**Que. 1. Write Agile Manifesto**

**Ans:-**

**Agile Manifesto:** The agile manifesto is a brief document built on 4 values and 12 principles for agile software development.

**Four Main Values**:

1.Individuals and interactions over processes and tools.

2.Working software over comprehensive documentation

3.Customer collaboration over contract negotiation

4.Responding to change over following a plan.

**Twelve Principles of Agile Software:**

**1.**Satisfy the customer through early and continuous delivery of valuable software.

**2.**Welcoming change requirements, even late in development. Agile processes harness change for the customer’s competitive advantage.

**3.**Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter times scale.

4.Business people and developers must work together daily throughout the project.

5.Build projects around motivated individuals. Give them the environment and support they need and trust them to get the job done.

6.The most efficient and effective method of conveying information to and within a development team is face-face conversation.

7.Working software is the primary measure of progress.

8.Agile processes promote sustainable development. The sponsors , developers and users should be able to maintain a constant pace indefinitely.

9.Continous attention to technical excellence and good design enhances agility.

10.Simplicity: the art of maximizing the amount of work not done is essential.

11.The best architectures, requirements and designs emerge from self-organizing teams.

12.At regular intervals, the team reflects on how to become more effective, then tunes and adjust its behavior accordingly.

**Que. 2. User Stories- Acceptance Criteria-BV-CP**

Priority:

HIGHEST

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| --- | --- | --- |
| User Story No: 01 | Tasks: Create customer registration portal | Priority: HIGHEST |
| AS A CUSTOMER / USER I WANT – Do the registration on the scrum food appSO THAT – I can order food online  |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAShould have valid email id; Send Successful Notification to the user |

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| User Story No: 02 | Tasks: create login page for registered users | Priority: HIGHEST |
| AS A CUSTOMER / USER I WANT TO – Login on the scrum food appSO THAT - I can login on the app |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAUser Name, Password, Mobile No, Email, Address, Phone Number. Click on Register Button.; Send Successful Notification to the user |

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| User Story No: 03 | Tasks: Create list of restaurants and add in search bar | Priority: HIGHEST |
| AS A CUSTOMER / USER I WANT – Search and view restaurantsSO THAT – I can choose the food and can add to cart |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAShould get the list of all the restaurants category wise veg and non veg and both. |

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| User Story No: 04 | Tasks: Create list of menu restaurants wise | Priority: MEDIUM |
| AS A CUSTOMER / USER I WANT – View restaurants as per the veg and Non veg categorySO THAT – I can choose the food and can add to cart |
| BV: 100 | CP: 01 |
| ACCEPTANCE CRITERIAShould get the list of all the restaurants category wise veg and non veg and both. |

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| User Story No: 05 | Tasks: Create list of menu restaurants wise  | Priority: MEDIUM |
| AS A CUSTOMER / USER I WANT – view restaurants as per the veg and Non veg categorySO THAT – I can get list of veg and non veg restaurant  |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIAShould get the list of all the restaurants category wise veg and non veg and both. |

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| User Story No: 06 | Tasks: User wise create the tab to add the address | Priority: HIGHEST |
| AS A -Online user I WANT – Add the address SO THAT – I can get food on my address |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAonce user want to order the food ; it should be delivered to the given address.  |

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| User Story No: 07 | Tasks: Create add to card tab | Priority: HIGHEST |
| AS A Online userI WANT – I want to add selected item in the cart SO THAT – I can get the selected food |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAAll the selected item should get displayed in the cart |

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| User Story No: 08 | Tasks: create the payment tab with COD; net banking; UPI and wallet | Priority: HIGHEST |
| AS A Online userI WANT – Select the payment modeSO THAT – So the I can make the payment of my choice  |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAApp the payment option should get displayed in the payment mode; COD - net banking - UPI – wallet  |

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| User Story No: 09 | Tasks: Tracking tab should be displayed with map | Priority: LOW |
| AS A Online userI WANT – track my given orderSO THAT – I can be able to view the current state on the map |
| BV: 50 | CP: 03 |
| ACCEPTANCE CRITERIAApp should display the map and the current movement of the order; Display delivery boy mobile number; Display delivery boy name in tracking field; Display delivery boy picture |

