Nurturing Process - Capstone Project2 –Agile-Scrum V2D2 Aug2024

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COEPD - Scrum Project Implementation – 100 Marks – Pass is 60%

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| **Question 1 – write Agile Manifesto – 8 Marks** |

Answer: Agile: This methodology is based on an iterative and incremental approach, and involves close collaboration between the development team and stakeholders. This method is best suited for projects with rapidly changing requirements, high risk, and complex environments.

* Agile is light weight and can be implemented where faster delivery is required.
* Agile no documentation is required.
* Customer retention since no documentation.
* Agile does not support scalability and extendibility.

Four Main values of agile

1. Individuals and interactions over processed 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. Welcome changing 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 timescale.

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

5. Build projects around the 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 to face conversation.

7. Working software is primary measure of progress.

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

9. Continuous 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 adjusts its behaviour accordingly.

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| **Question 2 – User Stories- Acceptance Criteria-BV-CP – 40 Marks** |
| **Write minimum 40 User stories and their Acceptance Criteria along with their BV and CP** |

Answer: User Stories: A user story is a brief description of a product feature from the user's perspective. It's written in a simple format to help teams understand the user's needs without getting into technical details.

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| User Story No: 1  | Tasks: 2 | Priority: Highest |
| AS A DELIVERY BOYI WANT TO REGISTER IN SCRUM FOODSSO THAT I CAN DELIVER ORDERS  |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA:Registration 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: 2 | Tasks: 2 | Priority: Highest |
| AS A RESTAURANT OWNERI WANT TO VIEW ORDERSSO THAT I CAN VIEW THE LIST OF ORDERS |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA:View Order, Display List of orders in the tabular Form |

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| User Story No: 3 | Tasks: 2 | Priority: Highest |
| AS A CUSTOMERI WANT TO ADD THE ADDRESSSO THAT I CAN GET THE ORDER TO MY ADDRESS |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA:Text Box to enter.Business Rules: Within the radius of 5 km  |

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| User Story No: 4 | Tasks: 2 | Priority: Highest |
| AS A CUSTOMERI WANT TO SELECT THE PAYMENT MODESO THAT I CAN MAKE PAYMENT OF MY CHOICE |
| BV: 500 | CP: 03 |
| ACCEPTANCE CRITERIA:Display payment modes, radio buttons to select payment modes, payments button. Business Rule. Can select only one payment mode |

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| User Story No: 5 | Tasks: 1 | Priority: Highest |
| AS AN ADMINI WANT TO VIEW THE RESTAURANTSSO THAT I CAN APPROVE THEIR REGISTRATION |
| BV: 500 | CP: 02 |
| ACCEPTANCE CRITERIA:Register in the platform with the details  |

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| User Story No: 6 | Tasks: 1 | Priority: Low |
| AS A CUSTOMERI WANT TO VIEW THE PRICESO THAT I CAN ORDER THE FOOD |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIA:Display price in the list of menu items |

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| User Story No: 7 | Tasks: 2 | Priority: Low |
| AS A CUSTOMERI WANT TO VIEW THE CONTACT NUMBER OF DELIVERY BOYSO THAT I CAN CONTACT DELIVERY BOY FOR THE STATUS |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIA:1. Display delivery boy mobile number 2. Display delivery boy name in tracking field3. Display delivery boy picture  |

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| User Story No: 8 | Tasks: 2 | Priority: Medium |
| AS A RESTAURANT OWNERI WANT TO PROVIDE TIME SLOTSSO THAT CUSTOMER CAN CHECK OPENING AND CLOSING HOURS |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIA:1. Click on restaurant dashboard2. Add from time to time3. Click on submit4. Display updated successfully |

User Stories:

● As a user, I want to view ratings and reviews for restaurants on Scrum Foods so that I can make

informed decisions.

● As a user, I want to provide ratings and reviews to share my experiences and contribute to the

community.

Acceptance Criteria:

1. Users can view average ratings and detailed reviews on a restaurant's details page.

2. Users can sort and filter reviews by rating or relevance.

3. Users can submit, edit, or delete their reviews within a specific timeframe.

4. Reviews are presented to offer useful insights to others.

5. The system ensures the authenticity of feedback.

2. Real-Time Order Tracking Epic

Description:

Provide users with a seamless experience by allowing them to track their food orders in real-time, enhancing

transparency, satisfaction, and engagement.

User Stories:

● As a customer, I want to view the live status of my order.

● As a customer, I want to track the delivery partner’s real-time location on a map.

● As a customer, I want to receive notifications for significant order updates.

● As a customer, I want to contact the delivery partner through the app.

● As a customer, I want to view the delivery route and estimated delivery time.

● As an admin, I want to monitor order tracking performance to identify improvements.

Acceptance Criteria:

1. Real-Time Updates:

○ Status updates such as "Order received," "Preparing," and "Out for delivery" are displayed in

real-time.

2. Location Tracking:

○ A live map shows the delivery driver’s location and route, updated at regular intervals.

3. Delivery Notifications:

○ Users receive notifications for key events like dispatch and arrival.

4. Privacy and Security:

○ Data privacy regulations are adhered to, ensuring secure handling of location data.

5. Compatibility and Usability:

○ The feature works seamlessly on all platforms (iOS, Android, and web) and supports multiple

orders.

6. Opt-Out Option:

○ Users can disable real-time tracking if desired.

7. Feedback Integration:

○ Users can rate the delivery experience and provide written feedback after the order is

completed.

