# Que. 1. Write Agile Manifesto

Ans: -

**<u>Agile Manifesto</u>**: 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

User Story No: 01	Tasks: Create custom	Tasks: Create customer registration portal		
AS A CUSTOMER / USER				
I WANT – Do the registra	tion on the scrum food	Гарр		
SO THAT – I can order foo	SO THAT – I can order food online			
BV: 500 CP: 02				
ACCEPTANCE CRITERIA				
Should have valid email id; Send Successful Notification to the user				

User Story No: 02	Tasks: create login pa	Tasks: create login page for registered users Pri	
AS A CUSTOMER / USE	R		
I WANT TO – Login on	he scrum food app		
SO THAT - I can login o	SO THAT - I can login on the app		
BV: 500 CP: 02			
ACCEPTANCE CRITERIA			
User Name, Password, Mobile No, Email, Address, Phone Number. Click on Register Button.; Send Successful Notification to the user			

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

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

User Story No: 05	Tasks: Create list of menu restaurants wise Priority: MEDIUN				
AS A CUSTOMER / USER					
I WANT – view restauran	ts as per the veg and n	on veg category			
SO THAT – I can get list o	SO THAT – I can get list of veg and non veg restaurant				
BV: 100 CP: 03					
ACCEPTANCE CRITERIA					
Should get the list of all the restaurants category wise veg and non veg and both.					

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

User Story No: 07	Tasks: Create add to card tab		Priority: HIGHEST
AS An Online user			
I WANT – I want to add	selected item in the car	t	
SO THAT – I can get the selected food			
BV: 500 CP: 02			
ACCEPTANCE CRITERIA			
All the selected item should get displayed in the cart			

User Story No: 08	Tasks: create the payment tab with COD; net banking; UPI and wallet		Priority: HIGHEST	
AS An Online user			_	
I WANT – Select the pay	I WANT – Select the payment mode			
SO THAT – So the I can n	SO THAT – So the I can make the payment of my choice			
BV: 500 CP: 02				
ACCEPTANCE CRITERIA				
App the payment option should get displayed in the payment mode; COD - net banking - UPI – wallet				

User Story No: 09	Tasks: Tracking tab should be displayed with	Priority: LOW
	map	

AS An Online user			
I WANT – track my given order			
SO THAT – I can be able t	o view the current stat	te on the map	
BV: 50		CP: 03	
ACCEPTANCE CRITERIA			
	an and the current me	ovement of the order; Display	, daliyary hay
		racking field; Display delivery	
User Story No: 10	Tasks: Cancel order to	ab should be displayed	Priority: HIGHEST
10.1			
AS An Online user			
I WANT – cancel my orde	r		
SO THAT - if not required	I can be able to cance	l the whole order	
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
		ha 40 arta afulia at an andara	
App should be able to cancel the order within the 10 min of the given order			
User Story No: 11	Tasks: Feedback and	rating	Priority: LOW
OSCI Story NO. 11	rasks. recuback and	ruting	Thomey. Low
AS An Online user	L		
I WANT – Share my feedb	pack for food and scrur	n food app	
SO THAT - I can be able to	o share rating and give	opinion on the services	
		·	
User Story No: 13	Tasks: Delivery for user creation table to be		Priority: HIGHEST
	added		
AS A - Delivery boy			
I WANT – Register in the scrum food app			
SO THAT – I can deliver tl	he food		
BV: 500		CP: 02	
İ		1	

# ACCEPTANCE CRITERIA

Registration 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.