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| User Story No: 10 | Tasks: Cancel order tab should be displayed | Priority: HIGHEST |
| AS A Online userI WANT – cancel my orderSO THAT - if not required I can be able to cancel the whole order  |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAApp should be able to cancel the order within the 10 min of the given order  |

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| User Story No: 11 | Tasks: Feedback and rating | Priority: LOW |
| AS A Online user I WANT – Share my feedback for food and scrum food appSO THAT - I can be able to share rating and give opinion on the services  |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIAapp should be able to show the feedback and rating option where user can add review  |

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| User Story No: 12 | Tasks: log out tab should be displayed | Priority: HIGHEST |
| AS A Online userI WANT - logout from the scrum food app SO THAT – I can logout |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA- logout button should be displayed (Rule - before logout we need to asked "are you sure you want to logout”) |

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| User Story No: 13 | Tasks: Delivery for user creation table to be added  | Priority: HIGHEST |
| AS A - Delivery boyI WANT – Register in the scrum food appSO THAT – I can deliver the food |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIARegistration Screen; Text Boxes for User Name, Password, super ID, Mobile No, Email, Address, Phone Number. Click on Register Button. Send Successful Notification to the user. |

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| User Story No: 14 | Tasks: 2 | Priority: HIGHEST |
| AS A - Restaurant ownerI WANT – See all the order in day / week / month /quarter / yearSO THAT – I can view the list of order  |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA- View Order, Display List of orders in the tabular form day / week /month /quarter / year wise  |

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| User Story No: 15 | Tasks: 2 | Priority: LOW |
| AS A - AdminI WANT – See the list of restaurantsSO THAT – I can approve the registration |
| BV: 100 | CP: 01 |
| ACCEPTANCE CRITERIAList of restaurant, select Restaurants, verify restaurant details, approve button, reject button, notification to the restaurant. |

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| User Story No: 16 | Tasks: 2 | Priority: MEDIUM |
| AS A Restaurant ownerI WANT – View the revenue reportSO THAT – I can view the restaurant's revenue |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIA- Select Reports; Select Revenue Reports; Select to and from date; Select Region (can select all); Generate Report; Download Report in EXCEL; share  |

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| User Story No: 17 | Tasks: 2 | Priority: HIGHEST |
| AS a AdminI WANT – Manage regional restaurantsSO THAT – I can track the performance of regional restaurants |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA- Click on performance of restaurants; select date wise report; click on generate report which includes restaurant ID - name and revenue; click on download and share button in excel  |

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| User Story No: 18 | Tasks: 2 | Priority: HIGHEST |
| AS A - AdminI WANT – See the reginal revenue reportSO THAT – I can view the reginal performance |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAView performance of each rest of that region in tabular form which includes restaurant name, revenue, generated - Download in excel or PDF |

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| User Story No: 19 | Tasks: 2 | Priority: HIGHEST |
| AS A Reginal AdminI WANT – See the refund optionSO THAT – I can able track refund given to the users |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAAll should be able to show - Br all mandatory; text box field; display order ID; text box for description; submit; generate issue id; share refund and display successful  |

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| User Story No: 20 | Tasks: 2 | Priority: HIGHEST |
| AS A - Restaurant ownerI WANT – Check the revenue day wise SO THAT – View revenue generated through Scrum Food app |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIAMention the list of order generated in a day; billing done; revenue generated; payment received; fetch in excel  |

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| User Story No: 21 | Tasks: 2 | Priority: HIGHEST |
| AS A Delivery BoyI WANT – Register in Scrum FoodsSO THAT – I can deliver orders |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIARegistration Screen Text Boxes for User Name, Password, Nation ID, Mobile No, Email, Address, Phone Number. Click on Register Button. Send Successful Notification to the user |

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| User Story No: 22 | Tasks: 2 | Priority: LOW |
| AS A CUSTOMER / USER I WANT – View the priceSO THAT – I can order the food |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIADisplay price in the list of menu item |

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| User Story No: 23 | Tasks: 2 | Priority: LOW |
| AS A CUSTOMER / USER I WANT – To view the contact number of delivery boySO THAT – I can contact delivery boy for the status |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIADisplay delivery boy mobile number Display delivery boy name in tracking fieldDisplay delivery boy picture |

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| User Story No: 24 | Tasks: 2 | Priority: MEDIAM |
| AS A CUSTOMER / USER I WANT – To provide time slotsSO THAT – Customer can check opening and closing hours |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAClick on restaurant dashboard Add from time to time Click on submit Display updated successful |