By delivering these epics, the product ensures improved user engagement, satisfaction, and a seamless

experience, driving the overall success of the app

Question 3– What is epic? Write 2 epics – 5 Marks

Business Value and Complexity Points

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| User Story No: 9 | Tasks: 2 | Priority: High |
| AS A Business ownerI WANT TO VIEW RESTAURANT REVENUE REPORTSO THAT I CAN VIEW THE RESTAURANT’S REVENUE |
| BV: 200 | CP: 03 |
| ACCEPTANCE CRITERIA:Select ReportsSelect Revenue ReportsSelect to and from dateSelect Region (can select all)Generate ReportDownload Report in EXCEL |

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| User Story No: 10 | Tasks: 3 | Priority: High |
| AS A REG ADMINI WANT TO MANAGE REGIONAL RESTAURANTSSO THAT, I CAN TRACK THE PERFORMANCE OF REGIONAL RESTAURANTS |
| BV: 200 | CP: 03 |
| ACCEPTANCE CRITERIA:CLICK ON PERFORMANCE OF RESTAURANTSSELECT FROM DATE TO DATECLICK ON GENERATE REPORT WHICH INCLUDES RESTAURANTS ID, NAME, REVENUECLICK ON DOWNLOAD REPORT SHOULD BE IN EXCEL |

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| User Story No: 11 | Tasks: 2 | Priority: Medium |
| AS ADMINI WANT TO SEE THE REGIONAL REVENUE REPORTS,SO THAT I CAN VIEW THE REGIONAL PERFORMANCE |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIA:Select regional dropdown View performance of each rest of that region in tabular form which includes rest name, revenue, generated Download in excel or PD |

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| User Story No: 12 | Tasks: 2 | Priority: High |
| AS A CUSTOMERI WANT TO CHAT WITH REG ADMINSO THAT I CAN REQUEST FOR REFUND |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) BR-ALL MANDATORY2)TEXT BOX FIELDS3)DISPLAY ORDER ID4)TEXT BOX, FOR DESCRIPTION5)SUBMIT BUTTON6)GENERATE ISSUE ID7)DISPLAY SUCCESSFUL |

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| User Story No: 13 | Tasks: 2 | Priority: High |
| AS A HUNGRY USERI WANT TO BROWSE NEARBY RESTAURANTSSO THAT I CAN ORDER THE FOOD  |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Each restaurant entry displays its name, cuisine type, and rating2)This list can be sorted by distance or rating  |

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| User Story No: 14 | Tasks: 2 | Priority: High |
| AS A CUSTOMERI WANT TO BROWSE DIFFERENT RESTAURANTS AND MENUSSO THAT I CAN FIND A PLACE TO ORDER FOOD |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)The menu includes dishes, prices and descriptions2)Show the restaurant is open or closed |

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| User Story No: 15 | Tasks: 1 | Priority: High |
| AS A CUSTOMERI WANT TO BROWSE FOR SPECIFIC DISHES AND CUISINES SO THAT I CAN FIND A PLACE TO ORDER FOOD |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)App displays relevant restaurant and dishes matching the query |

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| User Story No: 16 | Tasks: 1 | Priority: High |
| AS A CUSTOMERI WANT TO FILTER RESTAURANTSSO THAT I CAN FIND A PLACE TO ORDER FOOD |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Filter restaurants by cuisine type and dietary options (vegan, veg, non-veg, egg) |

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| User Story No: 17 | Tasks: 2 | Priority: High |
| AS A CUSTOMERI WANT TO TRACK MY ORDERSO THAT I KNOW THE TIME OF DELIVERY |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) App shows real time update on the order status2)Display estimated delivery time |

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| User Story No: 18 | Tasks: 1 | Priority: High |
| AS A USER I WANT TO RATE AND REVIEW RESTAURANTSSO THAT I CAN RATE AND REVIEW THE RESTAURANTS I HAVE VISITED |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) Can see reviews from other users to help me make dining decisions |

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| User Story No: 19 | Tasks: 1 | Priority: High |
| AS A USERI WANT TO SAVE FAVOURITE RESTAURANTS AND DISHESSO THAT I CAN ORDER FROM MY FAVOURITES |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) Access my list of favourites easily for future orders |

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| User Story No: 20 | Tasks: 1 | Priority: High |
| AS A USERI WANT TO VIEW PAST ORDER HISTORYSO THAT I CAN ORDER AGAIN |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) Can see the details such as order items, total cost and order date |

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| User Story No: 21 | Tasks: 3 | Priority: High |
| AS A USERI WANT TO RECEIVE NOTIFICATIONSSO THAT I CAN RECEIVE UPDATES |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Notifications for order confirmation2)Notification for dispatch3)Notification for delivery |

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| User Story No: 22 | Tasks: 1 | Priority: Medium |
| AS A CUSTOMERI WANT TO CONTACT CUSTOMER SUPPORTSO THAT I CAN SUBMIT QUERIES OR ISSUES |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Customer support section with contact information |

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| User Story No: 23 | Tasks: 2 | Priority: High |
| AS A RESTAURANT OWNERI WANT TO RECEIVE AND MANAGE ORDERSSO THAT I CAN UPDATE ORDER STATUS |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Manage order status2)Notify restaurants about incoming orders |

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| User Story No: 24 | Tasks: 2 | Priority: High |
| AS A RESTAURANT OWNERI WANT TO ACCESS TO CUSTOMER REVIEWSSO THAT I CAN VIEW AND RESPOND TO CUSTOMER REVIEW |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1)Owners can address feedback2)Owners can improve their services |

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| User Story No: 25 | Tasks: 1 | Priority: Medium |
| AS A CUSTOMERI WANT TO APPLY PROMOCODES AND DISCOUNTSSO THAT I CAN ORDER AT LOWER PRICE |
| BV: 100 | CP: 04 |
| ACCEPTANCE CRITERIA:1) Active Promocodes |

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| User Story No: 26 | Tasks: 7 | Priority: High |
| AS A DELIVERY BOYI WANT TO VIEW THE ORDERSSO THAT I ACCEPT THE ORDER |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1)Order visibility2)Real-time updates3)Order details4)Order filtering and sorting5)Order map view6)Order navigation7)Order completion and confirmation |

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| User Story No: 27 | Tasks: 5 | Priority: High |
| AS A DELIVERY BOYI WANT TO LOGINSO THAT I CAN ACCEPT THE ORDER |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1) User Authentication2)Error Handling3)Password security4)Multi-factor Authentication5)Compatibility and Usability |

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| User Story No: 28 | Tasks: 5 | Priority: Medium |
| AS A DELIVERY BOYI WANT TO VIEW FEEDBACKSO THAT I CAN KNOW THE CUSTOMERS FEEDBACK |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1)Access to feedback system2)Feedback Visibility3)Feedback sorting and filtering4)Response Mechanism5)User Support |

