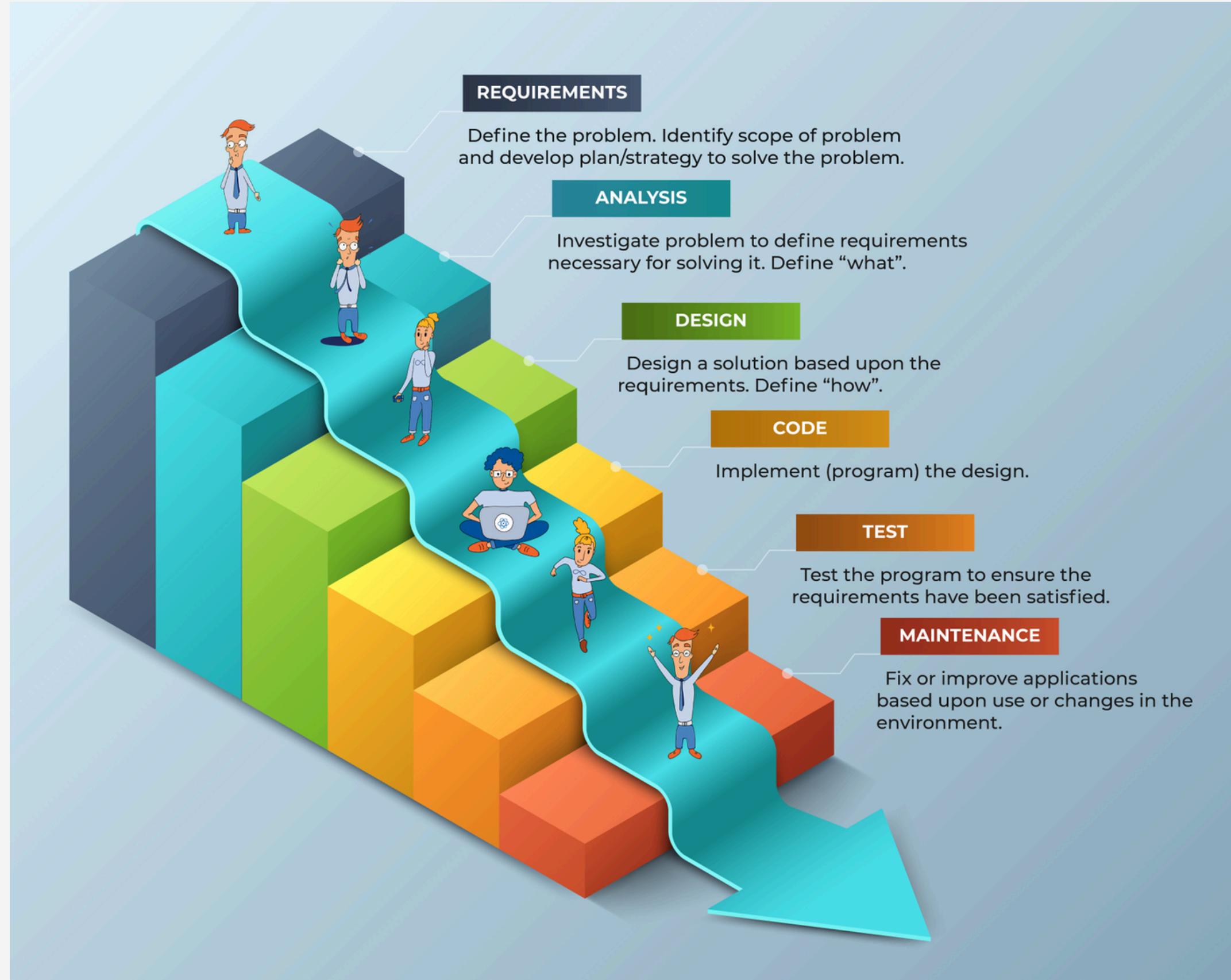


AGILE

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WATERFALL



Definition

It is also referred to as a linear-sequential life cycle model.

In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.

WATERFALL

Advantages

- Emphasizes Structured Organization
- Changes Can Be Implemented in Early Design Stages
- Suitable for Deadline and Milestone-Oriented Teams
- Accommodates for Shifting Teams
- Allows for Accurate Cost Estimation

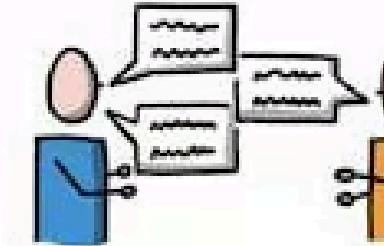
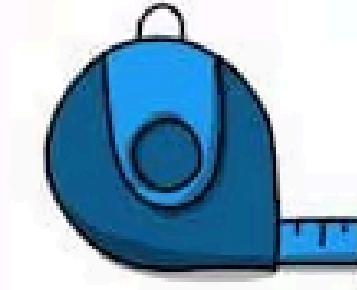
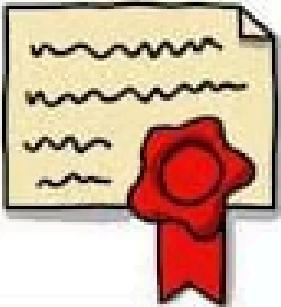
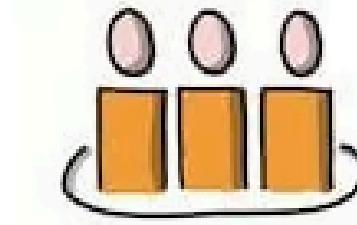
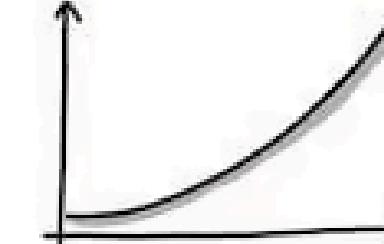
Disadvantages