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| --- | --- | --- |
| User Story No: 25 | Tasks: 2 | Priority: HIGHEST |
| AS A CUSTOMER / USER I WANT – To chat with reg adminSO THAT – I can request for refund  |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIABR-All mandatory, Text box fields, Display order ID, Text box for description, Submmit button, Generate issue ID, Display successful.  |

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| User Story No: 26 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER / USER I WANT – To find nearby restaurantsSO THAT - I can get the food delivered to my address |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIAList of restaurants, select Restaurants, verify restaurant details, approve button, reject button, notification to the restaurant. |

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| User Story No: 27 | Tasks: 2 | Priority: LOW |
| AS A CUSTOMER / USER I WANT – To filter veg and non veg restaurantsSO THAT – I can specify my preferences. |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIAList of restaurants, select Restaurants, verify restaurant details,  |

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| User Story No: 28 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER / USER I WANT – To know the restaurant’s most recent reviews SO THAT – I have the latest information |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAFood, Delivery, Payment, Customer Service. |

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| User Story No: 29 | Tasks: 2 | Priority: HIGHEST |
| AS A OWNER I WANT – To review reports SO THAT – I can view the most popular items ordered by the customer |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAReports. |

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| User Story No: 30 | Tasks: 2 | Priority: MEDIUM |
| AS A ADMIN I WANT – To review reports SO THAT – I can track delivery boys login and logout |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIALog In, Log Out. |

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| User Story No: 31 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER / USER I WANT – TO Restaurant manager mobile numberSO THAT – I can report issues |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAMobile number |

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| User Story No: 32 | Tasks: 2 | Priority: MEDIUM |
| AS A RESTAURANT OWNER I WANT – To view reportsSO THAT - I will be able to update information about my restaurant |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAReports, Feedback forms |

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| User Story No: 33 | Tasks: 2 | Priority: LOW |
| AS A RESTAURANT OWNER I WANT – To provide the offerSO THAT - I will be able to gather more customer |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIACheck in offer, coupons. |

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| --- | --- | --- |
| User Story No: 34 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER/ USERI WANT – To view OfferSO THAT - I will get benefit on actual price  |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIACheck offer, coupons |

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| User Story No: 35 | Tasks: 2 | Priority: MEDIUM |
| AS A BUSY PROFESSIONAL CUSTOMERI WANT – To be able to quickly and easily order food from my favorite restaurant for pickupSO THAT – I don’t have to spend time cooking or eating out |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAReports, Feedback forms |

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| User Story No: 36 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER WITH DIETARY RESTRICTIONI WANT – To be able to easily filter restaurants and menu item by dietary preferenceSO THAT - I can find options that suit my needs |
| BV:200 | CP: 02 |
| ACCEPTANCE CRITERIACheck in list of restaurants, food option |

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| --- | --- | --- |
| User Story No: 37 | Tasks: 2 | Priority: MEDIUM |
| AS A RESTAURANT OWNER I WANT – To attract my customer with photos of food and hotelsSO THAT - I will be able to get more customer and order |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAAs a user I can upload the photo |

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| User Story No: 38 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMER/USER I WANT – To able to see the food or hotel photosSO THAT - I will get an idea about the food and hotel hygiene |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAView photos by hotel name |

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| --- | --- | --- |
| User Story No: 39 | Tasks: 2 | Priority: MEDIUM |
| AS A LESS HUNGRY CUSTOMERI WANT – To save the food item and restaurant I’m interested in, SO THAT - I can order them later |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAFood restaurant wish list check |

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| --- | --- | --- |
| User Story No: 40 | Tasks: 2 | Priority: MEDIUM |
| AS A CUSTOMERI WANT – To find the fastest route to my food deliverySO THAT - I will be able to get my order in minimum time on my destination  |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIAClick on near restaurant from my location button |

**Que. 3. What is epic? Write 2 epics.**

**Ans:-**

An “Epic” in Agile is a body of work that you can break down into specific tasks called user stories. Epics are a helpful way to organize your work hierarchically, based on customers’ needs and requests. Epics tend to involve multiple teams and can be spread across multiple boards that allow each team to focus on a specific user story.

In agile development, an epic represents a series of **user stories that share a broader strategic objective**. When several epics themselves share a common goal, they are grouped together under a still-broader business objective, called a theme.