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| User Story No: 29 | Tasks: 5 | Priority: Medium |
| AS An ADMINI WANT TO VIEW FEEDBACKSO THAT I CAN KNOW THE CUSTOMERS FEEDBACK |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1)Access to feedback system2)Feedback Visibility3)Feedback sorting and filtering4)Response Mechanism5)User Support |

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| User Story No: 30 | Tasks: 5 | Priority: Medium |
| AS A RESTAURANT OWNERI WANT TO VIEW FEEDBACKSO THAT I CAN KNOW THE CUSTOMERS FEEDBACK |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1)Access to feed back system2)Feedback Visibility3)Feedback sorting and filtering4)Response Mechanism5)User Support  |

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| User Story No: 31 | Tasks: 5 | Priority: High |
| AS A ADMINI WANT TO KNOW THE ISSUESSO THAT I CAN RESOLVE THEM |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIA:1)Display issue section2)Sorting and filtering of issues list3)Editing and modifying the issues |

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| User Story No: 32 | Tasks: 3 | Priority: High |
| AS A REGIONAL ADMINI WANT TO KNOW THE ISSUESSO THAT I CAN RESOLVE THEM |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:1)Display issue section2)Sorting and filtering of issues list3)Editing and modifying the issues |

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| User Story No: 33 | Tasks: 6 | Priority: High |
| AS A RESTAURANT OWNERI WANT TO VIEW REVENUE GENERATEDSO THAT I VIEW RESTAURANTS REVENUE |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:Select ReportsSelect Revenue Reports Select to and from date Select Region (can select all)Generate Report Download Report in EXCEL |

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| User Story No: 34 | Tasks: 2 | Priority: High |
| AS A RESTAURANT OWNERI WANT TO KNOW DELIVERY BOYSO THAT I VERIFY THE DELIVERY BOY |
| BV: 200 | CP: 04 |
| ACCEPTANCE CRITERIA:ID proof Punctuality and reliability  |

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| User Story No: 35 | Tasks: 2 | Priority: Low  |
| AS A CUSTOMERI WANT TO VIEW THE CONTACT NUMBER OF DELIVERY BOYSO THAT I CAN CONTACT DELIVERY BOY FOR THE STATUS |
| BV: 50 | CP: 01 |
| ACCEPTANCE CRITERIA:1. Display delivery boy mobile number 2. Display delivery boy name in tracking field3. Display delivery boy picture |

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| User Story No: 36 | Tasks: 2 | Priority: Medium |
| AS A RESTAURANT OWNERI WANT TO PROVIDE TIME SLOTS SO THAT CUSTOMER CAN CHECK OPENING AND CLOSING HOURS |
| BV: 100 | CP: 02 |
| ACCEPTANCE CRITERIA:1. Click on restaurant dashboard2. Add from time to time3. Click on submit4. Display updated successfully |

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| User Story No: 37 | Tasks: 3 | Priority: High |
| AS A USERI WANT TO RECEIVE NOTIFICATIONSSO THAT I CAN RECEIVE UPDATES |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1) Notifications for order confirmation2)Notification for dispatch3)Notification for delivery |

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| User Story No: 38 | Tasks: 1 | Priority: Medium |
| AS A CUSTOMERI WANT TO CONTACT CUSTOMER SUPPORTSO THAT I CAN SUBMIT QUERIES OR ISSUES |
| BV: 200 | CP: 02 |
| ACCEPTANCE CRITERIA:1. Customer support section with contact information
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| User Story No: 39 | Tasks: 4 | Priority: Medium |
| AS A CUSTOMERI WANT TO VIEW THE ORDERSO THAT I CAN CANCEL IT |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIA:Order status Method of cancellation Refund policy Time frame |

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| User Story No: 40 | Tasks: 4 | Priority: High |
| AS A REGIONAL ADMINI WANT TO TRACK THE DELIVERYSO THAT I CAN VIEW THE STATUS OF THE DELIVERY |
| BV: 100 | CP: 03 |
| ACCEPTANCE CRITERIA:Real time tracking Security and data privacy User friendly Interface  |

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| **Question 3– What is epic? Write 2 epics – 5 Marks** |
| **Business Value and Complexity Points** |

Answer: What is an Epic?

An Epic is: 1. A large user story or a collection of related user stories that represents a significant feature or functionality

.2. High-level in nature, often spanning multiple sprints or iterations.

3. Used to organize and prioritize work in a product backlog.

Examples of Epics

1. Ratings and Reviews Epic

Description: Allow users to view and provide ratings and reviews for restaurants on Scrum Foods, enabling informed decisions and fostering a collaborative community.

User Stories:

● As a user, I want to view ratings and reviews for restaurants on Scrum Foods so that I can make informed decisions.

● As a user, I want to provide ratings and reviews to share my experiences and contribute to the community

Acceptance Criteria:

1. Users can view average ratings and detailed reviews on a restaurant's details page.

2. Users can sort and filter reviews by rating or relevance.

3. Users can submit, edit, or delete their reviews within a specific timeframe.

4. Reviews are presented to offer useful insights to others.

5. The system ensures the authenticity of feedback

2. Real-Time Order Tracking Epic Description: Provide users with a seamless experience by allowing them to track their food orders in real-time, enhancing transparency, satisfaction, and engagement.

User Stories:

● As a customer, I want to view the live status of my order.

● As a customer, I want to track the delivery partner’s real-time location on a map.

● As a customer, I want to receive notifications for significant order updates.

● As a customer, I want to contact the delivery partner through the app.

● As a customer, I want to view the delivery route and estimated delivery time.

● As an admin, I want to monitor order tracking performance to identify improvements

Acceptance Criteria:

1. Real-Time Updates: Status updates such as "Order received," "Preparing," and "Out for delivery" are displayed in real-time.

2. Location Tracking: A live map shows the delivery driver’s location and route, updated at regular intervals.

3. Delivery Notifications: Users receive notifications for key events like dispatch and arrival

.4. Privacy and Security: Data privacy regulations are adhered to, ensuring secure handling of location data.

5. Compatibility and Usability: The feature works seamlessly on all platforms (iOS, Android, and web) and supports multiple orders.

