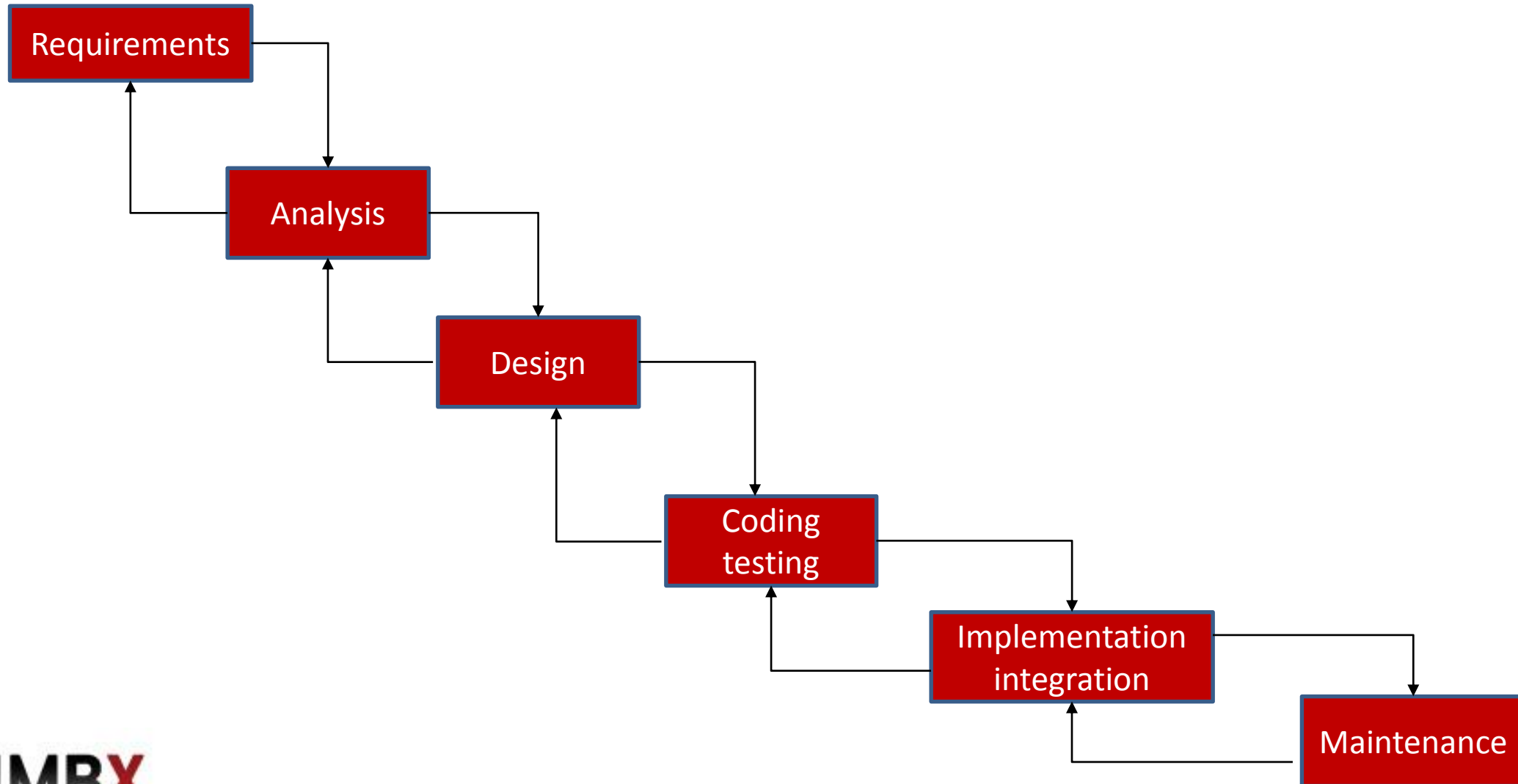


# WEEK 4 COURSE HANDOUT

# WATERFALL SOFTWARE DEVELOPMENT MODEL

# Waterfall model



# SOFTWARE PROJECT MANAGEMENT

## Key software project management challenges

- Managing requirements scope creep
  - Managing customer requests
- Managing product stability
- How much to document
- Who is responsible for the success or failure of the project