User Story No: 14	Tasks: 2		Priority: HIGHEST
AS A - Restaurant owner			
I WANT – See all the orde	er in day / week / mon	th /quarter / year	
SO THAT – I can view the	• •		
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
- View Order, Display List	of orders in the tabula	ar form day / week /month /c	uarter / year wise
User Story No: 15	Tasks: 2		Priority: LOW
AS A - Admin			
I WANT – See the list of r	estaurants		
SO THAT – I can approve	the registration		
BV: 100		CP: 01	
ACCEPTANCE CRITERIA			
List of restaurants, select notification to the restau	•	staurant details, approve but	ton, reject button,
Г	Ι		T
User Story No: 16	Tasks: 2		Priority: MEDIUM
AS A Restaurant owner			
I WANT – View the reven	ue report		
SO 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			

User Story No: 17	Tasks: 2		Priority: HIGHEST
AS a Admin			
I WANT – Manage region			
SO THAT – I can track th	ne performance of region	onal restaurants	
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
- Click on performance	of restaurants; select d	ate wise report; click on gene	rate report which
includes restaurant ID -	name and revenue; cli	ck on download and share but	tton in excel
User Story No: 18	Tasks: 2		Priority: HIGHEST
AS A - Admin			
I WANT – See the regin	al revenue renort		
SO THAT – I can view th	·		
		Top 00	
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
View performance of e	ach rest of that region i	n tabular form which includes	restaurant name,
revenue, generated - D	ownload in excel or PDI	F	
L			
User Story No: 19	Tasks: 2		Priority: HIGHEST
AS A Reginal Admin			
I WANT – See the refun	d option		
SO THAT – I can able tra		users	
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
	ow - Br all mandatory	text box field; display order ID	: text box for
		efund and display successful	, 15/10
description, sustain, generate issue id, share retains and display successful			

User Story No: 20	Tasks: 2		Priority: HIGHEST
AS A - Restaurant owner			
I WANT – Check the reve	nue day wise		
SO THAT – View revenue	generated through So	crum Food app	
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
	generated in a day; bi	lling done; revenue generated	d; payment
received; fetch in excel			
User Story No: 21	Tasks: 2		Priority: HIGHEST
AS A Delivery Boy			
I WANT – Register in Scru	ım Foods		
SO THAT – I can deliver o			
BV: 500		CP: 02	
ACCEPTANCE CRITERIA			
=	Boxes for User Name, I	Password, Nation ID, Mobile N	lo, Email, Address,
Phone Number.			
Click on Register Button.	Send Successful Notifi	cation to the user	
User Story No: 22	Tasks: 2		Priority: LOW
•			,
AS A CUSTOMER / USER			
I WANT – View the price			
SO THAT – I can order the	e food		
BV: 50		CP: 01	
ACCEPTANCE CRITERIA			

User Story No: 23	Tasks: 2		Priority: LOW
AC A CLICTONAED / LICED			
AS A CUSTOMER / USER I WANT – To view the cor	ntact number of deliver	ry hoy	
SO THAT – I can contact of		•	
BV: 50		CP: 01	
ACCEPTANCE CRITERIA			
Display delivery boy mob	ile number		
Display delivery boy nam	e in tracking field		
Display delivery boy picto	ıre		
User Story No: 24	Tasks: 2		Priority: MEDIAM
AS A SUSTONATE / USER			
AS A CUSTOMER / USER I WANT – To provide time	o clots		
SO THAT – Customer can		osing hours	
	- Check opening and circ		
BV: 100		CP: 02	
ACCEPTANCE CRITERIA		<u> </u>	
Click on restaurant dashb	ooard		
Add from time to time			
Click on submit			
Display updated successf	ul		
User Story No: 25	Tasks: 2		Priority: HIGHEST
AS A CUSTOMER / USER			l
I WANT – To chat with re	g admin		
SO THAT – I can request for refund			
BV: 200 CP: 02			
ACCEPTANCE CRITERIA			

BR-All mandatory, Text box fields, Display order ID, Text box for description, submit button, generate issue ID, Display successful.

