

Managing Uncertainty with Release Planning in Agile Environment

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ABSTRACT

In the quantum years, Agile methodologies are reinstatement of traditional method used in software development life cycles. The requirement gathering in the agile methodology is taken in the form of stories also known as user stories and managing the uncertainty by Expert opinion, Analogy and Disaggregation. Through literature survey it has been pragmatic that these methods are not proficient because of slanted nature of expert and inadequate comparison b/w the projects. In this research work Estimated, ace, practicable and fatalistic time are considered on the basis of which the aggregate time for stories as well as iteration is calculated for release planning. Addition to this, WE WILL FIND THE EXPEDIENT SECTION OF ALGORITHM BY APPLYING IT IN A CASE STUDY OF DATA WAREHOUSE IN WHICH WE HAVE TAKEN THE USER STORY OF DATA WAREHOUSE. THIS DATA WAREHOUSE WILL HELP THE COMPANY TO ANALYZE THEIR PRODUCT VALUE IN THE MARKET AND DEFINING THE NEW POLICIES THAT HELP TO GAIN PROFIT IN THE COMPETITIVE WORLD.

Keywords: Uncertainty with release planning, time estimation, ace, practicable and fatalistic.