- It's Extremely Restrictive
- Excludes Users/Clients from the Process
- Delayed Testing

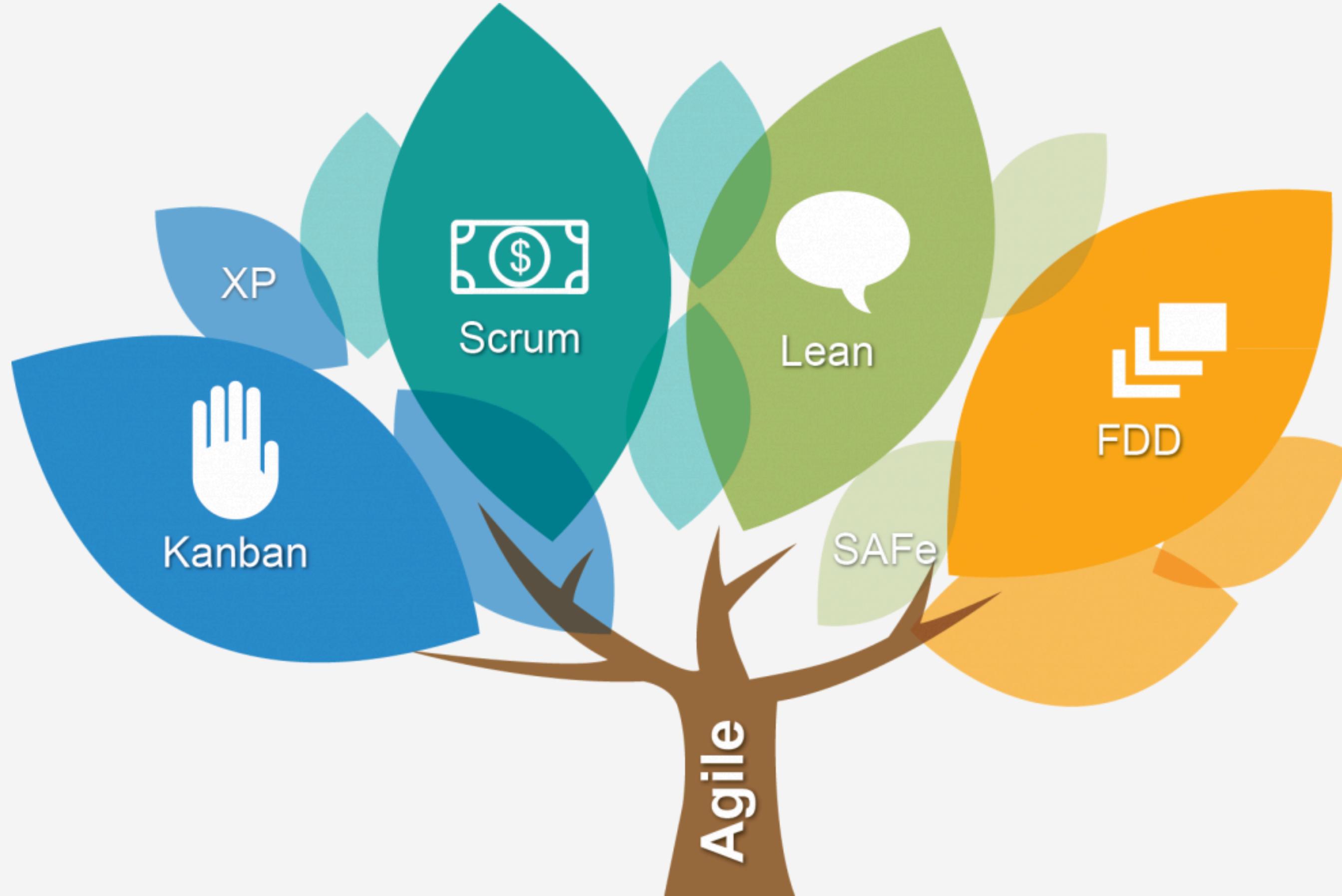
AGILE



Agile emerged in the context of the software development industry facing many challenges with traditional development methods such as the Waterfall model or plan-driven approaches.

<p>Satisfy the customer through early and continuous delivery of valuable software.</p> 	<h2>12 Agile Principles</h2> <p>@OlgaHeismann</p>  <p>Welcome changing requirements, even late in development.</p>	<p>Business people and developers must work together.</p> 
<p>Build projects around motivated individuals. Give them the support they need. Trust them.</p> 	 <p>The most efficient and effective method of conveying information is face-to-face conversation.</p>	<p>Working software is the primary measure of progress.</p> 
<p>Continuous attention to technical excellence and good design.</p> 	 <p>Simplicity—the art of maximizing the amount of work not done—is essential.</p>	<p>The best architectures, requirements, and designs emerge from self-organizing teams.</p>  <p>The team reflects on how to become more effective and adjusts its behavior accordingly.</p> 

AGILE



WHY AGILE?

