

Agenda

Change Control in Plan Driven Projects

Change Control in Distributed Agile

Defect Management

Change Control in Plan Driven Projects

- Project Requirements and Scope are base-lined and signed-off up-front
- When a Change Request is raised:
 - Impact Analysis is performed and documented
 - The change is estimated
 - Sign-off is obtained from the Change Control board
 - Change is implemented
 - All impacted configurable items, including traceability documents are updated
 - Project Scope, Requirements and Plan are updated
 - The Project Plan and Requirements are **re-baselined**

Advantages

- Accurate tracking and approvals by the stakeholders
- Does not impact other areas of the product
- The quality of the product is maintained

Disadvantages

- Heavy-weight and inflexible
- Difficult to implement for short timescales and large number of changes
- High cost of change

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Agile Manifesto on Scope Changes



The Agile Manifesto values

 Responding to Change over following a Plan

Interpretation

- Responding to Change is the core driver of the Agile projects
- Requirements change frequently and projects must be ready for changes to the plan

Agile Manifesto on Scope Changes (Cont'd)



Agile Principle

- Welcome changing requirements, even late in development
- Agile processes harness change for the customer's competitive advantage

Interpretation

- Changes to the requirements are necessary for client's business to stay ahead of the competition
- Projects should embrace changes, instead of resisting them

Activity

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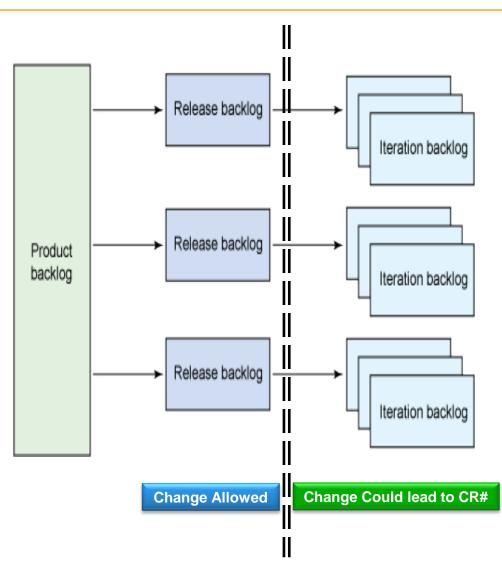
Discuss the following questions as a class

- Do the Agile projects require a Change Control Process?
- Why would it be required and what would be its key characteristics.

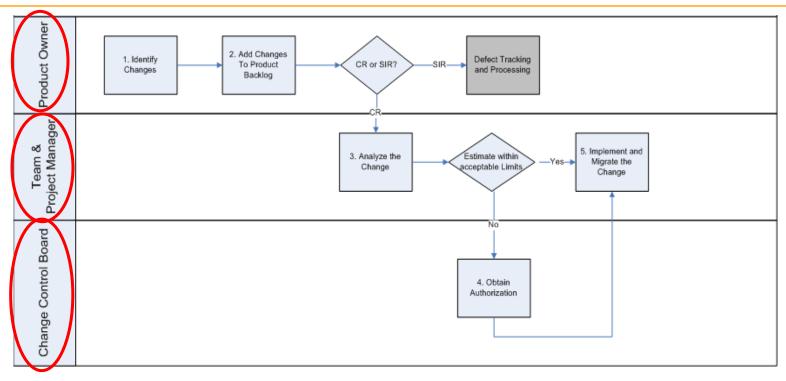


Change Control in Agile

- More flexible and responsive to change than those used in Waterfall or V Model
- No MINOR change should be accepted that will jeopardise the Sprint commitment
- In cases deemed necessary a Sprint can be cancelled
- Small, trivial changes should be done directly by the team without a Change Request
- Frequent meetings of CCB for fast clearances: once a week
- Quick, informal approvals (over email) of Change Requests
- Accelerated Change Request cycle
- Lower cost of change



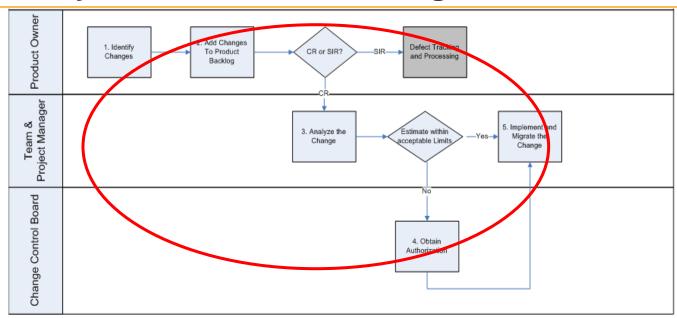
Key Roles



Product Owner: Responsible for identifying changes and updating the Product Backlog with changes **Team & Project Manager**: Responsible for analyzing and estimating changes and communicating the impact

Change Control Board: Responsible for providing approval for the change request

Analyze and Review Change



- 1. Stakeholder identifies a Change
- Product Owner adds change to the Product Backlog and decides whether the change should create a CR
- 3. The Team analyzes the change and provides impact analysis and estimates
- 4. Project Manager highlights the impact of change to the concerned stakeholders and provides various risk mitigation options
- The Change Control Board (CCB) approve/defer/reject the CR

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Defect Management Process

Defects post User Story being moved to Complete

Defects found during Sprint



- Errors/Issues found during sprint development can be tracked as bugs or defect tasks under the User Story
- Fixes will be deployed as part of standard User Story development

Defects

•Defects found once a story has been set to Complete by the Team can either be tracked as a defect User Story or a new User Story. Note that it is important for the teams to track any fix effort so that this additional effort can be accounted for within the team's velocity. User Stories must never be moved out of the complete state once completed.

Defects found Post Completion of Sprint



- •Defects found post completion of Sprint will
 be created as new defect
 User Stories or new User
 Stories and tracked in the
 Product Backlog. These
 defects can also be
 tracked externally within a
 formal defect tool (eg,
 QC) depending on when
 the defect is found and
 what processes exist
 outside of the Agile team
- •The Product Owner will be responsible for prioritising defect fixes/User Stories as part of the next Iteration/Release

Guidelines on Defect Fixing

- Defects should be anticipated and budgeted during sprint planning
 - Initial budgets may be off-target, however the budget can be refined once the Team completes a few sprints
 - The Team should have a backlog of Defects which it can take up
- Follow the definition of done for the User Stories during the sprint
 - Critical and high priority defects should be fixed during the same sprint
 - Low priority defects may be scheduled in the next set of sprints depending on the priority of the other User Stories. These defects will use a percentage of the next Sprint's velocity
- Defects Identified during Sprint Review
 - Discuss with the team and Product Owner on how to handle these
 - Discuss in the retrospective on techniques to avoid this occurrence

Questions & Answers