 THEME

 EPIC

 STORY

The main benefit of epics in Agile project management is the structure they provide for the work. In addition, [Agile teams](https://kanbanize.com/agile/scaled-agile/teams) utilize epics to:

* improve the organization of their flow of work;
* create clear priorities aligned with clients’ requirements;
* bring transparency into the strategic goals;
* create a hierarchy of ideas in the product backlog (when using Scrum).

How to Create Epics in Agile?

Creating Agile epics is a process that ideally involves the entire team. Some Agile teams utilize the user story template to formulate their epics, while others use short sentences to describe them. Regardless, there are a few important steps to creating epics.

**Define the End-user of the Epic.**

Clarifying the user persona, in other words, if the epic’s goal is to address feedback from existing customers or attract a new audience, will help you to better understand critical project specifications.

**Structure the Individual Work Items and Map them in a Single Place.**

This will help you better forecast the completion of each epic. In the Scrum framework, for instance, user stories are assigned to a sprint (iteration), creating a roadmap of the project. On the other hand, Kanban is based on the [pull method](https://kanbanize.com/lean-management/pull/what-is-pull-system) where the flow of work is “radiated” by Kanban boards and Agile team members pull new work after completing the previous one.

**Incorporate Feedback Opportunities.**

Encouraging team members to give their suggestions or comments will help you detail or adjust the work items following the requirements and specifications. Making these corrections as you go will ultimately help you complete each epic more efficiently and with greater quality.

Best Practices for Creating Epics

* Writing your epics before always specifying the exact user stories or work items will help you get a high-level overview of the work. This will allow you to see the bigger picture more clearly, while the specific actions to complete each one of your epics would get detailed during the execution.
* Involving all team members to write down epics ensures that everyone understands the project’s objective. The collaboration will help you avoid any misunderstandings about the specifications of work items or user stories’ requirements.
* Visualizing the progress of epics and their respective user stories allows greater visibility into how work flows through the system, project roadblocks, and improvement opportunities. One way to achieve such transparency is by mapping all epics and work items on a single or multiple interconnected [Kanban boards.](https://kanbanize.com/kanban-resources/getting-started/what-is-kanban-board)

**Examples of Agile Epics**

Epics in Agile project management can represent the development of a new product feature, addressing a customer request, resolving reported issues, or implementing a business requirement.

To put this into perspective, let’s discuss the following scenario.

**Epics for the IT Operations Domain**

Company A delivers web hosting services. To ensure a reliable and fast way of addressing its clients’ support requests, the company is looking to integrate a third-party CRM solution. The team dedicated to accomplishing the high-level strategy goal will break it down into several epics and multiple individual work items.

Here’s how you can break down this particular scenario.

* The greater initiative can be “Incorporate a CRM system to address the customers’ requests.”
* There could be a number of epics supporting the initiative, such as “Select a CRM platform” and “Implement CRM system.”
* The user stories to complete the epic “Select a CRM platform” can be formatted using the user story template.

Initiative

Incorporate a CRM system to address the

customers’ support requests.

Epic

Select a CRM platform.

User stories

As a project leader, I need to collect the

business requirements and technical

specifications so that we can select a CRM

solution to address our customers’ inquiries

faster.

**Epics for the Agile Development Domain**

Company B is developing a SaaS platform for resource management. The organization has set a goal to penetrate the software market for project management (initiative). The development team will have to develop new project management features (epic). The epic or epics should then be broken down into smaller work items (user stories).

Initiative

Penetrate the project management software

market.

Epic

Develop a budget management feature in

the PM software.

User stories

As a project leader, I want to be able to

record spending information on my projects,

so that I can track what financial resources I

have left.

**Que. 4. What is the difference between BV and CP**

**Ans:-**

  **Business Value** : Business Value is calculated on the basis of market value such as number of unit sold in the market.

Business value has tangible and intangible benefits a business can get from the capabilities of a

product.

Mostly considered financial, other aspects can't be measured in terms of dollars but are equally important to determining business value. Tangible Business Value.

It is simply covers both the monetary and non-monetary values of a firm. It can be manipulated by managing the current project efficiently. All organizations run business-related activities even if they aren’t business-driven like a government agency or a non-profit organization.