User Story No: 26	Tasks: 2		Priority: MEDIUM		
AS A CUSTOMER / USER					
I WANT – To find nearby	restaurants				
SO THAT - I can get the fo	ood delivered to my ad	dress			
BV: 100		CP: 03			
ACCEPTANCE CRITERIA					
List of restaurants, select	Restaurants, verify res	staurant details, approve butt	on, reject button,		
notification to the restau	rant.				
User Story No: 27	Tasks: 2		Priority: LOW		
AS A CUSTOMER / USER					
I WANT – To filter veg and	d non veg restaurants				
SO THAT – I can specify n	ny preferences.				
BV: 50	BV: 50 CP: 01				
ACCEPTANCE CRITERIA					
List of restaurants, select	Restaurants, verify res	staurant details,			
User Story No: 28	Tasks: 2		Priority: MEDIUM		
,			,		
AS A CUSTOMER / USER					
I WANT – To know the re		reviews			
SO THAT – I have the latest information					
BV: 100		CP: 02			
ACCEPTANCE CRITERIA					
	Food, Delivery, Payment, Customer Service.				
rood, Delivery, rayment, Customer Service.					

User Story No: 29	Tasks: 2		Priority: HIGHEST
AS An OWNER			1
I WANT – To review rep			
SO THAT– I can view the	e most popular items o	rdered by the customer	
BV: 100		CP: 02	
ACCEPTANCE CRITERIA			
Reports.			
User Story No: 30	Tasks: 2		Priority: MEDIUM
AS A ADMIN			
I WANT – To review rep	orts		
SO THAT - I can track de	livery boy's login and l	ogout	
BV: 50		CP: 01	
ACCEPTANCE CRITERIA			
Log In, Log Out.			
User Story No: 31	Tasks: 2		Priority: MEDIUM
AS A CUSTOMER / USER	<u> </u>		1
I WANT – TO Restaurant	t manager mobile num	ber	
SO THAT – I can report i	ssues		
BV: 100		CP: 02	
ACCEPTANCE CRITERIA			
Mobile number			
User Story No: 32	Tasks: 2		Priority: MEDIUM
	1		1

AS A RESTAURANT OWNER			
I WANT – To view repo	rts		
SO THAT - I will be able	to update information	about my restaurant	
BV: 100		CP: 02	
ACCEPTANCE CRITERIA			
Reports, Feedback forr	ns		
•			
User Story No: 33	Tasks: 2		Priority: LOW
AS A RESTAURANT OW	I NER		
I WANT – To provide th	ie offer		
SO THAT - I will be able	to gather more custom	er	
BV: 100	CP: 02		
ACCEPTANCE CRITERIA			
Check in offer, coupons			
, ,			
User Story No: 34	Tasks: 2		Priority: MEDIUM
, , , , , , , , , , , , , , , , , , , ,			
AS A CUSTOMER/ USEF	₹		I
I WANT – To view Offei	-		
SO THAT - I will get ber	nefit on actual price		
BV: 100		CP: 02	
ACCEPTANCE CRITERIA			
Check offer, coupons			
User Story No: 35	Tasks: 2		Priority: MEDIUM
AS A BUSY PROFESSION			
		food from my favourite resta	aurant for pickup
SO THAT – I don't have	to spend time cooking o	or eating out	

BV: 100		CP: 02	
ACCEPTANCE CRITERIA			
Reports, Feedback forr	ms		
User Story No: 36	Tasks: 2		Priority: MEDIUM
AS A CUSTOMER WITH			
I WANT – To be able to	easily filter restaurants	and menu item by dietary pro	eference
SO THAT - I can find op	tions that suit my needs		
BV:200		CP: 02	
ACCEPTANCE CRITERIA		I	
Check in list of restaura	ants, food option		
User Story No: 37	Tasks: 2		Priority: MEDIUM
AS A RESTAURANT OW	NER		<u> </u>
I WANT – To attract my	customer with photos o	f food and hotels	
SO THAT - I will be able	to get more customer a	nd order	
BV: 100		CP: 02	
ACCEPTANCE CRITERIA		<u> </u>	
As a user I can upload t	the photo		
User Story No: 38	Tasks: 2		Priority: MEDIUM
AS A CUSTOMER/USER			
I WANT – To able to see the food or hotel photos			
SO THAT - I will get an idea about the food and hotel hygiene			
BV: 100 CP: 02			
ACCEPTANCE CRITERIA			
View photos by hotel name			