6. Opt-Out Option: Users can disable real-time tracking if desired.

7. Feedback Integration: Users can rate the delivery experience and provide written feedback after the order is completed.

By delivering these epics, the product ensures improved user engagement, satisfaction, and a seamless experience, driving the overall success of the app

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| **Question 4 –What is the difference between BV and CP – 2 Marks** |
| **Product Backlog** |
| **Your User stories will go into Product Back log** |

Answer:1. Business Value (BV)Definition: Business Value is a measure of the benefit or impact that a feature, user story, or epic brings to the business or end-users. It reflects the importance and value proposition of delivering a specific functionality.

 Key Features:

● Purpose: To identify and prioritize work that provides the most value to stakeholders or users.

● Measurement: i.) Often subjective and determined collaboratively by stakeholders, product owners, and team members.

ii.) Scored using techniques like numerical scales (1-10), t-shirt sizing (Small, Medium, Large), or Moscow (Must have, should have, could have, won’t have).

● Focus: On outcomes like increased revenue, user satisfaction, or competitive advantage.

● Examples: i.) A feature allowing users to track their food orders in real-time might have high BV due to enhanced customer satisfaction and reduced support inquiries.

ii.) Ratings and reviews might have medium BV, as they help users make decisions but don’t directly impact revenue.

How BV is Used:

● Helps prioritize the backlog by focusing on delivering high-value items first.

● Enables stakeholders to see the ROI (Return on Investment) for each task or feature.

2. Complexity Points (CP)

Definition: Complexity Points are a measure of the effort, risk, and difficulty involved in implementing a feature, user story, or epic. It focuses on how challenging the task is for the team.

Key Features:

● Purpose: To assess the amount of work required and plan resources accordingly.

● Measurement: i.) Determined by the development team using methods like story points, Fibonacci sequences (1,2, 3, 5, 8...), or t-shirt sizing.

ii.) Based on factors like technical challenges, dependencies, team skills, and unknowns.

● Focus: On the effort required to implement a feature.

● Examples: i.) Real-time order tracking may have high CP due to technical challenges like GPS integration, real-time data updates, and cross-platform compatibility.

ii.) Ratings and reviews may have low CP since it involves basic CRUD operations (Create, Read, Update, Delete)

How CP is Used:

● Helps teams estimate how much work can be completed in a sprint or iteration.

● Balances the workload by aligning complexity with team capacity.

Business Value focuses on the business impact and significance of tasks or features, while Complexity Points focus on the technical effort and complexity involved in implementing those tasks or features. Both concepts are valuable in project management and software development, as they help prioritize and plan work based on both business goals and technical constraints.

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| **Question 5 –Explain about Sprint– 5 Marks** |

Answer:

Sprint in Software Development A sprint is a time-boxed, iterative development period used in software development and project management. It is a core concept of Agile methodologies like Scrum, focusing on flexibility, collaboration, and delivering value to customers in shorter cycles.

Key Characteristics and Components of a Sprint

1. Time Frame

● A sprint has a fixed duration, typically ranging from 1 to 4 weeks.

● The duration remains consistent across all sprints, ensuring a predictable rhythm for development and planning.

2. Goals and Objectives

● At the start of a sprint, the team and stakeholders select a set of user stories, features, or tasks to work on, which are referred to as the sprint backlog.

3. Planning

● During sprint planning, the team:

 i.) Breaks down selected items from the product backlog into smaller tasks.

 ii.) Estimates the effort required for each task.

 iii.) Commits to completing these tasks within the sprint duration.

4. Daily Stand-ups

● The team holds daily stand-up meetings (or daily scrums) to:

 i.) Discuss progress, obstacles, and plans.

 ii.) Share updates on accomplishments, ongoing work, and challenges.

● These meetings enhance communication and foster collaboration.

5. Development

● The development team works on the tasks from the sprint backlog.

● Collaboration techniques like pair programming and frequent code reviews ensure high-quality work.

6. Continuous Integration

● Developers integrate code changes into the main codebase regularly to:

i.) Maintain functionality and stability.

ii.) Detect and fix issues early.

7. Testing

● Testing is integral to a sprint: i.) Automated tests validate code changes.

ii.) Manual testing ensures software quality.

8. Review and Demo

● At the end of the sprint, the team conducts a sprint review and demo to: i.) Showcase completed work to stakeholders. ii.) Gather feedback and validate delivered features.

9. Retrospective

● After the review and demo, the team holds a sprint retrospective to: i.) Reflect on successes and areas for improvement. ii.) Plan actionable steps for the next sprint.

● This encourages continuous improvement.

10. Incremental Development

● Each sprint results in a potentially shippable product increment: i.) A new version of the software is available with additional features or improvements.

11. Adaptability

● Agile emphasizes adaptability to respond to changing requirements.

● New priorities or insights can be integrated into future sprints.

Benefits of Sprints

● Deliver value iteratively to customers and stakeholders.

● Break work into manageable chunks.

● Foster collaboration and communication.

● Reduce risks by seeking regular feedback.

● Improve the overall quality of the software

By embracing the sprint approach, Agile teams enhance productivity, maintain focus, and ensure

consistent delivery of high-value features in a controlled and predictable manner.

By embracing the sprint approach, Agile teams enhance productivity, maintain focus, and ensure consistent delivery of high-value features in a controlled and predictable manner.

Sprints allow development teams to iteratively deliver value to customers and stakeholders in a controlled and predictable manner. By breaking down the work into manageable chunks and continuously seeking feedback, Agile teams can enhance collaboration, reduce risk, and improve the overall quality of the software being developed. Sprint Backlog

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| **PBI** | **Tasks** | **WIP** | **Done** |
| Registration | 3 | 2 | 1 |
| Login | 1 | 2 | 0 |
| Add Restaurants | 3 | 2 | 1 |
| Order Food | 3 | 0 | 3 |
| Make Payment | 3 | 3 | 0 |
| Track Delivery | 3 | 3 | 0 |
| Customer feedback | 3 | 3 | 0 |

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| **Question 6 – Explain Product backlog and sprint back log– 5 Marks** |

Answer:

Product Backlog and Sprint backlog: The Product Backlog is a dynamic, prioritized list of all the features, user stories, enhancements, bug fixes, and other work items that need to be addressed over the course of a project. It represents the entire scope of the product's development and is managed by the Product Owner. The Product Backlog is continually refined and updated based on feedback, changing requirements, and new insights. The Sprint Backlog is a subset of the Product Backlog that represents the work that the development team commits to completing during a specific time period called a"Sprint."