The concept of business value is fairly subjective and it depends on the needs of the organization. For example, an investor aiming solely on financial benefits would be different from an entrepreneur aspiring to personal goals and development.

Calculated based on Revenue, Profitability, Market share, Brand recognition, Customer loyalty,

Customer retention, Share of wallet, Campaign response rate, Customer satisfaction

**Complexity Point:** Complexity points are used to understand the efforts required to implement the story

Complexity is a faster in the number of points a product backlog item should be given. The amount of work to be done is a faster. So, too, are risk and uncertainty. Taken together

**Que. 5. Explain about Sprint?**

**Ans.**

What is sprint Duration: 2 Weeks - Your sprint Value \_\_\_\_2 weeks \_\_\_\_\_\_\_\_(Sprint are limited to one calendar month / do days or less )

Scrum is a subunit of Sprint.

What is scrum Duration: 1 day – Your scrum Value\_\_\_\_\_\_\_\_1 days \_\_\_\_\_\_\_\_

PBI: Product Backlog Item - Contain list of all the user stories and Epic created by Product owner

Task: Unit of Work done by 1 Developer in 1 Scrum-

During sprint palling meeting - So in every user story will be divided in to sub task and will be allotted / Picked up by the developers in that sprint

WIP: Work In Progress- work in process – the features that are in the production process / Phase but not yet the finished product. WIP therefore refers to all the task that are at various stages of the production process

Sprint Backlog - List of commited user stories by dev and QA team for that particular spint will be added in the sprint backlog

**Que. 6. – Explain Product backlog and sprint back log**

**Ans:-**

**A product backlog** is a prioritized list of work for the development team that is derived from the roadmap and its requirements. The most important items are shown at the top of the product backlog so the team knows what to deliver first

**Sprint back log** – is the subset of product backlog

A sprint backlog is the set of items that a cross-functional product team selects from its product backlog to work on during the upcoming sprint. Typically the team will agree on these items during its sprint planning session. In fact, the sprint backlog represents the primary output of sprint planning.

**Que. 7. - What is impediments log? write 2 impediments**

**Ans:-**

An Agile impediment log is used to record, track and resolve a list of obstacles, challenges that delay the team's performance

An Impediment is anything that keeps the Team from getting work Done and that slows Velocity.

* Ex- sick team member, a missing resource, lack of management support Business or customer issues; Unresolved dependencies
* Organizational Impediments – issues that are dependent on others to solve. These issues include but are not limited to:
	+ Slow internet
	+ Issues with obtaining input from other teams or divisions o Lack of training

**Que. 8. – Explain Velocity of the Team**

**Ans:-**

Velocity is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in Scrum. Velocity is calculated at the end of the Sprint by totaling the Points for all fully completed User Stories. Estimated time for this course: 5 minutes.

**Actual velocity is calculated by dividing the total Story Points completed by the team by the number of Sprints**. For instance, if the Scrum Team has finished a total of 80 points over 4 Sprints then the actual velocity of the team would be 20 points per Sprint

80 / 4 = 20

**Que. 9. – Draw Sprint Burn Charts and Product Burn Down Charts**

**Ans:-**

**A product burndown chart shows how much work remains for the entire project, whereas a sprint burndown chart shows how much work remains in a specific iteration**.

A sprint burndown chart includes:

* X-axis- The horizontal axis of the graph represents the remaining amount of time to complete the project usually depicted in days. Sprints
* Y-axis- The vertical axis of the graph represents the effort needed to complete the project. Story Pt

Actual work line - This represents the actual number of tasks remaining. It might be straight in some cases; however, it often changes due to unforeseen issues in the project or an increase in the number of tasks.





**Que. 10. – Explain about Product Grooming**

**Ans:-**

Grooming is **an open discussion between the development team and product owner**. The user stories are discussed to help the team gain a better understanding of the functionality that is needed to fulfill a story. This includes design considerations, integrations, and expected user interactions.

Product Backlog grooming is a regular session where backlog items are discussed, reviewed, and prioritized by product managers, product owners, and the rest of the team. The primary goal of backlog grooming is to keep the backlog up-to-date and ensure that backlog items are prepared for upcoming sprints.

**Que. 11. – Explain the roles of Scrum Master and Product Owner**

**Ans:-**

**The Scum Master** popularly known as a coach, motivator and leader of an Agile team. The role of a Scrum Master is to educate the team on Agile processes and help team members follow Scrum practices religiously. Facilitation scrum event as and when it is required .

