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What are the stages of agile methodology

Organizations are experiencing enormous success in meeting the fast-paced change of customer needs by adopting the Agile software development methodology, which offers an iterative approach to the design and development of software. The Agile approach embraces the constant changes that occur in the development of technology – allowing teams to break the lengthy requirements, build, and test phases down into smaller segments, ultimately delivering working software quickly and more frequently. This article will cover the Agile development lifecycle and the process workflow that takes place during an iteration. Kanban boards are fast and easy to create in Smartsheet in just two steps. There isn't a single methodology that you can apply across all projects. However, many teams are moving toward an adaptive methodology, such as Agile, and moving away from the predictive, Waterfall methodology when developing software. The conventional Waterfall development method follows strict phases, sticking to the original requirements and design plan created at the beginning of the project. A project manager spends time negotiating milestones, features, resources, working at length in the planning stages of a project, usually developing a full-blown project plan that details how the work will be moved through many gates to completion. Customers finalize requirements before development begins and then a lengthy development process occurs, with the project manager tracking every movement of the project through each handoff and finally on to delivery. If everything goes well, this process produces an on-time, on-budget release. The chief drawbacks to this approach are well-documented: it is not responsive to change and it takes a long time to deliver working software. When technology forms the field of play and drives every change, a six month (or longer) release cycle, with requirements chiseled in stone, does not meet the business need. The history behind Agile software development is one of frustration with the traditional waterfall methodology. Agile is designed to accommodate change and the need for faster software development (as discussed in the Agile Manifesto's Values and Principles). The project leader typically facilitates the work of the development team, eliminates bottlenecks, and helps the team stay focused in order to deliver software iterations on a regular basis. It is less about milestones than it is about hours, feature selection, prioritization, and meetings. Unlike the Waterfall model, the development team ultimately decides at the beginning of a sprint (or iteration) what can be accomplished in the timeframe and sets out to build a series of features, delivering working software that can be installed in a production environment at the end of the sprint. Since Agile software development methods (such as Dynamic Systems Development Method- DSDM) are flexible, most are suitable for method tailoring – where development teams can adapt the flow to meet the needs of the product. Smartsheet is a cloud-based platform that allows teams and organizations to plan projects, streamline operations, and scale software development efforts. See Smartsheet in action. Watch a demo There are a variety of Agile software development (or system development) methodologies, including, but not limited to: Disciplined Agile Delivery (DAD) Adaptive Software Development Agile Modeling Kanban Scrum Scrumban Extreme Programming (XP) Dynamic Systems Development (DSDM) Feature Driven Development Lean Software Development The overall goal of each Agile method is to adapt to change and deliver working software as quickly as possible. However, each methodology has slight variations in the way it defines the phases of software development. Furthermore, even though the goal is the same, each team's process flow may vary depending on the specific project or situation. As an example, the full Agile software development lifecycle includes the concept, inception, construction, release, production, and retirement phases. Concept - Projects are envisioned and prioritized Inception - Team members are identified, funding is put in place, and initial environments and requirements are discussed Iteration/Construction - The development team works to deliver working software based on iteration requirements and feedback Release - QA (Quality Assurance) testing, internal and external training, documentation development, and final release of the iteration into production Production - Ongoing support of the software Retirement - End-of-life activities, including customer notification and migration This view presents the full Agile lifecycle model within the enterprise. In any enterprise there may be projects operating simultaneously, multiple sprints/iterations being logged on different product lines, and a variety of customers, both external and internal, with a range of business needs. Agile Software Development Lifecycle The Agile software development lifecycle is dominated by the iterative process. Each iteration results in the next piece of the software development puzzle - working software and supporting elements, such as documentation, available for use by customers - until the final product is complete. Due to its time-bound nature, the iteration process is methodical and the scope of each iteration is only as broad as the allotted time allows. Multiple iterations will take place during the Agile software development lifecycle and each follows its own workflow. During an iteration, it is important that the customers and business stakeholders provide feedback to ensure that the features meet their needs. A typical iteration process flow can be visualized as follows: Requirements - Define the requirements for the iteration based on the product backlog, sprint backlog, customer and