A Sprint is a fixed-duration iteration, usually lasting two to four weeks, in which the team Works on a set of items from the Product Backlog. The Sprint Back log is created during the Sprint Planning meeting, where the development team selects a set of items to work on based on their capacity and the priorities set by the Product Owner

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| **Sr. no** | **Product backlog** | **Sprint backlog** |
| **1** | Anything that needed to Accomplish theproject visionAnything that needed to Accomplish the project vision | Anything that needed to fulfil the sprint goa |
| **2** | Product owner owns | Development team owns |
| **3** | Contains requirements, tasks, defects | A subset of product backlog items defined as a priority by the production |
| **4** | Every one contributes to the product catalogue | Sprint planning meeting is to refine the sprint backlog items |
| **5** | Product back log evolves and changes will bedone by the POProduct back log evolves and changes will be done by the PO through the product lifecycle | NO changes are all owed to the sprint backlog items once the sprint has started |
| **6** | Product backlog refinement meeting is to refine the product backlog | Sprint planning meeting is to refine the sprint backlog items |
| **7** | Release burndown metric is used | Sprint burn down metric is used |
| **8** | Estimation is done at a user Story level | Estimation is done at activity or task level |
| **9** | Daily stand-up meeting does not discuss product backlog item | Daily stand-up meeting discusses the sprint backlog in accordance with sprint goal |

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| **Question 7 – What is impediments log? write 2 impediments – 5 Marks** |

Once the Sprint is completed

1. From the Done state of the sprint Backlog, we will product Increment and we can deliver it to the client

2. Sprint Retrospective meeting: Only the Scrum Developers will participate and will discuss about Challenges faced and come up with lessons learnt. We can use these lessons learnt in Sprint planning meeting to select user stories for the next sprint.

3. Sprint Review meeting: All Stakeholders like Scrum Developers, Product owner, Scrum master, Client, 3rd party reviewers will participate. What they discuss is

Sprint 1 – Closing Activities

From the Done state of the sprint Backlog, we will product Increment and we can deliver it to the client What is the Product Increment we made now?

Sprint Retrospective meeting: Only the Scrum Developers will participate and will discuss about Challenges faced and come up with lessons learnt. We can use these lessons learnt in Sprint Planning Meeting to select user stories for the next sprint.

Write here

Sprint Review meeting: All Stakeholders like Scrum Developers, Product owner, Scrum master, Client, 3rd party reviewers will participate. What they discuss is

Answer:

Impediments Log: An impediment log, also known as an issue log or obstacle log, is a document or tool used in Agile software development to track and manage obstacles, bottlenecks, or any factors that impede the progress of a project or team.

2 Impediments:

● Delivery partner shortage in a specific region

● Technical issue causing intermittent order processing failure

**Delivery partner shortage in a specific region:**

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| Login ID  | 1 |
| Description | Delivery partner storage in specific region |
| Impact | Delays in order deliveries and increases customer dissatisfaction |
| Priority | High (due to its impact on customer experience) |
| Assigned to | Operations team and HR team  |
| Status | Open |
| Action taken | The operations team is actively recruiting new delivery partners |
| Resolution | Delivery partner recruitment efforts are ongoing and the HR team is streamlining the onboarding process to expedite new hires. Regular updates are being provided in team meetings. |

**Technical issue causing intermittent order processing failure:**

|  |  |
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| Login ID  | 2 |
| Description | echnical issue causing intermittentorder processing failuresTechnical issue causing intermittent order processing failures |
| Impact | Delays in order processing and potentialrevenue lossDelays in order processing and potential revenue loss |
| Priority | High (due to its impact on revenue and customer experience) |
| Assigned to | Tech team and QA team |
| Status | In progress |
| Action taken | The tech team has identified the root cause and is working on a fix. The QA team is conducting extensive testing to ensure the issue is resolved |
| Resolution | The tech team has implemented a fix and conducted through testing. The issue has been resolved, and orders are now processing smoothly. |

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| **Question 8 – Explain Velocity of the Team – 1 Marks** |
| **Velocity – How many CP is covered in this sprint** |

Answer:Team Velocity in Agile Development Velocity is a measure of the amount of work a development team can complete during a sprint. It helps in understanding the team's capacity and is a key metric for planning future sprints.

Key Components of Team Velocity

1. Velocity Definition

● Represents the total completed work by the team in a sprint.

● Calculated by summing up the story points of all completed and accepted tasks during thesprint.

2. Story Point Estimation

Story points are a technique used in Agile to estimate the effort required for a specific task or user story.

Characteristics of Story Points:

● A relative measure of complexity, effort, and uncertainty.

● Not tied to fixed time units (e.g., hours or days).

● Teams establish a consistent baseline for effective planning and prioritization.

Factors Considered:

● Complexity of the task.

● Effort required to complete it.

● Uncertainty or risks involved.

3. Tracking Completed Work

Tracking completed work involves calculating the total story points completed during a sprint.

Steps to Track Work:

1. Identify Completed Stories: Review user stories or tasks completed and accepted as "done."

2. Sum Story Points: Add the story points of all completed stories.

* Exclude incomplete or unaccepted tasks.

3.Calculate Total Completed Work: The total represents the team's completed work for that sprint.

Purpose:

● Helps in determining the team's velocity.

● Provides insights for planning future sprints.

4. Summing Story Points

Summing story points involves adding up the numerical values assigned to user stories or tasks. Steps to Sum Story Points:

1. List Completed Stories: Gather a list of all completed tasks in the sprint.

2. Identify Story Point Values: Use assigned story point values (e.g., 1, 2, 3, 5, 8, etc.).

3. Add Up Story Points: Calculate the total story points for completed tasks.

* Example: If completed stories have points 3, 5, and 8, the total is 16.

Outcome:

● Quantitative measure of work completed in the sprint.