User Story No: 39	Tasks: 2		Priority: MEDIUM	
AS A LESS HUNGRY CU	STOMER			
I WANT – To save the fo	ood item and restaurant	I'm interested in,		
SO THAT - I can order t	hem later			
BV: 100		CP: 02		
ACCEPTANCE CRITERIA				
Food restaurant wish li	st check			
User Story No: 40	Tasks: 2		Priority: MEDIUM	
AS A CUSTOMER				
I WANT – To find the fa	astest route to my food d	elivery		
SO THAT - I will be able to get my order in minimum time on my destination				
BV: 100		CP: 02		

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

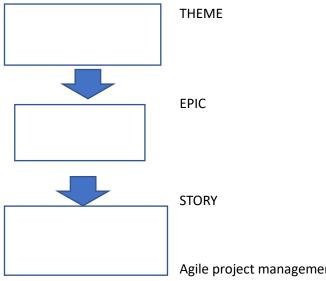
Click on near restaurant from my location button

**ACCEPTANCE CRITERIA** 

#### 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.



The main benefit of epics in Agile project management is the structure they provide for the work. In addition, 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 <u>pull method</u> 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 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.

- 1. The greater initiative can be "Incorporate a CRM system to address the customers' requests."
- 2.There could be a number of epics supporting the initiative, such as "Select a CRM platform" and "Implement CRM system."
- 3.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.
Enic	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 units 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 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.

Allo	
What is sprint Duration: 2 Weeks - Your sprint Value2 weeks one calendar month / do days or less)	(Sprint are limited to
Scrum is a subunit of Sprint.	
What is scrum Duration: 1 day – Your scrum Value1 days	
PBI: Product Backlog Item - Contain list of all the user stories and Epic cre	ated 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 committed user stories by dev and QA team for that particular sprint 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 
     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 totalling 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

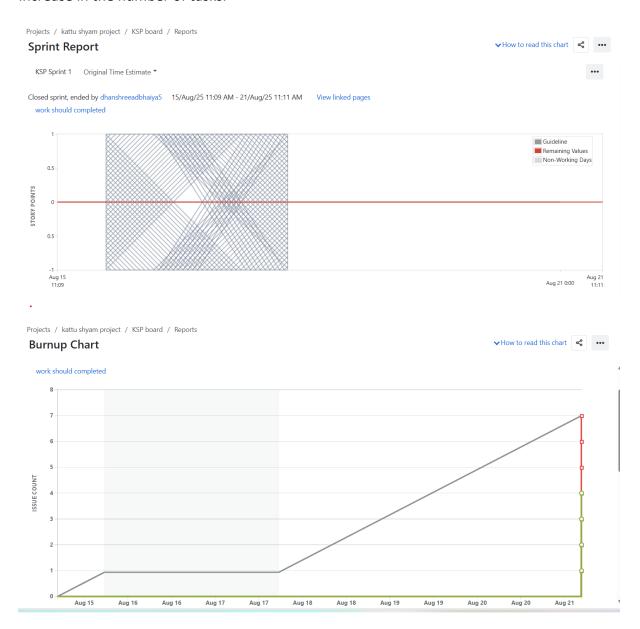
### Ans: -

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 fulfil 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: -

Sprint 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 behaviour 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.

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 Roll 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 <u>DSDM methodology</u>, 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 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 <u>agile team</u> 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 <u>product owner</u> 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.

	T	T
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



# Contact

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# **Education**

B.A

**Business Administration** 

University of Texas

September 2016- June 2020

Austin in, TX

SKILLS

### **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.

### Experience

**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

**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