The Scrum Master collaborates both with the Product Owner (PO) who focuses on building the right product, and the development team that focuses on building the product right. A Scrum Master’s job is essentially to help everyone understand and imbibe Scrum values, principles, and practices and get the best product out to the customer

**The Product Owner** takes the lead in many aspects of a product’s development. As a member of the Scrum Team, the Product Owner provides clarity to the team about a product’s vision and goal. All work is derived and prioritized based on the **Product Goal** in order to deliver value to all stakeholders including those within their organization and all users both inside and out. Product Owners identify, measure and maximize value throughout the entire product's lifecycle.

* Defining the vision
* Prioritizing the product backlog
* Taking an overview of development stages
* Handling communications
* Knowing what the client needs
* Evaluating progress

**Que. 12. - Explain all meeting Conducted in Scrum Project**

**Ans:-**

* Sprint planning meeting:- Before your team begins a Scrum sprint, you need to know where you're going. In the Scrum agile framework, a sprint planning meeting is an event that establishes the product development goal and plan for the upcoming sprint, based on the team’s review of its product backlog.
* Daily standup meeting:- The daily stand-up is a short, daily meeting to discuss progress and identify blockers. The reason it’s called a “stand-up” is because if attendees participate while standing, the meeting should be kept short.
* Sprint review meeting:- The Sprint Review is a working meeting where the Scrum Team presents their completed work to stakeholders and asks for feedback. The Scrum Team and stakeholders discuss the progress made toward the Product Goal, emerging changes in the business or technical climate and collaborate on what to do next
* Sprint retrospective meeting:- The Sprint Retrospective is the last event in the Sprint. Unlike other Scrum Events where the focus is on inspecting and adapting ways to improve the product, the Sprint Retrospective is a place for the Scrum Team to inspect and adapt their working practices.

**Que.13. Explain Sprint Size and Scrum Size**

**Ans:-**

 s**print Size-** Sprints are the soul of Scrum methodology within Agile Project Management.

A Sprint is a time-boxed event of weeks in which your Scrum team focuses only on a sprint goal. The goal is typically a product increment or iteration, often an updated, improved version of your product or software. Normally a sprint happens for two weeks.

**Scrum Size-** The optimum size for the scrum team is around 10 members with varying skill sets and large enough to accomplish the tasks comfortably and share, communicate, and collaborate effectively. A Scrum team will have 1 Scrum Master, 1Product Owner and 8 to 10 Scrum Developers**.**

**Que. 14. Explain DOR and DOD?**

**Ans:-**

**Definition of Ready:** means the stories must be immediately actionable. The team must be able to determine what needs to be done and amount of work required to complete the User Story or Product Backlog Item.

**Definition of Ready (DOR):** The Definition of Ready defines the criteria that a user story must meet before it is considered ready to be included in a sprint. It ensures that the team has sufficient information and clarity about the user story, reducing the likelihood of misunderstandings or delays during the sprint.

* The user story has a clear and concise description, including the expected behavior or functionality.
* The acceptance criteria for the user story are well-defined and agreed upon by the product owner and the development team.
* Any necessary design or wireframes related to the user story are available.
* The user story is appropriately sized or estimated in story points or other relevant units.
* Any dependencies or external resources needed for the user story are identified and accessible.

**Definition of Done**: The definition of done is an agreed upon set of items that must be completed before a project or user story can be considered complete.

**Definition of Done (DoD):** The Definition of Done outlines the criteria that a user story or any other backlog item must meet to be considered complete and ready for release. It establishes a shared understanding of what it means for work to be considered "done" and ensures that all necessary aspects, such as quality, testing, and documentation, are addressed.

* The code for the user story is implemented, reviewed, and merged into the main codebase.
* Automated tests are created and passing, ensuring that the implemented functionality functions correctly and does not introduce regressions.
* . The user story is thoroughly tested and validated against the defined acceptance criteria.
* The user interface (UI) or user experience (UX) aspects related to the user story are implemented and reviewed.
* The user story is documented, including any relevant instructions, guides, or release notes.
* The product owner has reviewed and accepted the user story as meeting the expected requirements.

**Difference between DOR and DOD**

The definition of ready covers the requirements coming into the sprint and definition of done covers the product coming out of the sprint.