● Used to calculate velocity.

5. Average Velocity

Average velocity represents the average amount of work (in story points) completed across multiple sprints.

How to Calculate Average Velocity:

1. Select a Time Frame: Choose a specific number of past sprints (e.g., last 5 sprints).

2. Sum Completed Story Points: Add up the total story points from each selected sprint.

3. Calculate Average: Average Velocity=Total Completed Story Points Number of Sprints\text{Average Velocity} = \frac{\text{Total Completed Story Points}}{\text{Number of Sprints}}Average Velocity=Number of Sprints Total Completed Story Points

Use for Planning:

● Helps in estimating the amount of work for future sprints.

● Guides the team in setting realistic sprint commitments.

Example Calculation:

● Sprint 1: 20 story points

● Sprint 2: 15 story points

● Sprint 3: 25 story points

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| **Question 9 – Draw Sprint Burn Charts n Product Burn Down Charts– 3 Marks** |
| **Sprint Burn down Chart Product Burn down Chart** |

Answer: The Sprint Burndown Chart makes the work of the Team visible. It is a graphic representation that shows the rate at which work is completed and how much work remains to be done. The chart slopes downward over Sprint duration and across Story Points completed.

A "product burndown chart" in Agile is a visual representation of the remaining work on an entire product backlog over time, showing how much work is left to complete across multiple sprints, allowing teams to track their overall progress towards delivering the complete product and identify potential issues with the project timeline

Burnup Chart:





Sprint Burndown Chart:





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| **Question 10 – Explain about Product Grooming – 2 Marks** |

Answer:

Product Grooming in Agile Development

Product grooming, also known as backlog grooming or refinement, is an essential process in Agile development. It ensures that items in the product backlog are well-understood, prioritized, and ready for development. This process supports efficient sprint planning and enables teams to deliver value effectively.

Steps in the Product Grooming Process

1. Setting the Context

● The team and relevant stakeholders align on the project's overall goals and objectives.

● This step provides clarity and sets the foundation for backlog refinement.

2. Backlog Review

● The product owner and development team review the product backlog.

● Activities include:

 i.) Assessing user stories, tasks, and other backlog items.

 ii.) Ensuring items are accurate, relevant, and up-to-date with project goals

3. Prioritization

● Backlog items are prioritized based on:

 i.) Value to the product.

 ii.) Customer or user needs.

● This ensures the team focuses on delivering the most important work first.

4. Refinement and Estimation

● Items are refined to provide clear, detailed descriptions.

● User stories are broken down into smaller, actionable tasks.

● The team estimates the effort required using metrics like story points.

5. Dependency Analysis

● Potential dependencies between backlog items are identified

● Understanding dependencies helps:

 i.) Plan the sequence of implementation.

 ii.) Manage risks and bottlenecks effectively.

6. Defining Acceptance Criteria

● Clear acceptance criteria are established for each backlog item.

● Acceptance criteria specify the conditions for considering an item complete and ready for delivery.

● This reduces misunderstandings and ensures alignment on expectations.

7. Backlog Grooming Meetings

● Recurring meetings involve the product owner and development team collaborating on:

i.) Reviewing, prioritizing, and refining backlog items.

ii.) Preparing the sprint backlog for the upcoming sprint.

● These meetings typically occur before sprint planning sessions.

Benefits of Backlog Grooming

1. Maintains a healthy and organized product backlog.

2. Ensures a prioritized list of well-defined, estimated, and ready-to-develop items.

3. Supports efficient sprint planning and execution.

4. Helps deliver value to customers in a predictable and effective manner

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| **Question 11 – Explain the roles of Scrum Master and Product Owner – 3 Marks** |

Answer:

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| **Criteria** | **Product owner** | **Scrum master** |
| **Nature of work**  | Collaborates with all the stakeholders and brings the vision of a product into the product backlog | Acts as a team coach and is responsible for maintaining the quality of the product |
| **Responsibility****.**  | Responsible for completing the project on time. Acts as an intermediary between development team and the customers | Ensures the scrum frameworks followed and helps the development team create a quality product |
| **Accountability** | Responsible of Project backlog and the timely completion of the product and for providing updates to the clients and stakeholders | Accountable for the quality of the entire project and for giving updates to the management about the completion of the product |
| **Reporting** | Reports to top management and clients | Reports to top management about the efficiency of the team and the quality of the product |
| **Qualities** | Communication and the Leadership skills, creativity, critical thinking and a sharp mind are key assets for any product owner | Thorough knowledge of scrum theory and practices. Being able to lead the team but without the sense of authority |

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| **Question 12 – Explain all Meetings Conducted in Scrum Project – 8 Marks** |

Answer:

Meetings Conducted in a Scrum Project

1. Sprint Planning

During this meeting, the Scrum team, including the Product Owner, Scrum Master, and Development Team, collaborates to determine which backlog items (user stories, features, etc.) will be worked on in the upcoming sprint. The team also breaks down these items into tasks and estimates the effort required.

1. Daily Stand-up (Daily Scrum):

 Held daily during the sprint, this short meeting aims to facilitate quick and focused communication among team members. Each team member answers three key questions: What did I accomplish since the last stand-up? What will I work on until the next stand-up? Are there any obstacles or impediments in my way? This meeting helps keep everyone aligned and informed about the progress and challenges.

1. Sprint Review:

 At the end of each sprint, the team holds a review meeting to showcase the work completed during the sprint to stakeholders, customers, and the Product Owner. The team demonstrates the potentially shippable product increment and gathers feedback. Based on this feedback, the Product Owner can update the backlog.

1. Sprint Retrospective:

 Also held at the end of each sprint, the retrospective is a dedicated time for the team to reflect on their processes and practices. The team discusses what went well, what could be improved, and any potential changes they’d like to make in the next sprint to enhance their efficiency and effectiveness.

1. Backlog Refinement (Grooming):

While not officially part of the Scrum events, backlog refinement is an important ongoing activity. During these sessions, the team and the Product Owner review and refine backlog items, adding details, clarifications, and estimates to make them ready for inclusion in future sprints.