# AGILE SOFTWARE DEVELOPMENT MODEL

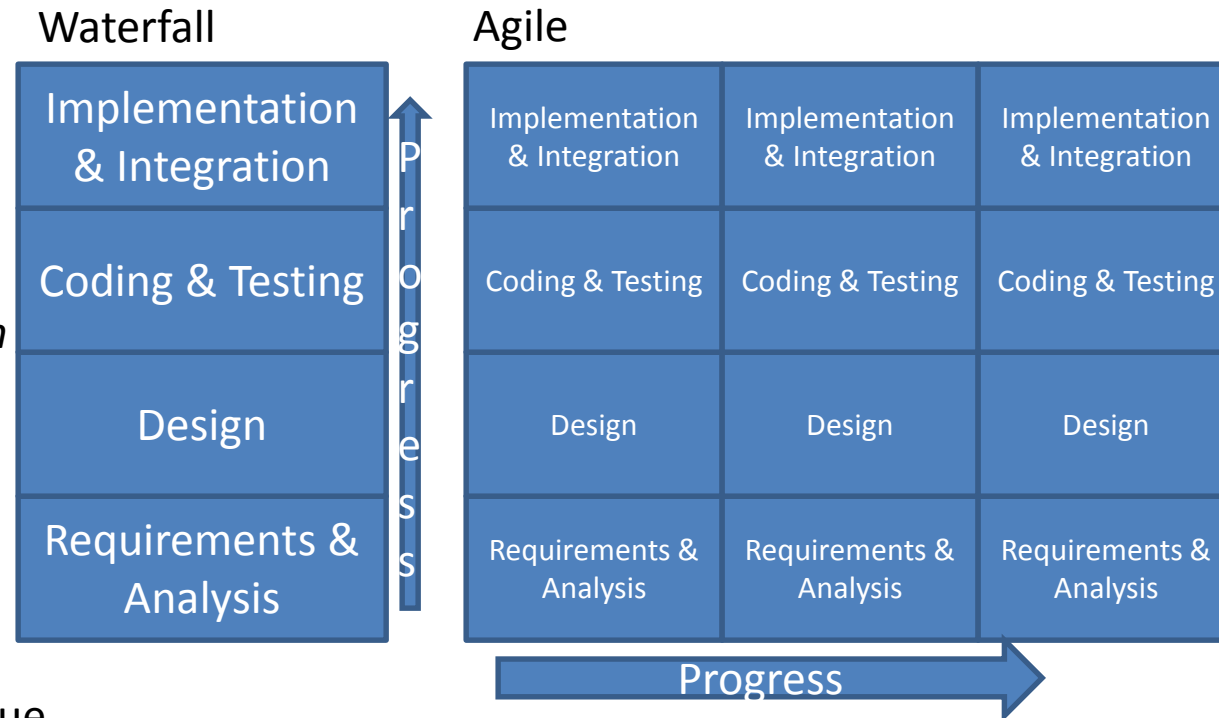
# Agile Software Development

## The Agile Manifesto

[agilemanifesto.org](http://agilemanifesto.org)

- Individuals and interactions over processes and tools*
- Completed functionality over comprehensive documentation*
- Customer collaboration over contract negotiation*
- Responding to change over following a plan*

That is, while there is value in the items on the right, we value the items on the left more...