**Que. 15.- Explain Prioritization Techniques and MVP**

**Ans:-**

**Agile Prioritization Factors**

* + The financial value of the requirements is a major factor to be considered in prioritizing requirements. The value could be expressed as new revenue, incremental revenue, or as operational efficiency.
	+ The cost of developing the requirements is another essential factor to be considered by the product owner. Value and cost together indicate the RoI for the requirements.
	+ The next factor to be considered in prioritization is the amount and significance of knowledge and capabilities that the team will gain while working on the requirements.
	+ Understanding the level of risks involved in introducing the new features is essential in the process of prioritization.

**8 Popular Prioritization Techniques**

1. MoSCoW prioritization – popularized by the DSDM methodology
2. Kano model – introduced by Prof. Noriaki Kano
3. The relative weighting method – by Karl Wiegers
4. Opportunity Scoring
5. Stack Ranking
6. Priority Poker
7. Cost of Delay
8. 100 Dollar Test

**MoSCoW Agile Prioritization Technique**

MoSCoW Prioritization in Agile: In the [DSDM methodology,](https://en.wikipedia.org/wiki/Dynamic_systems_development_method) the priorities are expressed as per the MoSCoW model:

* Must– The must requirements is given the topmost priority
* Should– Next priority is given to the requirements that are highly desirable, though not mandatory
* Could– The next priority is given to the requirement that is nice to have
* Won't– And the final consideration is given to the requirements which will not work in the process at that point of time

**Kano Model of Prioritization in Agile**

Professor [Noriaki Kano](https://en.wikipedia.org/wiki/Noriaki_Kano) propagated Kano Model of Prioritization. This prioritization technique involves three levels that include considering customer satisfaction from disappointment to not happy to immediate happiness to get delighted. Two important factors that create an impact on the satisfaction level during this prioritization are the existence of features and the degree of implementation. The level of satisfaction is achieved along with full implementation. Some features lead to a basic level of satisfaction while others create more – the higher the implementation, the greater the level of satisfaction.

**Relative Weighting Prioritization Technique**

The relative weighting scheme is a simple model where prioritization is done based upon all the factors mentioned above. The major factors considered in relative weighing prioritization technique are:

* The value of a feature and the negative impact that might be caused by the absence of the feature
* Based on the expert judgment made by the product owner and supported by the [agile team](https://www.simplilearn.com/how-to-manage-agile-teams-article) in ranking the score of features in the following way (a scoreboard from 1 to 9 is usually used)
* Benefit from having the feature
* Penalty for not having the feature
* Cost of producing the feature
* The risk incurred in producing the feature
* The priority and rank are then determined by dividing the value score as below:
* (Benefit score + Penalty score) / (Cost score + Risk score)

**Opportunity Scoring**

In relative weighting prioritization, if the results come out in numerical value, it becomes easier for the [product owner](https://www.simplilearn.com/scrum-master-or-product-owner-what-suits-you-better-article) to arrive at a faster prioritizing decision.

Opportunity Scoring is a beneficial prioritization method used by organizations to develop agile products. This prioritization model uses data from market research to help determine what the users expect from your product or service. It allows organizations to create the schedule according to their target audience’s wants and needs.

The model also helps companies modify or readjust their schedules and budgets to accommodate their customer’s expectations. They can also highlight priority features that their customers are interested in, and weed out features that they would have instead spent money and time on.

**Stack Ranking**

Stack Ranking is one of the most popular forms of prioritization techniques that is currently used by a lot of software companies. It is also one of the easiest techniques that allow prioritization based on the user story.

The technique considers each user story and then places it in an order of priority, ranking each task from the most important placed on the top of the tack to the least important placed on the bottom. This gives the company a setlist of priorities focusing on the most important feature to the least.

**Priority Poker**

This agile priority technique is based on similar rules as actual poker played with cards. When playing poker, prioritization is done in a calculative manner, with big wins being the ultimate goal. Similarly, in agile priority poker, items that will yield the highest results in specific target markets are given priority.

How are high priority items determined? Well, the project manager gathers all stakeholders of the project, which can also sometimes include end-users. The stakeholders are then asked to assign priority to each task or feature that is scheduled. The answers and then moderated and the list of priorities are compiled based on the rankings of the stakeholders.