1. Product Backlog Refinement:

This meeting focuses on refining the product backlog items. The team and the Product Owner discuss and clarify requirements, priorities, and any changes needed in the backlog items. This ensures that the backlog is well-prepared for upcoming sprints.

1. Release planning:

This meeting occurs at the start of the project or major release and involves the product owner, development team, and stakeholders. It aims to discuss and plan the high level scope, timeline, and goals for the project.

1. Ad hoc meetings:

These meetings may be schedules as needed to address specific topics or issues, such as resolving impediments, discuss technical challenges, or conducting additional planning or collaboration sessions

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| **Question 13 – Explain Sprint Size and Scrum Size– 2 Marks** |

Answer:

**Sprint Size**

In Scrum, a sprint is a time-boxed iteration during which the development team works to deliver a

potentially shippable product increment. The length of a sprint is called the "sprint duration" and is

fixed throughout the project.

● Common Sprint Durations:

 1.) 1 to 4 weeks (can vary depending on project needs).

 2.) Shorter Sprint Duration: Encourages more frequent opportunities for feedback,

 adjustment, and adaptation.

 3.) Longer Sprint Duration: Provides more time for development but may reduce the

frequency of feedback.

● Factors Influencing Sprint Duration:

 1.) Team Velocity: The amount of work a team can handle in a sprint.

 2.) Project Complexity: Complex projects may require longer sprints to address intricate tasks.

 3.) Business Needs: Shorter sprints can offer faster delivery for stakeholders, whereas longer sprints may align with specific business cycles or milestones.

**Scrum Size**

The Scrum team size refers to the number of individuals who collectively contribute to the development of the product. A Scrum team is typically composed of three core roles:

 1. Product Owner: Manages the product backlog, ensuring the team works on the highest-priority items.

 2. Scrum Master: Facilitates Scrum processes, removes obstacles, and ensures the team follows Scrum practices.

 3. Development Team: The group of professionals responsible for building the product increment.

● Recommended Development Team Size:

 i.) Typically, 3 to 9 members.

 ii.) A smaller team size allows for better communication, collaboration, and faster decision-making.

 iii.) A team that is too large may face communication difficulties and reduced effectiveness.

● Team Composition: The Scrum team should be cross-functional, meaning each member

possesses the necessary skills to contribute to the team’s goals, and the team can

self-organize to handle the work without relying on external help.

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| **Question 14 – Explain DOR and DOD – 2 Marks** |

Answer:

**Definition of Ready (DOR)**

The Definition of Ready (DOR) outlines the criteria that a product backlog item (such as a user story, feature, or task) must meet before it can be considered ready to be worked on during a sprint. It ensures that the item is well-defined, understood, and prepared for efficient development. While the specific criteria can vary depending on the team, the DOR typically includes the following elements:

● Clear Description and Acceptance Criteria:

 i.) The requirements of the backlog item are clearly stated.

 ii.) Acceptance criteria are well-defined to ensure there is a shared understanding of what needs to be delivered.

● Dependencies Identified:

 i.) Any dependencies on external teams, resources, or factors are identified and

addressed before starting the work.

● Estimable:

 i.) The team has enough information to estimate the effort required to complete the item,

ensuring that the item is manageable within the sprint.

● Testable:

 i.) The item is structured in a way that testing can verify whether the item has been

successfully implemented.

● Minimal Ambiguity:

 i.) The item is free of uncertainty, and any unclear aspects are resolved before work

begins.

**Definition of Done (DOD)**

The Definition of Done (DOD) outlines the criteria that must be met for a product increment or backlog item to be considered complete, integrated, and potentially shippable. The DOD ensures that the team maintains consistent quality and that all necessary tasks for completing an item are finished. Though the specific criteria may vary based on the team's standards, the project’s nature, and then industry, a typical DOD includes the following:

● Code Complete:

 i.) All development work is finished, including coding, testing, and integration. The item is fully implemented and no further coding is required.

● Peer-Reviewed:

 i.) The code has been reviewed by other team members to ensure quality, adherence to coding standards, and to identify potential issues early.

● Automated Tests Passed:

 i.) All automated tests (unit tests, integration tests, etc.) have been successfully executed and passed, confirming that the code functions correctly.

● Functional Requirements Met:

 i.) The item meets all the specified acceptance criteria and functional requirements outlined in the product backlog item.

● Documentation Updated:

 i.) Any necessary documentation, such as user guides, release notes, or technical documentation, has been updated to reflect the completed work

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| **Question 15 – Explain Prioritization Techniques and MVP – 3 Marks** |

Answer: Prioritization Techniques:

Prioritization techniques are methods used to determine the order in which tasks, features, or items should be tackled in a project. These techniques help teams focus on delivering the most valuable work first while effectively allocating resources. Some common prioritization techniques include:

1. MOSCOW

MOSCOW stands for:

1. Must Have: Essential features or tasks that are critical to the project’s success.
2. Should Have: Important but not critical; can be delayed if necessary.
3. Could Have: Features or tasks that are desirable but not essential.
4. Won't Have: Items that are not important and will not be included in the current iteration.

● This technique helps clarify which features are non-negotiable and which can be considered optional or postponed.

1. Weighted Shortest Job First (WSJF)

WSJF assigns a priority score to each item based on factors like:

1. Business Value: How much value does the item add to the business?
2. Time Sensitivity: How urgent is it to complete this item?
3. Risk Reduction/Opportunity Enablement: How much risk does this item mitigate or how much opportunity does it enable?

● Items with higher WSJF scores are considered more important and should be worked on first.

1. Kano Model

This model categorizes features into three types:

1. Basic Needs: Features that users expect (e.g., login functionality).
2. Performance Needs: Features that improve user satisfaction as they increase (e.g., faster load times).
3. Delighters: Features that exceed user expectations and provide high satisfaction (e.g., innovative or surprising features).

● This technique helps prioritize features based on their potential impact on user satisfaction.

1. Value vs. Effort Matrix

In this technique, items are plotted on a matrix according to their value (business impact or user benefit) and the effort required to implement them.

1. Items that provide high value with low effort are considered quick wins.
2. Items with high value but high effort might require more planning and resources.
3. This helps identify which tasks should be prioritized for maximum impact with the least effort.
4. Relative Prioritization

 In this technique, items are compared pairwise to determine which is more important or valuable.

