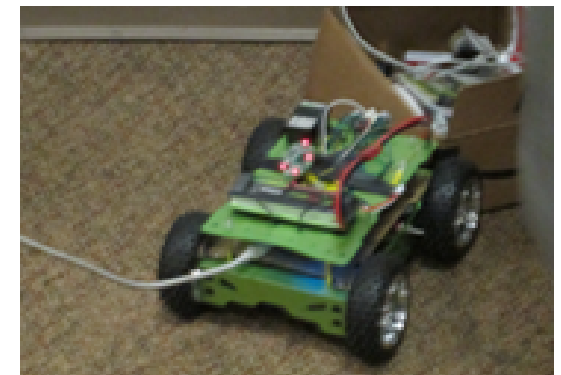
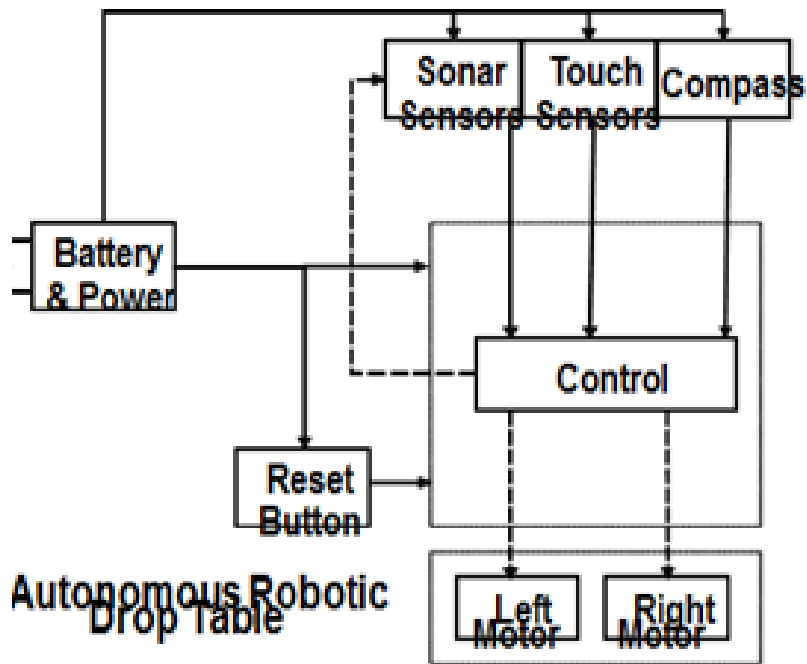