**Cost of Delay**

The objective of this prioritization technique is to understand how much money would the organization lose if a certain feature is not available. This prioritization focuses on monetary loss to understand which features are the most important and the list is created accordingly. It is a proactive approach to ensure the manager fight fires and deal with emergencies that can result in losses.

By determining how much money the company loses each day by delaying a feature or task, the manager can determine the urgency of the task. This can easily help create the schedule and budget for each feature. This technique is financially motivated and does not account for user experience or customer satisfaction.

**100 Dollar Test**

This technique is also known as Cumulative Voting and is a straightforward process. It is similar to the poker technique but each stakeholder is given 100 points or dollars to assign to each feature or task.

The stakeholders divide their 100 dollars by assigning a spending amount to each feature. Once all the 100 dollars are spent, the moderator then tallies all the points and the feature with the most dollars assigned is given the highest priority, followed by tasks with the next highest amounts.

This is one of the easiest and the most effective techniques to ensure that all the stakeholders are in agreement with the priority list.

**Que. 16.- Difference between Business Analyst and Product Owner**

**Ans:-**

**Product Owner role**

In many organizations, the Product Owner also has a Product Manager title and is responsible for making decisions about the product, for managing the product’s strategic roadmap and for communicating that roadmap. If there are cross-product impacts, then coordination of feature prioritization with other product POs is necessary - because certainly those in the C-suite are going to want to see a consolidated view of all product priorities.

**Business Analyst role**

Similar to the PO, the BA plays a critical role in working with the scrum team to execute the product vision by defining needs and recommend solutions that deliver value. The BA goes a bit deeper by breaking down high level product features into user stories, with the appropriate amount of detail. This may result in other BA artifacts –some of the most common examples I’ve experienced are capabilities gap analysis and process flow diagrams.

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| --- | --- | --- |
| **Parameter**  | **Business Analyst** | **Product Owner** |
| Strategizing | Provides strategies that are relevant to the product’s requirements.  | Provides business related strategies for developing the product |
| Stages of Project | It focuses more on the technical aspects of the product. | It focuses on customer-related aspects of a product. |
| Analyzing the product | Create non-functional requirements of the product. | They conduct a competitive analysis of their product. |
| Creating | They can help us to break down the stories into useful tasks. | Explain the story development process form the customer’s perspective. |
| Perspectives | Their goal is to ensure that a technically correct product gets developed. | Their goal is to make sure that the product sells well and has a high business value. |
| End Goal | They will correct any technical issues during product development or delivery. | They assess the market to estimate the product’s market value and suggest the necessary changes. |
| Making Changes | They ensure that the technical side of the software function properly. | They manage the product’s business side and ensure that it perform well on the market. |

**WAFI ADEL**

***ASSOCITATE PRODUCT OWNER***

CAREER OBJECTIVE

Proven associate product owner with a detailed working knowledge of now users interact with solution, users interact with solution, user stories are created, and functional specification are leveraged to support and enhance user workflow, seeking continued growth as an associate product owner at an established and goal -ambitious company like TriTech.

*janicewillis@email.com*

*(123) 456- 7890*

*Addison, TX*

*Linkedin*

B.A

Business Administration

University of Texas

September 2016- June 2020

Austin in, TX

Education

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*Contact*

Experience

Associate Product Owner Intern

Brightstar Crop.

January 2022- February 2023/ Southlake, TX

* Created 100+ product plans and product backlogs that established development priorities for each release
* Worked with Engineering to drive product development by representing the customer, using 1000+ user stories
* Assisted with the prioritization of 20+ product enhancement and new product cataloguing to improve usability and maximize customer retention
* Created 100+ user stories to support business solution definition and meet company requirements
* Created 25+ business process flow diagram as the basis for designing new product features.

Associate Product Owner

Adra

January 2025- current / Addison, TX

* Worked with 10+ R&D teams to redesign user interactions
* Performed 50+ competitive assessments and implementation of product features to keep merchandise competitive in key market segments.
* Validated 300+ user test cases test cases (from user stories) to verify features worked as designed.
* Maintained regulatory and legal compliance within 30+ product while adhering to local guidelines.
* Assisted with internal training and 10+ roll-out activities
* Ensured infrastructure readiness for upward of 1000 product launches
* Served as an escalation point for team of 12 supporting and handling customer-related issues

**SKILLS**

Accounting

Business Management

Communication

Public Speaking

Writing Business Cases

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