1. Each item is ranked in relation to others, helping the team create a relative priority list.
2. Buy a Feature

Stakeholders are given a budget and asked to "buy" features or capabilities.

 i.) This approach helps prioritize features based on the perceived value stakeholders place on them, as they have to make trade-offs within their given budget.

Minimum Viable Product (MVP)

An MVP is the smallest version of a product that contains enough features to solve the core problem for early adopters and allow the team to gather feedback. The goal of an MVP is to test assumptions, learn from real users, and build iteratively. Key aspects of the MVP approach include:

1. Core Functionality

● An MVP focuses on delivering the core functionalities that directly address the primary needs or pain points of the target users. It ensures that the product is usable and solves the essential problem without unnecessary features.

2. Minimal Features

● The MVP includes only the essential features necessary to meet user needs, avoiding unnecessary complexity. This allows the team to develop and release the product quickly.

3. Testing Hypotheses

● The MVP is used to test assumptions and hypotheses about user behaviour, market demand, and product viability. It helps validate ideas before committing to a fully-featured product.

4. Iterative Development

● After releasing the MVP, the product is refined and expanded based on user feedback. New features are added gradually, and the product evolves iteratively based on real-world insights.

5. Early Value

● By releasing the MVP early, teams can begin gathering valuable insights from users and early adopters. This helps shape the direction of future development and increases the chances of building a product that users want

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| **Question 16 – Difference between Business Analyst n Product Owner – 3 Marks** |

Answer:

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| **Aspect** | **Business analyst** | **Product owner** |
| **Role focus** | Understandingbusiness needsprocess andrequirements | Define, prioritize andconvey requirements forthe product |
| **Requirement gathering** | Gathers and documenteddetailed businessrequirements | Creates user stories anddefine product features |
| **Problem solving** | Identifies problems, inefficiencies and suggestimprovements | Drives the product vision,strategy and valueproposition |
| **Communication** | Act as a liaison b/w stakeholders and developmentteam | Collaborates withstakeholders,customersand development team |
| **Documentation** | Creates documentation ofBusiness rules, workflows, and requirements | Manage the productbacklog and maintainsclear user stories |
| **Scope definition** | Helps define scope of theproject based on businessneeds | Define the productfeatures andenhancement |
| **Vision and strategy** | Focus specific project orprocess improvement | Has a holistic vision forproduct and its strategicdirection |
| **Backlog management** | Not typically responsiblefor managing a productbacklog | Mange and prioritize theproduct backlog items |
| **Prioritization** | Does not have primaryrole in prioritizing features | Prioritize features basedon business needs,customer value andmarket trends |
| **Decision making** | Provide inputs but notresponsible for finalproduct decisions | Make final decision onproduct features,enhancement andpriorities |
| **Iterative development** | May or may not involvedin iterative development | Actively participate insprint planning, review |

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| **Question 17 – Prepare a sample Resume of 3yrs exp Product Owner – 3 Marks** |

Answer: **Sneha Jalnapure**

 Email: jalnapuresneha@gmail.com, Phone: 9964812345

**SUMMARY**

Results-oriented and highly motivated Product Owner with 3 years of experience in managing product development, gathering requirements, and driving product innovation. Proven track record in collaborating with cross-functional teams to deliver high-value products that meet business goals and exceed user expectations. Skilled in agile methodologies, backlog management, and customer-centric development

**PROFESSIONAL EXPERIENCE**

Product Owner

XYZ Technologies, City, State

July 2023 – Present

● Collaborated with stakeholders, including business leaders, developers, and designers, to define and prioritize product features and improvements.

● Managed and refined product backlogs, ensuring clear and concise user stories and acceptance criteria.

● Worked closely with Scrum teams to ensure timely delivery of product increments, continuously improving the development process.

● Led sprint planning, backlog grooming, and sprint review meetings to align teams on project goals.

● Gathered and analysed customer feedback to iterate on product features, resulting in a 20% increase in user engagement.

● Prioritized product roadmap and releases, ensuring alignment with business goals and customer needs.

● Successfully launched 3 major product updates, contributing to a 15% increase in customer

satisfaction.

**Junior Product Owner**

ABC Solutions, City, State

March 2021 – June 2023

● Assisted senior product owners in managing product backlogs and ensuring that user stories were well-defined.

● Coordinated with cross-functional teams to ensure timely delivery of features and improvements.

● Conducted user research and gathered feedback to define product requirements and prioritize features.

● Contributed to the development of product roadmaps and release plans.

● Helped organize and participate in agile ceremonies, including sprint reviews and retrospectives.

● Monitored product performance post-launch and suggested improvements based on user feedback and analytics.

**EDUCATION**

Bachelor of Science in Computer Science

VTU University of Technology

Graduated: 2020

**SKILLS**

●Product Management: Backlog management, roadmap planning, user story creation, feature prioritization

●Agile Methodologies: Scrum, Kanban, Sprint Planning, Retrospectives, Backlog Grooming

●Tools: JIRA, Trello, Asana, Confluence, Microsoft Office Suite, Figma

●Stakeholder Management: Requirement gathering, user feedback, cross-functional team collaboration

●Communication: Strong verbal and written communication, presentation skills, customer-focused mindset

**CERTIFICATIONS**

● Certified Scrum Product Owner (CSPO) – Scrum Alliance, 2020

● Agile Certified Practitioner (PMI-ACP) – Project Management Institute, 2021

**PROJECTS**

Product Launch for Agriculture App

● Led the product development for a mobile app used by 10,000+ users. Defined the product

roadmap, worked with the development team to deliver features on time, and ensured user

feedback was implemented.

● Resulted in a 30% increase in app usage and positive feedback from key stakeholders. Website Redesign for ABC Solutions

● Collaborated with the design and development teams to deliver a fully redesigned website. Managed the product backlog, prioritized features, and ensured that the user experience was optimized based on user feedback.

● Contributed to a 25% increase in website traffic and improved user retention.

**ADDITIONAL INFORMATION**

● Languages: English (Fluent), Hindi (Fluent)

● Interests: Technology, Design Thinking, Product Innovation