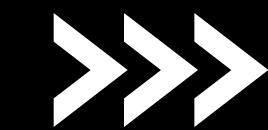


- More flexible
- More creative
- Higher productivity
- Widespread globally

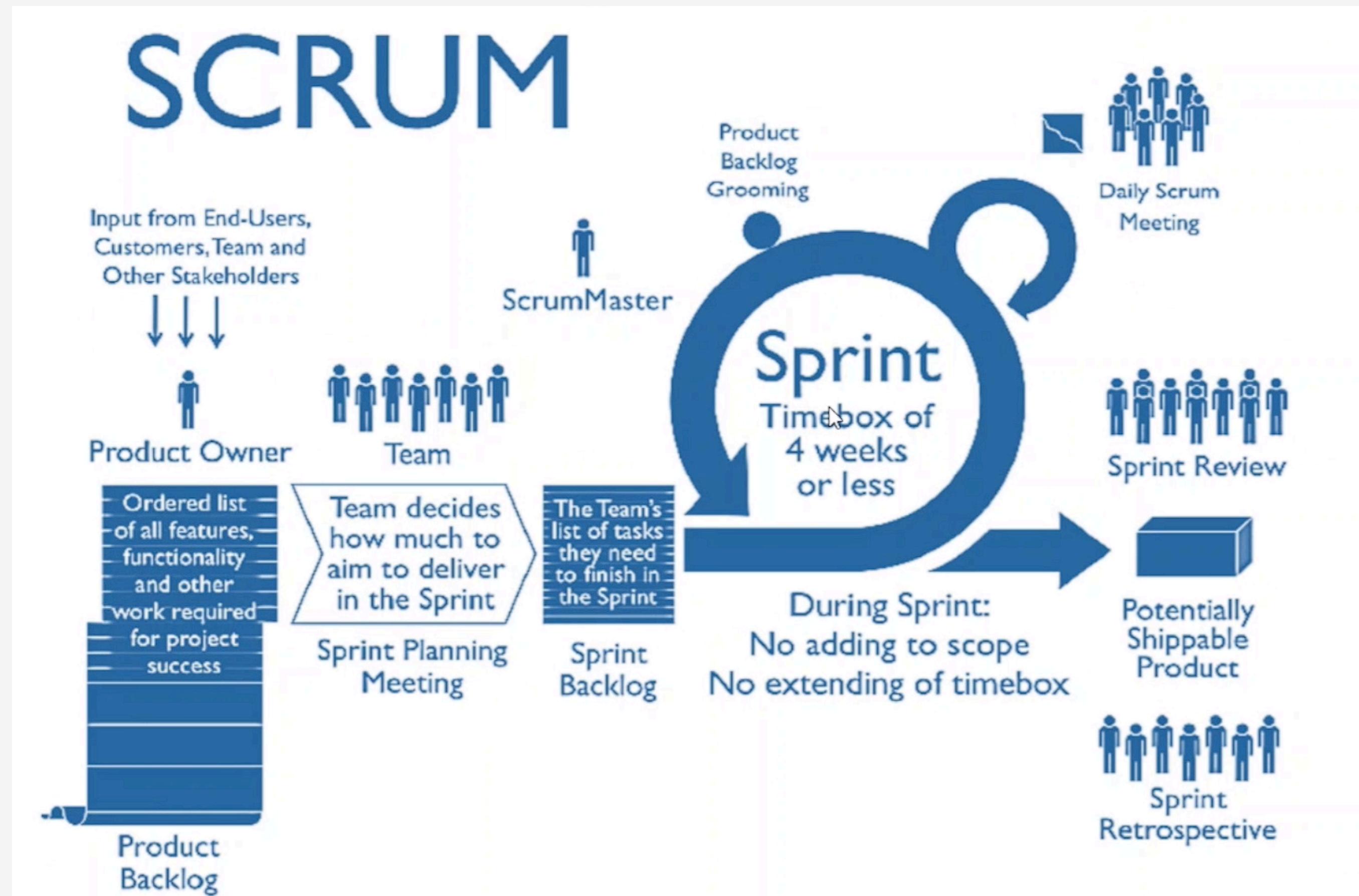


SCRUM

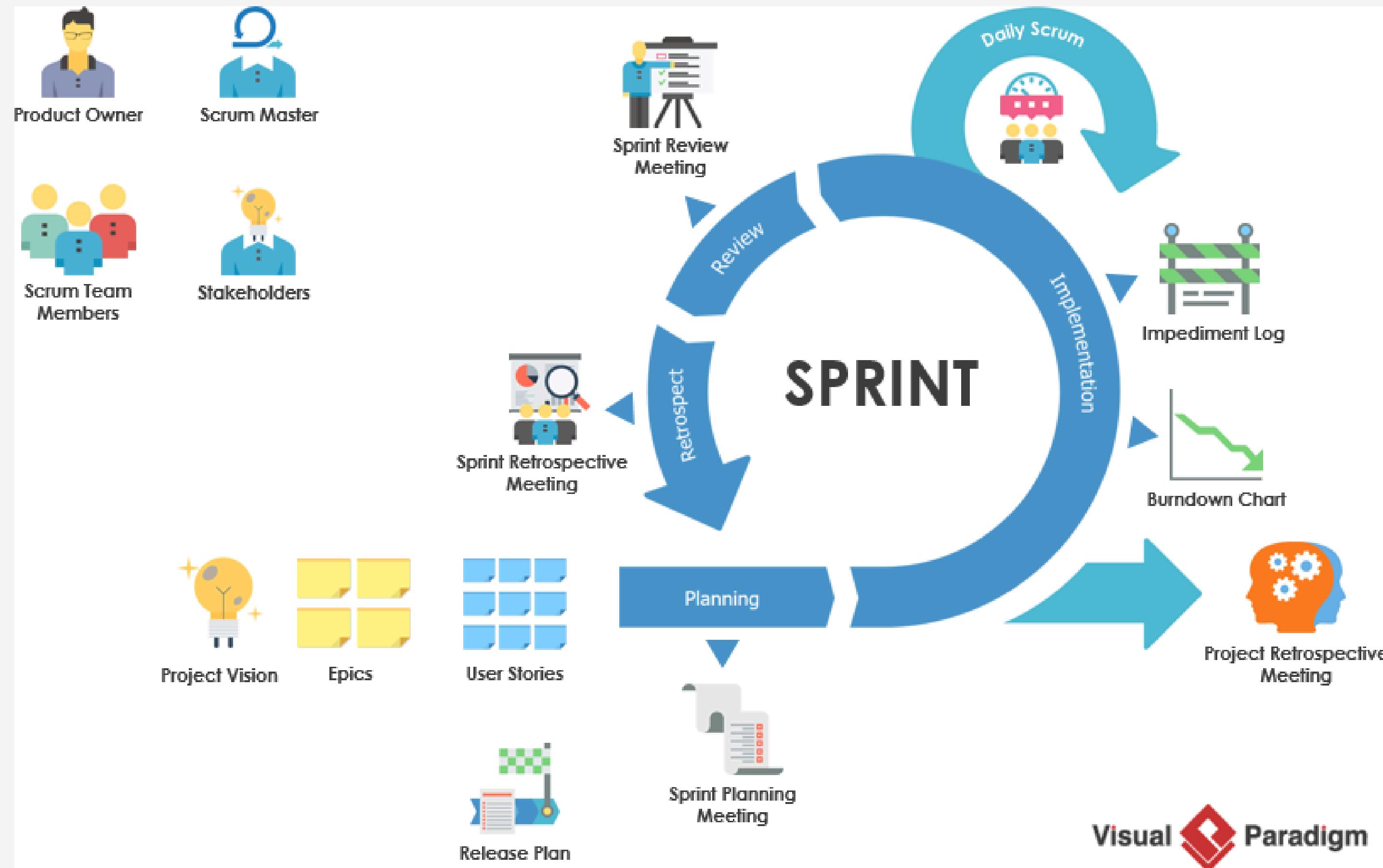
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WHAT IS SCRUM