stakeholder feedback Development - Design and develop software based on defined requirements Testing - QA (Quality Assurance) testing, internal and external training, documentation development Delivery - Integrate and deliver the working iteration into production Feedback - Accept customer and stakeholder feedback and work it into the requirements of the next iteration For the duration of the project, while additional features may be fed into the product backlog, the rest of the process is a matter of repeating the steps over and over until all of the items in the product backlog have been fulfilled. As a result, the process flow is more of a loop and not a linear process. As with any methodology, there are advantages and disadvantages (Read about the advantages and disadvantages of Agile). The Agile method is more suitable in situations where customers and project stakeholders are available to provide input, functional portions of software are needed quickly, flexibility is desired to accommodate changing requirements, and the team is co-located and able to effectively collaborate. As with any change, integrating Agile processes into your business can be overwhelming. Below are four activities that will help support the adoption of Agile workflow: Daily Meetings - Host consistent or daily stand-up meetings to maintain open communication, hold workers accountable, and keep each iteration moving forward Live Demonstrations - Deliver live demonstrations of each iteration's final product to show progress Share Feedback - Receive feedback from stakeholders and customers and share it with the entire team before the next iteration begins Remain Agile - Make changes to your process based on feedback to ensure each iteration improves the last Empower your people to go above and beyond with a flexible platform designed to match the needs of your team — and adapt as those needs change. The Smartsheet platform makes it easy to plan, capture, manage, and report on work from anywhere, helping your team be more effective and get more done. Report on key metrics and get real-time visibility into work as it happens with roll-up reports, dashboards, and automated workflows built to keep your team connected and informed. When teams have clarity into the work getting done, there's no telling how much more they can accomplish in the same amount of time. Try Smartsheet for free, today. Try Smartsheet For Free Get a Free Smartsheet Demo For software teams delivering a product goes beyond simple planning. They need to evaluate resources, time frames, and the steps to get to the desired goal. And to go from idea to the final product, there's a long way to go, especially if teams don't work under any framework. That's why measuring the Agile software development life cycle is the perfect solution as it provides a structured series of stages that a product goes through from the start to the end, focusing on process adaptability and customer satisfaction. The software development life cycle allows tech teams decide the key aspects of a project: The goals, the scope, and the tasks of the fixed sprint backlog. 2. Daily Scrum Commonly known as the "stand up meeting," – it takes place for no more than 15 minutes. The idea of these meetings is that each member shares what they completed yesterday, what they will work on today, and the list of items they need to work on. 3. Sprint Review Takes place at the end of each sprint and is where the dev team demonstrates to the stakeholders the parts of the product they finished during the sprint. 4. Sprint Retrospective After the review, here's where the team has an internal meeting where members discuss everything about the sprint: what went well, what didn't work out, and what improvements they can make for the next sprint. 6 Agile Software Development Project Life Cycle Phases What are the stages of Agile development? As I mentioned, this really depends on the methodology you're using for your project. Kanban, Scrum, iterative development, etc., although they all share the core philosophy of Agile, each methodology has slight variations in how they measure and plan the phases of software development. All Agile methodologies' goal is the same: to adapt to change and deliver working software that satisfies users as quickly as possible. In general, despite these minor variations, the Agile project life cycle has 6 phases: ConceptInceptionIterationTestingProductionReview 1. Concept The concept is the first step when planning the Agile SDLC process. Also known as the requirements phase, here is when product owners create the initial documentation and list the initial priorities before they start designing the project. During this stage, they need to answer these questions: What is the result that the project is looking to achieve?What features would it support?What features are not a priority? Product owners define how a software will look and perform. They also estimate the time and the cost of the potential project. And project managers or business analysts have meetings with the customer and ask for the software specifications. The idea is that they can gather as many details as they can—that way, it's easy to understand more about the client's expectations. Although the idea is to gather as much information as possible to define the features and understand the key requirements, something to keep in mind is that prioritizing the features is what makes the difference. Try to lower the initial requirements and identify what features really matter and what can be worked on later. This will help development teams work harder on the core features and prioritize what matters the most to clients. Key takeaway: The concept phase is where project owners determine the scope of a project, prioritizing requirements, features, and the client's expectations. 