

## FIT3047

### Team & System Development

#### Relating Agile Processes to your first iteration



3

## On the menu this week

### 1. Part One:

- a. **Watch:** LOTR stages of team development 5 mins
- b. **Seminar:** Team & System Development 15 mins
- c. **Read:** Deployments Best Practice 5 mins

### 2. Part Two:

- a. **Watch:** Iteration planning 3 mins
- b. **Seminar:** Relating Agile Processes to your first iteration, 25 mins
- c. **Read:** Do-or-Die, Agile - the mindset 5 mins

### 3. Participation quiz

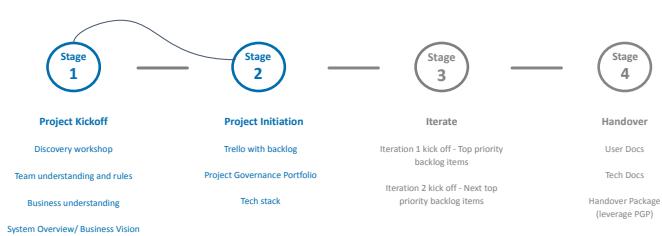
### 4. Extra Readings (on moodle)



MONASH  
University

## Roadmap: Where we are

Plan for project



## Housekeeping

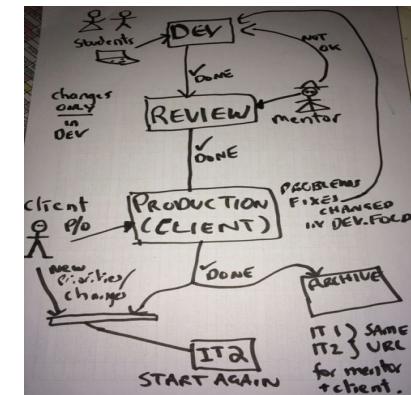
- Are you doing anything more than you're told?
- Have you had your social outing yet?
- Moodle assessment notifications aren't enough
- Why homework is so important
- Your online peers
- Trello & Trust



MONASH  
University

# System Dev. Environment

## SYS. DEV Environment



### Your iterations - Development environment

1. Deployed to **DEV** environment server/folder (/w version control!)
  - The team can work on it
  - show and tell

When completed...

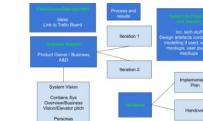
2. Deploy to **Review server/folder** (it. 1 due date for integrity testing)
  - To your mentor review server/folder
  - Presented to mentors in studio (report via Moodle, feedback given in studio)
  - Immediate fixes to be incorporated (not here though)
  - Bigger changes incorporated into next iteration

When approved...

3. Deploy to **Prod server/folder**
  - Same URL, always available
  - Product Owner Acceptance Testing Latest
  - Always keep a version of each iteration (in archive folder), in case you need to roll back
  - Changes to be incorporated (not here though)

### CakePHP Resources - Under "Unit Information"

<https://ms.monash.edu/course/view.php?id=118014>



The IE Resource Repository ([Development resources for CakePHP and more](#))

The IE Resource Repository is a collection of resources in different topics depends on what kind of knowledge you're looking for. There are some walkthrough videos on how to those books as well. Please make sure to read all the materials thoroughly and watch the videos as a starting point on your adventure of development.

[FIT Industry Experience Resource Repository](#)

Ask questions!

We encourage the exchange of idea and knowledge between everyone in the unit. If you have a question, feel free to ask your classmates, your studio mentors for help. It's best, though, to post your question on the technical forum on Moodle so that you can get the fastest responses.

# Team Development

## Stages of Team Development

**Forming**  
Team acquires and establishes ground rules. Formalities are preserved and members are treated as strangers.



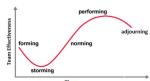
**Storming**  
Members start to communicate their feelings but still view themselves as individuals rather than part of the team. They resist control by group leaders and show hostility.



**Norming**  
People feel part of the team and realize that they can achieve work if they accept other viewpoints.



**Performing**  
The team works in an open and trusting atmosphere where flexibility is key and hierarchy is of little importance.



## Working as a Team

Bruce Tuckman's stages of team development.

1. Five stages are?
2. What do they mean?



## YOU are in an agile team

- Agile teams are self determining, self organising and a complete team to get the project completed.
  - You will have a team coordinator – they will organise, coordinate/facilitate. They will submit deliverables for the team.
  - Client liaison will be main point of contact for the client.
  - Remember you are all responsible for your product.
  - No BLAME, FIX the problems.
  - This usually means changing something about yourself
- You all have the responsibility of defining tasks then you take and managing your own tasks.

**Be reliable.**

**Trust Others**

**Move outside your comfort zone**



## Moodle Yes/ No Choice

Complete the choice questions. It's not a test, there's no right or wrong!