WHAT IS SCRUM



EXAMPLE - HOW SCRUM WORKING

Scrum Board [PIANO] Sprint 2

4 days remaining Complete sprint Board ↗

QUICK FILTERS: Release 14/Jun Release 19/Jun Release 20/Jun Release 21/Jun (PROD) Release 21/Jun (STG) QA Brse Tester BE FE IOS Only My Issues

TO DO	IN PROGRESS	RESOLVED	DONE	CANCEL
> <input checked="" type="checkbox"/> PIANO-277 TO DO 7 sub-tasks [BE] WEBHook liên kết với hệ thống SalesForce				
> <input checked="" type="checkbox"/> PIANO-278 TO DO 3 sub-tasks [BE] Batch Jobs update hàng loạt thông tin Company từ SF				
> <input checked="" type="checkbox"/> PIANO-279 TO DO 1 sub-task [BE] RestAPI nhận thông tin update theo Company Code				
> <input checked="" type="checkbox"/> PIANO-372 TO DO 9 sub-tasks [Test] Implement Testing				
> <input type="checkbox"/> PIANO-392 CLOSED 1 sub-task [No.368][UAT][Mobile] Lỗi định dạng giờ ở mục ⑤発生年月日時 template 1-1				
▼ Other Issues 97 issues				
PIANO-150 [No269][Web] 点検フォルダ一覧 N	PIANO-354 [IT][Web][Export Multi PDF] Thứ tự sắp xếp theo Ngày Tenken bì SAI		PIANO-125 [No177][Mobile] データ入力画面(点検整備) H	
[No2521][Web] 占檢データPDFH			[Mobile] Implement UAT	

EXAMPLE - HOW SCRUM WORKING

GDX.FQC-ChatGPT

Backlog

QUICK FILTERS: Due Date Today DungPM3 Test BE AI FE Only My Issues Recently Updated