Solution Implementation by Agile Management

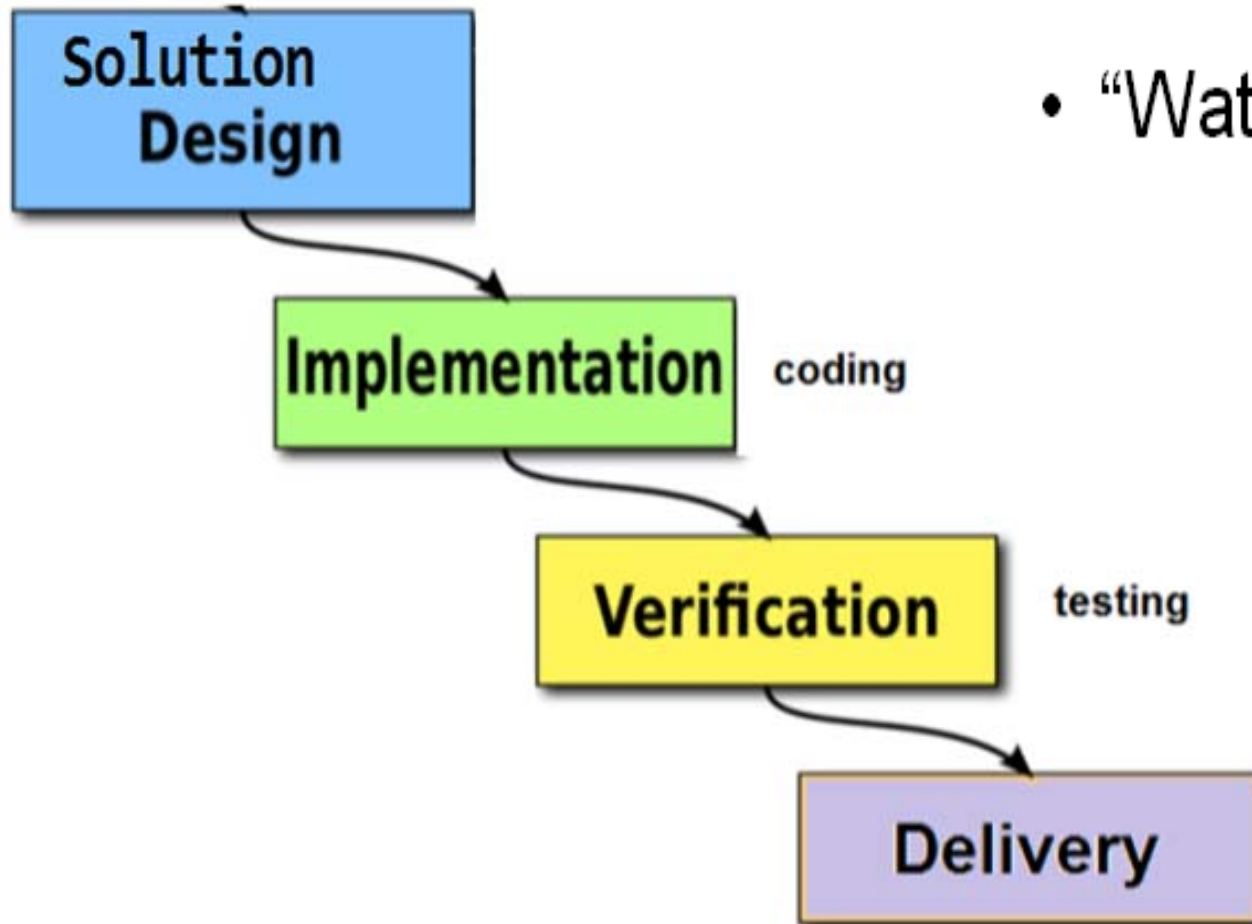
case study



Solution Implementation by Agile Management

- Common Problems in Solution Implementation

Models for Development



- “Waterfall” Model

Agile Model

Product Backlog



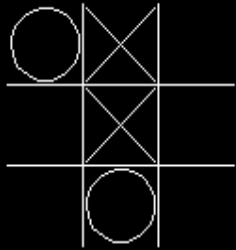
Deliverable



Deliverable



Agile Implementation - Ex



```
or second (O)? Type X or O:x  
Your move:5  
Your move:2  
Your move:|
```

0. Winning combinations are:
123, 147, 159, 258, 357, 369,
456, and 789

1. If computer can win on the present move, do it.
2. If human player can win on the next move, block that winning cell.
3. If center is free, take it
4. if corner is free, take it

Tic-Tac-Toe Strategy

1	2	3
4	5	6
7	8	9

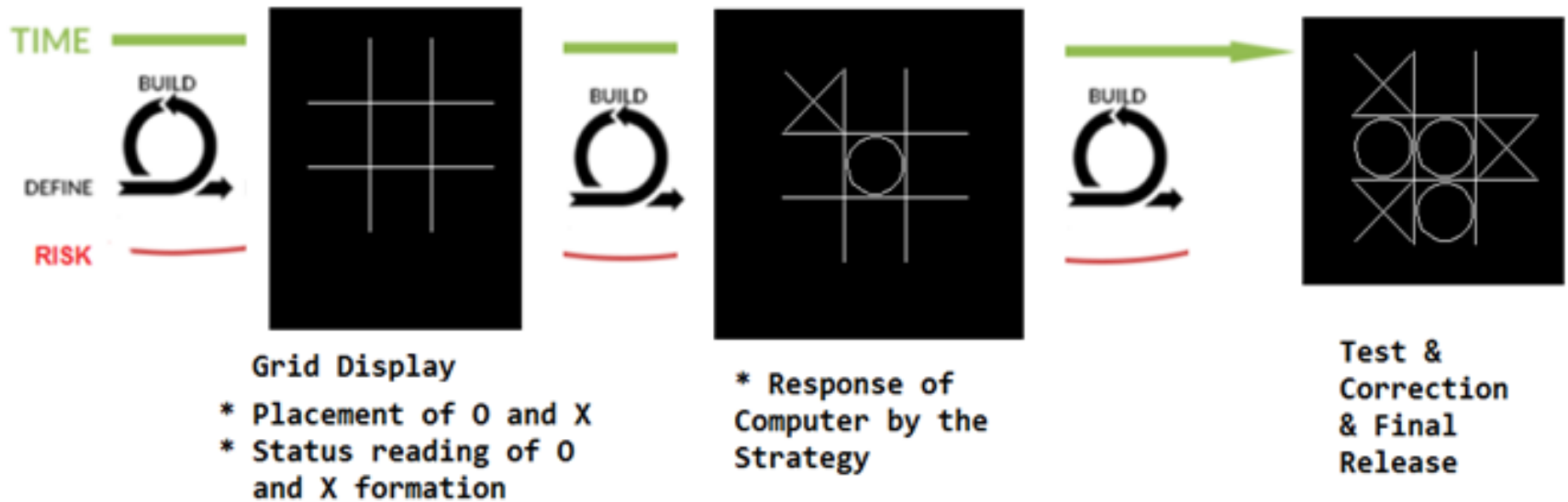
Center - 6

Corner - 1, 3, 7, 9

side - 2, 4, 6, 8

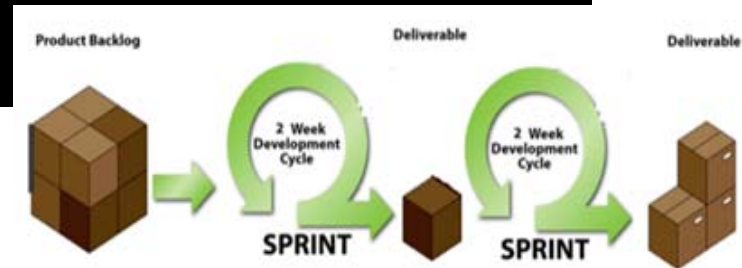
Agile

AGILE



Cumulative Outcome toward the Final Big Outcome

Class Schedule for Agile Management of Solution Implementation



- **Sprint 0 (Week of):**
 - Start from “The Final Solution Product”
 - Refer: Functional Operational Description of the Solution --- Final report of the last semester.
 - Divide the final product in to 4 working pieces
- **Sprint 1:** (piece 1 → increment 1)
 - Progress Presentation 1
- **Sprint 2:** (piece 2 + increment 1 → increment2)
 - Progress Presentation 2
- **Sprint 3:** (piece 3 + increment 2 → increment 3)
 - Progress Presentation 3
- **Sprint 4:** (piece 4 + increment 3 → increment 4)

Agile Management Form Senior Design II

Date: _____

Team Name: _____

Sprint #0

(a) Your final solution product: _____

(b) Four(4) pieces which can be connected to the final solution product:
 (1) _____ (2) _____
 (3) _____ (4) _____