2. Inception During this second stage, and after defining and documenting the key features and requirements, it's time to build the software development team. Product owners will define the right people for the project and provide them with all the necessary tools and resources to start designing the project. After establishing the team members and the roles, the next stage is to create a user interface simulation and start building the project architecture. The inception phase is always conducted before the construction because it aims to get the team in the right direction. It requires initial planning and defining the core architecture that the software will have. Software development planning is divided into two segments: 1) Visual design (UI/UX) and the architectural structure of the app. Visual design (UI/UX): The designers create a mock-up of the UI and the UX. For this stage, it always helps to review what competitors are doing (and what are they doing wrong) Software architecture: The team discusses the best way to tackle the requirements and what tools they need to use. Here they define the best programming languages, frameworks, and libraries they need to use. Key takeaway: The team is built, and they start planning the structure of the software. 3. Iteration Iteration, also known as construction or development phase, is the longest phase when measuring the Agile SDLC process. Here the development team works with UX designers combining all product requirements and the customer feedback, turning the design into code. As the backbone of the whole process, iteration focuses on converting all the design documentation of the previous phases into real software. The primary purpose is to build the product by the end of the first sprint. Developers start building the first iteration of the product, which is far from the final version, as it still needs to go through various revisions to ensure the quality of the product. This phase is all about ensuring continual collaboration between the team and the stakeholders. It maintains the quality by following conventions and the guidelines previously defined. Additionally, one of the main characteristics of this phase is testing. After every iteration, the idea is that testings are conducted to avoid possible errors and maintain the quality. The iteration stage goes from having a minimum viable product in the early sprints to being a fully functioning solution that is ready to be released into the 4th step: testing. Key takeaway: Iteration is the longest phase when measuring the Agile SDLC process as it focuses on the teams delivering a high-quality product through incremental sprints. 4. Testing This stage focuses on quality assurance testing, documentation development, and the final release of iteration into production. Although during the previous stage, testings were continually conducted after every sprint, the production phase is spent on teams making sure that the software is bug-free and compatible with everything written previously. There are four different types of testing: Unit testing: Its purpose is to verify each part of the software by isolating it and evaluating if it works correctly and fulfills the desired functionality. Integration testing: Focuses on different test parts of the system, combining them to make sure they can work together correctly. Extreme Programming (XP): This methodology values System testing: All the software components are tested as a whole to ensure the product works and meets the specified requirements. The QA team runs different tests to ensure the business goals are met, that the code is clean and that the software is fully functional. After going through these various testing stages, the software is ready to go live. Key takeaway: Quality assurance testing takes place, and it's the last phase before the product goes live. 5. Production After all the testing and successful results, the product is now ready to go live. During this stage, the software is fully deployed and available for customers. Simultaneously with the release, the teams go into the maintenance phase. The software team provides ongoing support to ensure the system keeps running smoothly and solves any potential errors. The main goal in the production phase is to keep systems useful, error-free, and productive after being deployed. Key takeaway: The product is available for the customers, and the software teams provide ongoing support of the software. 6. Review Once all the previous phases are successfully completed, the product owner gathers all the team to review the project itself. The team evaluates the progress towards completing the requirements, what were the highlights, and the roadblocks that occurred during the different stages. The product owner also asks stakeholders for feedback and works it into the next iteration's requirements. With the reviewing phase, it's easy for teams to tackle future problems as they now understand more about their workflow, what worked, and what didn't. After this, the Agile software development life cycle starts a new iteration. Key takeaway: Teams carefully review their performance and identify the strengths and weaknesses during the project. Build the Right Agile Team with the Right Developers Agile is characterized by having an iterative process. This helps teams work in a detailed-oriented approach, focusing on delivering working software to users as fast as possible. There's not a rigid Agile structure that ensures complete success on a project. However, one thing is for sure: delivering software successfully is not possible without the right development team. The good news is that we're here to help you deliver the best software with the best team. At DistantJob, we are experts in understanding our client's needs and helping them hire elite remote software developers that fulfill (and exceed) their expectations. Interested? Speak with our team!

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