Board  ↗

VERSIONS EPICS

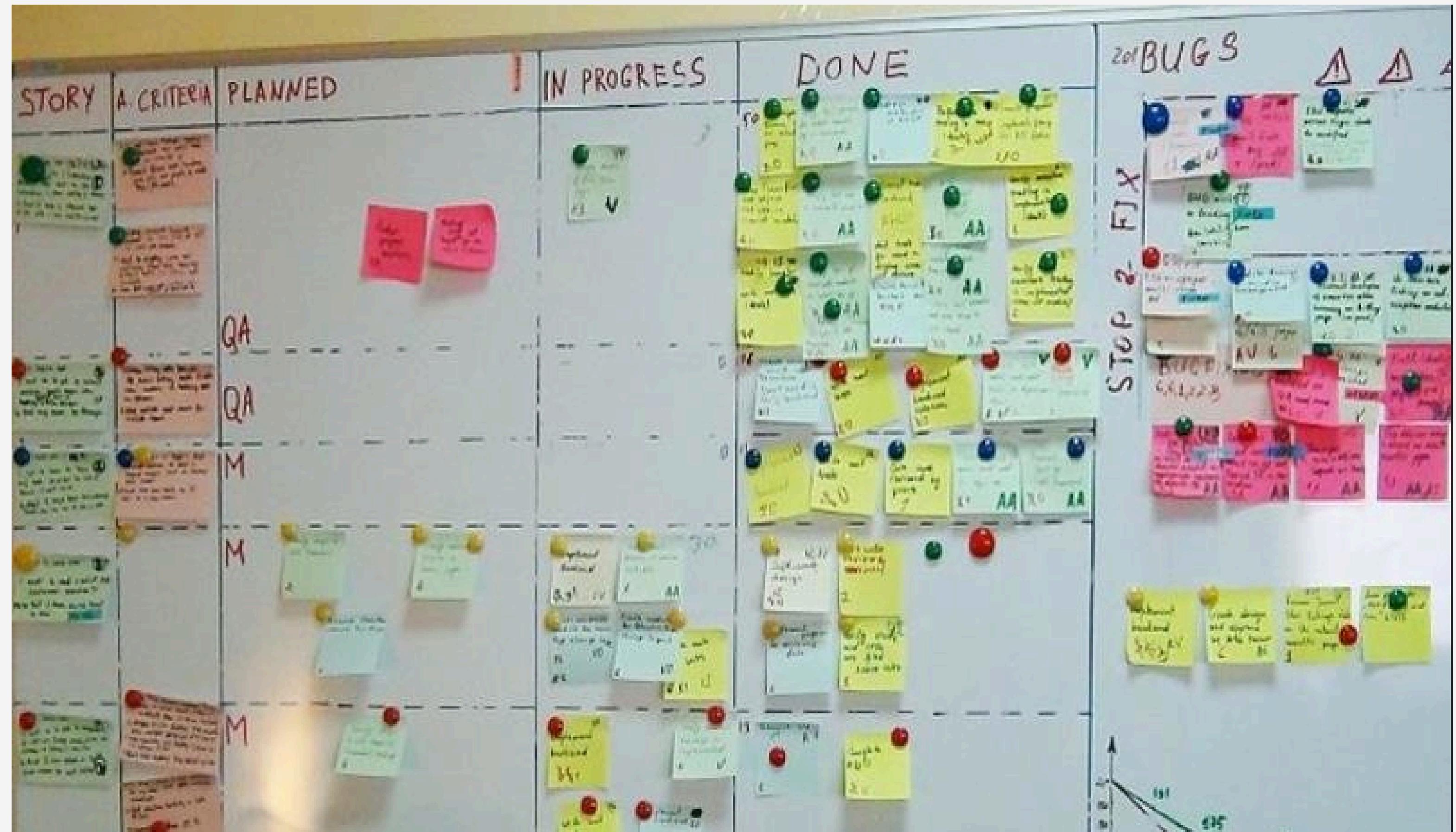
GDX.FQC- Sprint 1 22 issues ACTIVE

D G K T V ... 27/May/24 11:41 PM • 07/Jun/24 11:41 PM

Backlog 192 issues Create sprint ...

Issue ID	Description	MVP	Priority
GDXFQCCCHATGPT-17	[FE] React JS Coding Convention	MVP	A
GDXFQCCCHATGPT-23	[Deployment] Azure Instance - IAM account Set Up	MVP	T
GDXFQCCCHATGPT-18	[BE] Java Coding Convention	MVP	K
GDXFQCCCHATGPT-14	[PM] JIRA & Sharepoint Set up	MVP	T
GDXFQCCCHATGPT-15	[AI] AI Services Setup	MVP	A
GDXFQCCCHATGPT-25	[BE] [FE] Init Project on Git3	MVP	A
GDXFQCCCHATGPT-26	[BE] [FE] Architecture Design	MVP	A

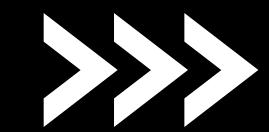
EXAMPLE - HOW SCRUM WORKING





CONFLICT

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WHAT IS CONFLICT?



WHAT IS CONFLICT?

"Conflict situation"

These are situations where the concerns of two or more people are incompatible with each other.