# Scrum Programming

Innovation and IT Management  
Prof. Rahul De', IIM Bangalore

## Roles

- Product Owner
- Scrum Master
- Developers
- Stakeholders

## Sprint Artifacts

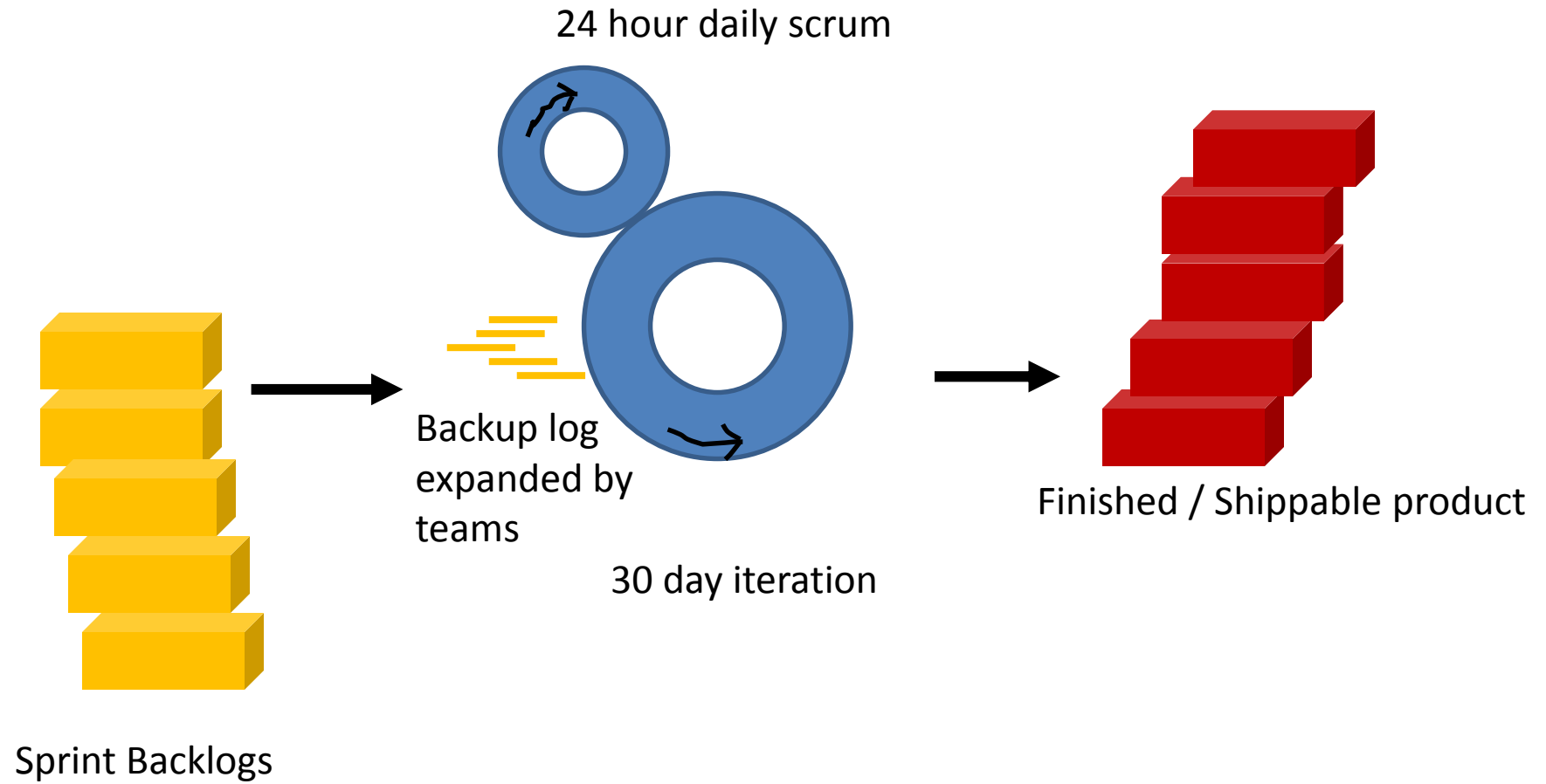
- Product and Sprint Backlogs
- Burn-down chart
- Product Increment

## Events

- Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Retrospectives



# Scrum Programming



## Sprint Planning

- Product Backlog grooming
- User story walkthrough
- Sprint backlog, Scrum Board & Sprint goal
- Estimation
- Select user stories based on Sprint Velocity
- Self-assignment by developers

## Sprint Execution

- Development Activities
  - A little bit of everything – requirements, design, coding, testing and deploy
- Daily scrum
  - Time-boxed, Stand-up
  - All are welcome
  - But only the scrum team can talk
  - Three questions

## Sprint Closure

- Sprint Review
  - Time-boxed
  - Demo of new features
  - Whole team participates
- Product feedback
- Groom product backlog for next sprint
- Sprint Retrospectives
  - Time-boxed
  - What worked and what didn't
  - Start / Stop / Continue