1. Getting something absolutely right is more important than delivering it on time
2. It's rude to interrupt other people in your team when they are saying something you disagree with
3. It's more important to share your idea than wait until you can express it clearly
4. When you don't understand something it's best to keep quiet about it
5. When the work produced by your team isn't good enough the best way is to tell them directly
6. Teamwork comes naturally to most people



MONASH  
UNIVERSITY

## Relating Agile Processes to your first iteration

- This is your second deliverable
- Base it on your meetings with your product owners/mentors as rep.s
- The high level areas that you defined with them for iteration 1.  
**(for us Epics are epics/ideas/ high level user stories)**
- Can you put them all into the first iteration? Are there too many?
- If you think too many then what?



MONASH  
UNIVERSITY

## Iteration 1 consists of

- Report , plus presentation
  - Build so far to mentors (they will look at from your dev. folder)
  - Build complete to be integrity tested, after you have systems tested it
  - Retrospective -after feedback reviewed Retrospective artefacts submitted
  - fixed system shown to product owners for validation (with next priority expectations)  
Time to Go LIVE, if PO doesn't want changes. (will stay in production folder)
  - PIR (or P/O client review)
- Trello, Project Governance portfolio, grade throughout the iteration

MONASH  
UNIVERSITY

## So what you will do and what you need for your iteration 1

1. Your Bus. Vision report should have had everything in, mostly epics/ ideas/functions/themes (what the client/ product owner can understand).  
**NOT low level user stories,  
probably not user stories at all!  
ALL on to backlog with priority 1s noted**
2. You will have decided what's top priority from your interview (mentors/clients/product owners) and will describe on the iteration 1 report.  
**THEN**  
Present for validation **to your mentors** (as rep.s)



MONASH  
UNIVERSITY

## So what you will do and what you need for your iteration 1

3. You will put these into your waiting lane, and begin to break them down into user stories more and with ... (unlikely that you will have acceptance criteria)



## So what you will do and what you need for your iteration 1

4. You have worked out personas (who are going to access this iteration). Already have personas in PGP?

but which ones for this iteration?  
They will be  
in your iteration 1 report.

PETER PAINTER



Personas and user stories  
- more later



## So what you will do and what you need for your iteration 1

5. Validate your understanding of Iteration 1 requirement  
How?  
Once validated...



gg100823954 GoGraph.com



Put these into your waiting column with an estimate of time and the beginning of your acceptance criteria



## So what you will do and what you need for your iteration 1

7. Trello board: You will **speak** to your client/PO discuss function/ideas (your broken down user stories) (in your waiting lane) and develop/check acceptance criteria Are they correct? Need more? Are clear? precise enough (more analysis and design) and put onto trello Board



<https://www.google.com/imgres?imgurl=https%3A%2F%2Fc1.sfdcstatic.com%2Fcontent%2Feda...>

## So what you will do and what you need for your iteration 1

8. All acceptance criteria?

that there is **NO** question on what is to be done ... to determine it's **DONE**. (more analysis and design)

Then into the to do lane with an estimate of time (hours)



MONASH  
University

## So how many user stories?

- Your plan...
- Cards or tasks should represent approx. 2-4 hours work **for 1 person**.
- Based on this each iteration should have 12 hours x 4 people x 2 weeks = 96 hours. 2-4 hours per task for 1 person
- = 24 – 48 Cards or tasks in an iteration
- Precise enough that there is **NO** question on what is to be done & clear acceptance criteria to determine it's **DONE**.

Really **DONE!**

MONASH  
University

## Build and test from the TO DO lane

9. Start building.... Show and Tell (but remember changes!)



Keep in touch with your client/PO or their rep. all the way through

MONASH  
University

## More About Personas/User stories

### User story 1:

As a user, I want to have a keyless entry to my home, because I keep misplacing my key...

Story 1: - too generic? A young child coming home from school? A teenager after night out, the family dog

Different too if an apartment, shared with other people, might be better to have different personas



## A Reminder about stand-ups

Throughout... (using your Trello Board)

**Daily(?) stand up meetings** to monitor and disseminate information

What I have done since the last stand-up, what I am going to do before the next stand-up, Problems stopping me (to take away to solve)



## At the end of each iteration

...the work should be shippable: ready to hand to a customer, put on a store shelf, or show to a stakeholder.

### DONE

A definition of done (DoD) is

- "when all conditions, or acceptance criteria, that a software product must satisfy are met and ready to be accepted by a user, customer, team, or consuming system,"
- Derek Huether of ALM Platforms.



The iteration ends with a retrospective.

As the next iteration begins, the team chooses the next important lot (from the back log) and begins working again



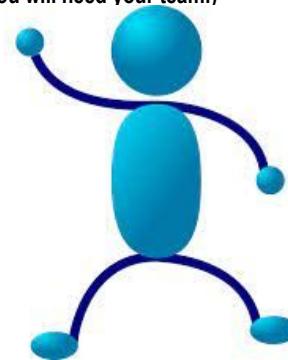
## DONE





MONASH  
UNIVERSITY

You Can Do THIS (but you will need your team!)



MONASH  
UNIVERSITY