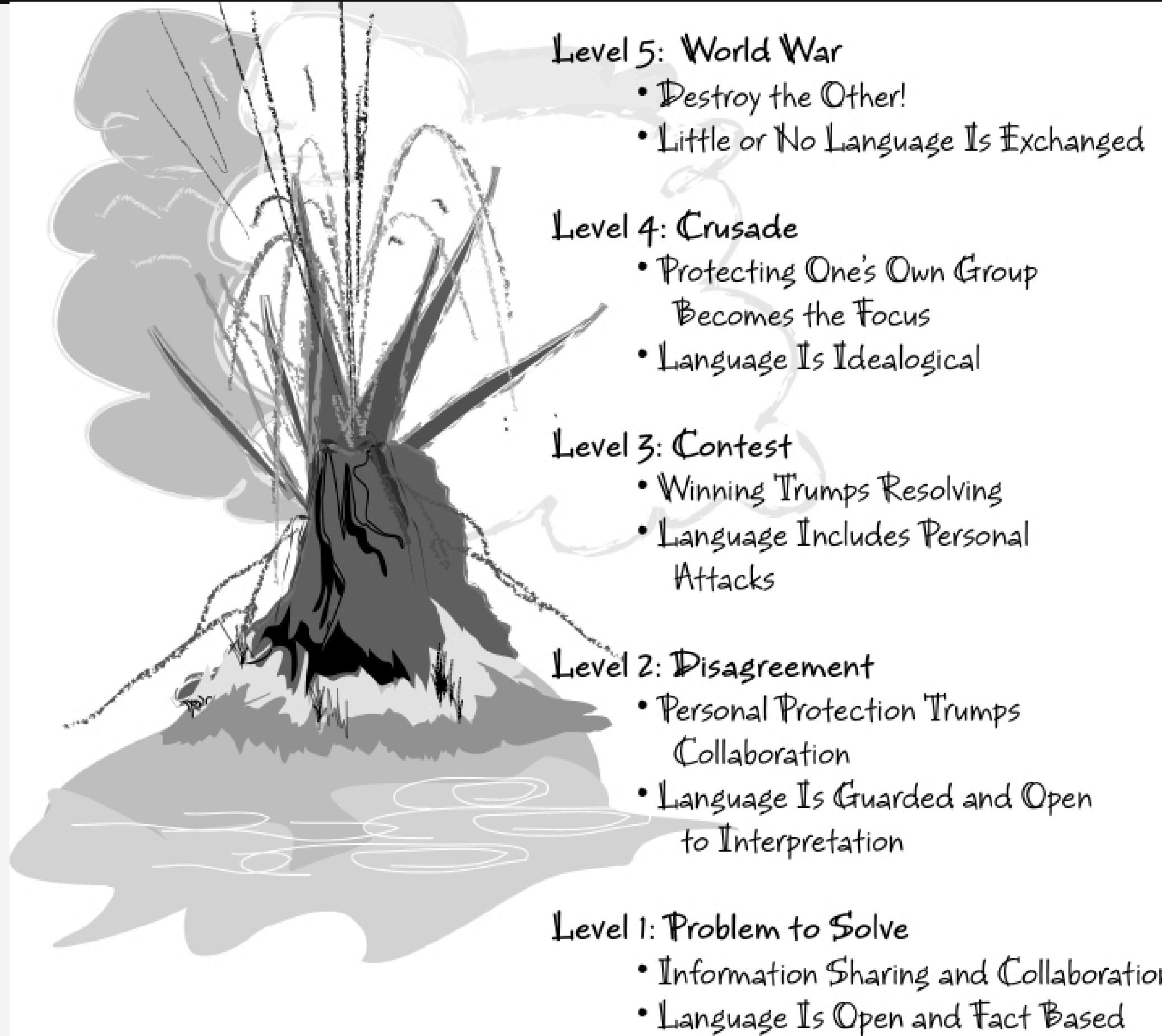


CAUSES OF CONFLICT

- Differences in problem-solving approaches.
- Differences in personality, age, ethics, culture.
- Blaming each other, avoiding responsibility.
- Feeling that others are insincere about their motivations (attitudes, behaviors).
- Stepping on each other due to unclear roles and responsibilities.
- Behaviors that disrupt the group in applying procedures and practices.
- Feeling that others don't contribute but "steal" the success of others.
- Due to changes, group mergers.



CAUSES OF CONFLICT



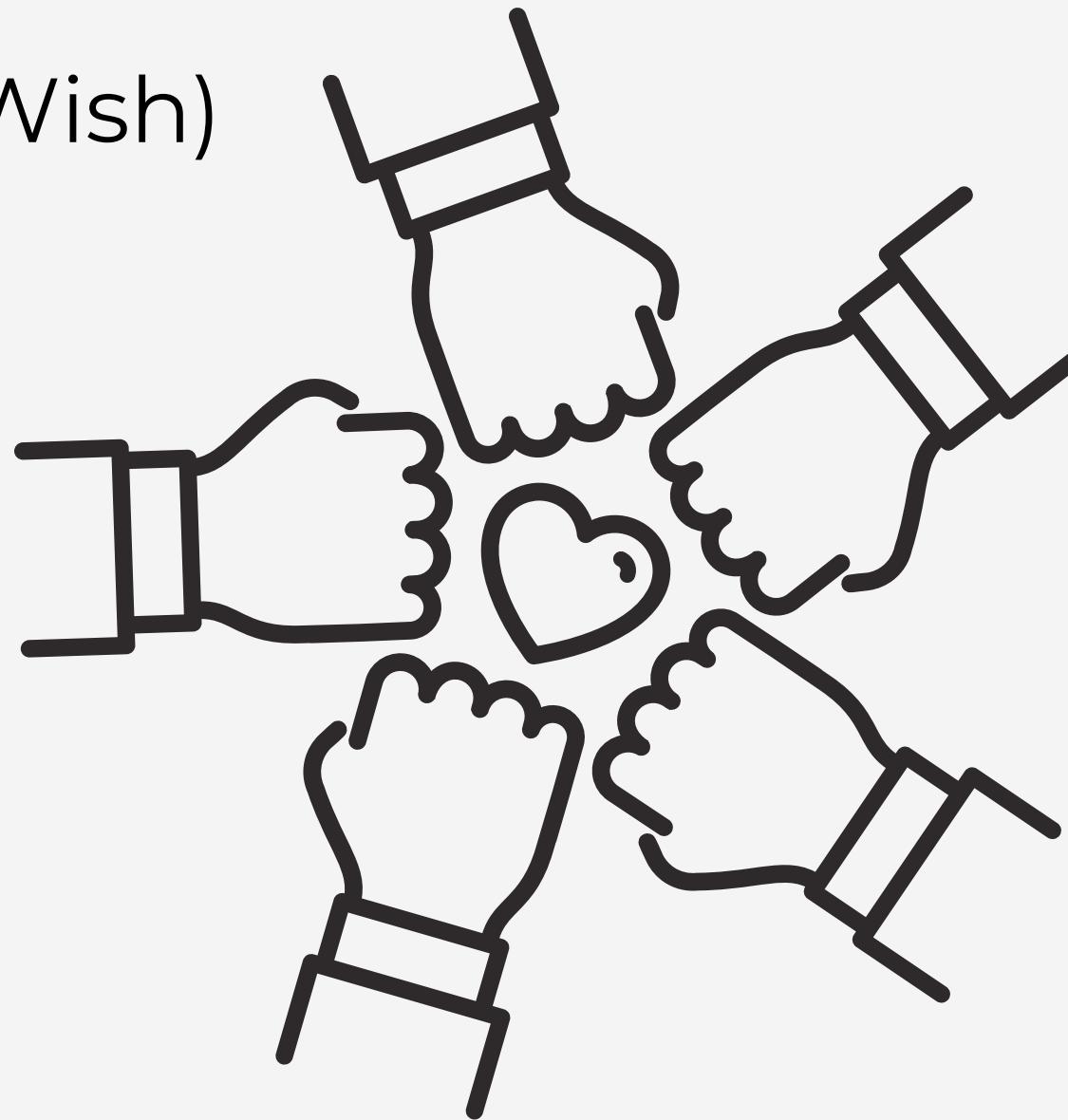
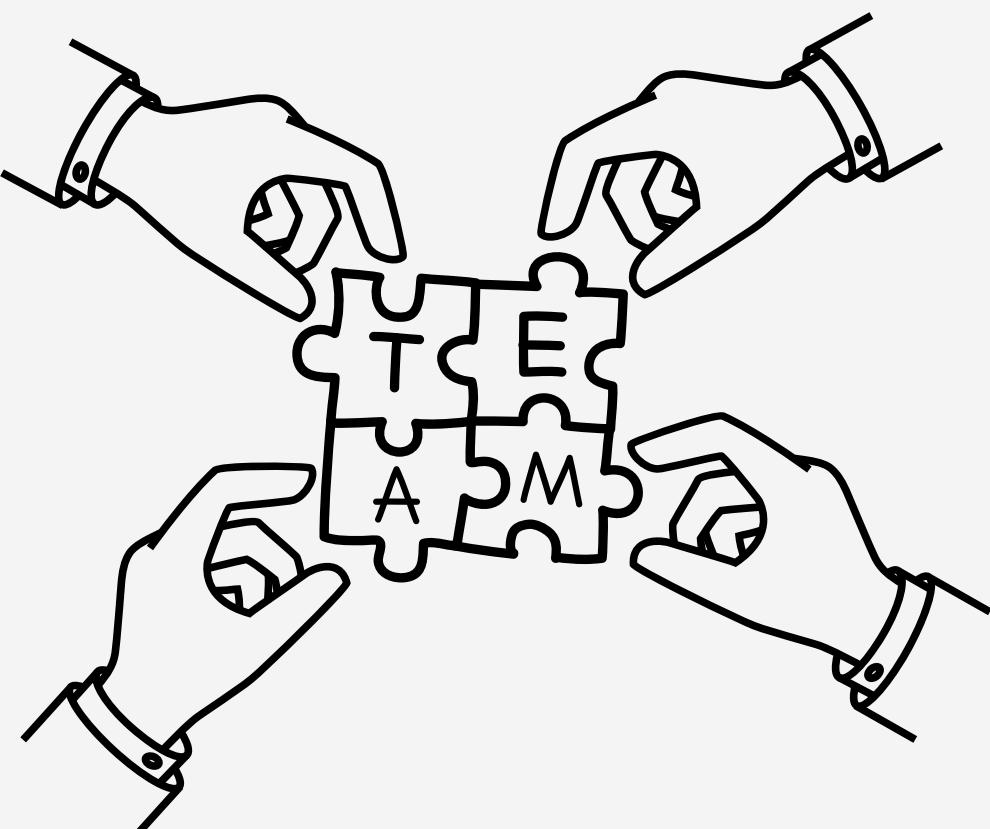
RESOLVE CONFLICT



Quan tâm đến nhu cầu của người khác

Practices to help prevent and handle conflicts in Scrum Team

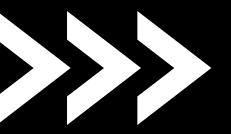
- Team building
- Should not skip Sprint Retrospective
- SBIW feedback (Situation - Behavior - Impact - Wish)
- 1:1 Coaching & Team Coaching





LESSON

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REVIEW - WATERFALLCONFLICT

- **Waterfall Model:** A sequential design process where progress is seen as flowing steadily downwards (like a waterfall) through phases such as Conception, Initiation, Analysis, Design, Construction, Testing, and Maintenance.
- **Conflict During Testing:** When testing reveals that two functions or tasks are in conflict, it implies that there were ambiguities or misunderstandings in the initial requirements.
- **Stopping the Code:** Development must be halted immediately upon discovering such a conflict during testing.
- **Client Communication:** Inform the client right away to determine if the conflict is a significant issue.
- **Issue Identification:** If it is confirmed to be an issue, the development process must return to the requirements gathering phase to address the conflict properly.
- **Continue the Cycle:** After resolving the conflict in the requirements phase, the development cycle resumes, progressing through design, construction, and then back to testing.

REVIEW - BIDDING ON CHANGE

- **Principle of Bidding:** The shorter the process, the better.
- **Customer Feedback:** At the end of a sprint, if the customer gives feedback that a function is not okay, it should be improved in the next sprint.
- **Estimation:**
 - When making estimations, break down and define the tasks that need to be done.
 - For these features, we will follow these steps.
 - Break down to detail.
 - If issues arise later, additional time must be allocated.
 - These steps should be agreed upon with the customer during the contract phase.
- **Change Requests:**
 - At the end of sprint 1, the customer may request additional features, such as Google login instead of Azure, or adding Google login.
 - If the feature was not listed in the initial estimation, implementing it will require additional changes and time.
 - This direction means charging extra for overtime.
 - We must recalculate the effort and charge additional fees.
 - If the requirement phase was not handled well, it should be considered a case study for future improvement.

REVIEW - BIDDING ON CHANGE

- **Remote Work Challenges:**

- Problems stem from working at different sites.
- BAs must get confirmation from team leads and SAs, involving offshore teams.

- **Problem-Solving:**

- When facing a problem, a recovery plan or backup plan is needed to handle it. This ensures that similar future issues can be managed by following this process.

- **Sprint Workflow:**

- Requirements collected in Sprint 1 will be developed in Sprint 2.
- Requirements collected in Sprint 2 will be developed in Sprint 3.
- Development completed in Sprint 1 will be tested in Sprint 2.

REVIEW - TASK OF SCRUM MASTER

- **SBIW (Stop, Breathe, Identify, and Wish):**

- Creates opportunities for team members to provide feedback to the Scrum Master about project issues.
- Allows team members to express wishes for resolving problems when providing feedback.

- **Scrum Master Coaching:**

- The Scrum Master frequently conducts one-on-one sessions with new members to establish a technical improvement roadmap and identify suitable SAs (Solution Architects) to support them.

- **Team Coaching:**

- Regularly organizes team coaching sessions to address project issues.
- Creates an environment for sharing both the joys and challenges within the team.

USE CASE DESCRIPTION

Use Case ID	UC-1.1		
Use Case Name	Login		
Description	As a user, I want to log in to the web app to use the jewelry trading and management services.		
Actor(s)	Customers, Google, Facebook	Alternative Flow	
Priority	Must Have		
Trigger	The user wants to log in to the FourGems Jewelry Web App.		
Pre-Condition(s):	<ul style="list-style-type: none"> The user account has been pre-created. The user's device is connected to the internet during the login process. The user account has been assigned permissions. 		
Post-Condition(s):	<ul style="list-style-type: none"> The user successfully logs into the application. The system records the successful login activity in the Activity Log. 	Exception Flow	<p><i>Proceed with Use Case step 5.</i></p> <p>2b. Users select the login method using their Facebook account.</p> <p>2b1. The system switches to Facebook's login screen.</p> <p>3b. Users enter their Facebook account and select the login command.</p> <p>4b. Facebook verifies the login information successfully and allows the user to access the application.</p> <p><i>Proceed with Use Case step 5.</i></p> <p>4c. The system fails to verify the login information and displays an error message.</p> <p>4c1. The user selects the cancel login command.</p> <p><i>The Use Case stops.</i></p>
Basic Flow	<ol style="list-style-type: none"> 1. The user accesses the FourGems Jewelry website. 2. The user selects the login method using their FourGems Jewelry account. 3. The user enters their FourGems Jewelry account and selects the login command. 4. The system verifies the login information successfully and allows the user to access the application 5. The system logs the successful login activity in the Activity Log. 	Business Rules	<p>BR1.1-1: If the user enters incorrect login information 5 consecutive times, their account will be locked for 30 minutes.</p> <p>NFR1.1-1: The timeout for the login screen must be less than 60 seconds.</p> <p>NFR1.1-2: User passwords must be encrypted using JWT tokens.</p>
		Non-Functional Requirement	

USE CASE DESCRIPTION

Use Case ID	UC-10.1
Use Case Name	The system automatically updates real-time gold prices.
Description	As a store owner, I want the system to automatically update real-time gold prices every 30 minutes.
Actor(s)	System Handler, GoldAPI.
Priority	Medium High
Trigger	The system automatically updates gold prices.
Pre-Condition(s):	<ul style="list-style-type: none">Log in using an account that exists in the system.The device is connected to a stable internet network
Post-Condition(s):	<ul style="list-style-type: none">The system automatically updates gold prices and store in database in USD format.
Basic Flow	<ol style="list-style-type: none">After 30 minutes, the system automatically calls the gold price API on the website goldapi.io.The website returns prices for various types of gold ranging from 10K to 24K.The system retrieves gold prices and updates them into the database.
Exception Flow	<p>1a. The API encountered an error, retrieve the gold prices from the most recent API call. <i>The Use Case stops.</i></p>
Non-Functional Requirement	NFR10.1-1: API retrieval speed within 1 second. NFR10.1-2: High security, no token leakage .

THEME / EPIC / USER STORY

- **Theme:**

- A theme is a collection of related epics or user stories that address a broader goal or feature area.
- It helps in organizing work around larger objectives.
- **Example:** Improving overall site performance.

- **Epic:**

- An epic is a large user story that can be broken down into smaller user stories.
- It represents a significant piece of functionality that cannot be completed in a single iteration or sprint.
- **Example:** Implementing user authentication.

- **User Story:**

- A user story is a short, simple description of a feature from the perspective of the person who desires the new capability, usually a user or customer.
- It follows the format: As a [type of user], I want [an action] so that [a benefit/a value].
- **Example:** As a user, I want to reset my password so that I can recover access to my account.

HOW TO WRITE A GOOD USER STORY

- **Clear and Concise:** Avoid ambiguity and make the user story easy to understand.
- **User-Centered:** Focus on the user's needs and the value the feature will provide to them.
- **INVEST Criteria:**
 - **Independent:** The user story should be self-contained and able to be developed independently.
 - **Negotiable:** The user story should be flexible enough to be modified through discussions.
 - **Valuable:** The user story should deliver value to the end user.
 - **Estimable:** The user story should be small enough to estimate the effort required to complete it.
 - **Small:** The user story should be small enough to be completed within a sprint.
 - **Testable:** The user story should be clear enough to allow for testing once completed.

AC - ACCEPTANCE CRITERIA

- **Acceptance Criteria:**

- These are specific conditions that must be met for the user story to be accepted as done.
- They help define the scope of the user story and ensure the delivered functionality meets the user's needs.
- **Example:**
 - The user can enter their email address on the password reset page.
 - The user receives an email with a link to reset their password.
 - The user can click on the link and reset their password successfully.
 - The system displays a confirmation message after the password is reset.

- **Behavior-Driven Development (BDD):**

- BDD focuses on creating simple scenarios to define how a feature should behave.
- It involves collaboration among all stakeholders (developers, testers, business analysts) to ensure a shared understanding of the functionality.

- **Given-When-Then:**

- Given: Describes the initial context or state.
- When: Describes the action or event that triggers the behavior.
- Then: Describes the expected outcome or result.

- **Example:**

- Given: A registered user on the login page.
- When: The user enters their correct username and password.
- Then: They should be redirected to the dashboard.

STORY POINT

- **Story Point:**

- A unit of measure used to estimate the effort required to implement a user story.
- Story points consider the complexity, amount of work, and risk involved.
- They are relative; for example, a story point value of 2 means the task is twice as challenging as a 1-point task.
- **Example:** If a simple user story like "As a user, I want to view my profile" is estimated at 1 story point, a more complex one like "As a user, I want to upload my profile picture" might be estimated at 3 story points.

DEFINATION OF DONE (DOD)

- Login with Google
 - Definition of Done (DoD): Login with Google must be successful without any bugs, blockers, or critical issues occurring.

2.1. Web

	ストーリー	完了の定義	備考	Q
1	[Web] 業務検索画面	「致命/重大」重要度の不具合は無し 	スプリント①にはコーディング済みで、スプリント②から結合テストを実行する。	
2	[Web] 業務登録画面	「致命/重大」重要度の不具合は無し	スプリント①にはコーディング済みで、スプリント②から結合テストを実行する。	
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4	[Web] 施設検索画面	「致命/重大」重要度の不具合は無し	2023/11/23 Add this story to sprint2 planning.	
5	[Web] 施設詳細画面	「致命/重大」重要度の不具合は無し		
6	[Web] 担当者選択画面	「致命/重大」重要度の不具合は無し		
7	[Web] 点検検索画面	「致命/重大」重要度の不具合は無し		

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7	[Web] 点検検索画面	「致命/重大」重要度の不具合は無し		



Q
&
A



**Thank You
for listening**

