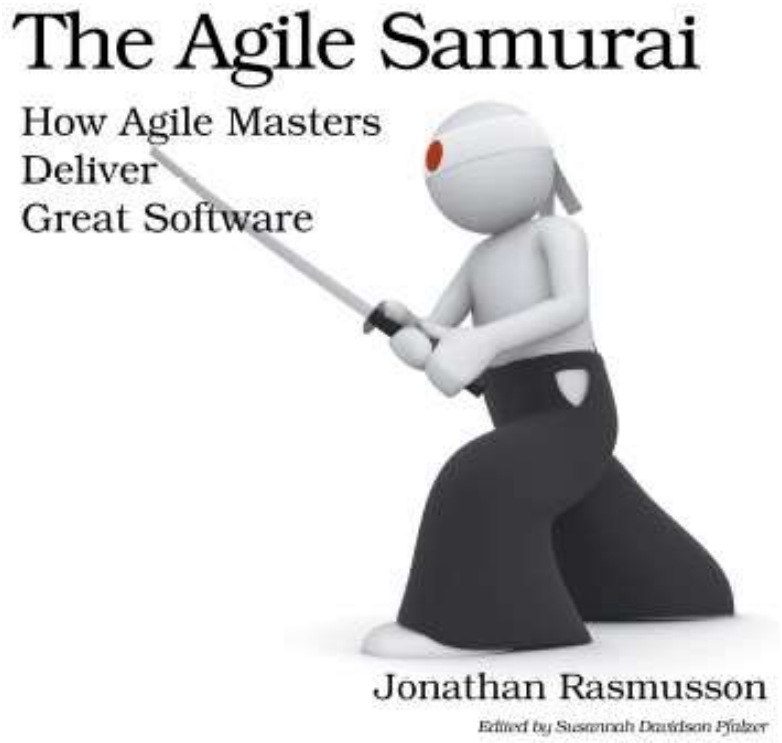
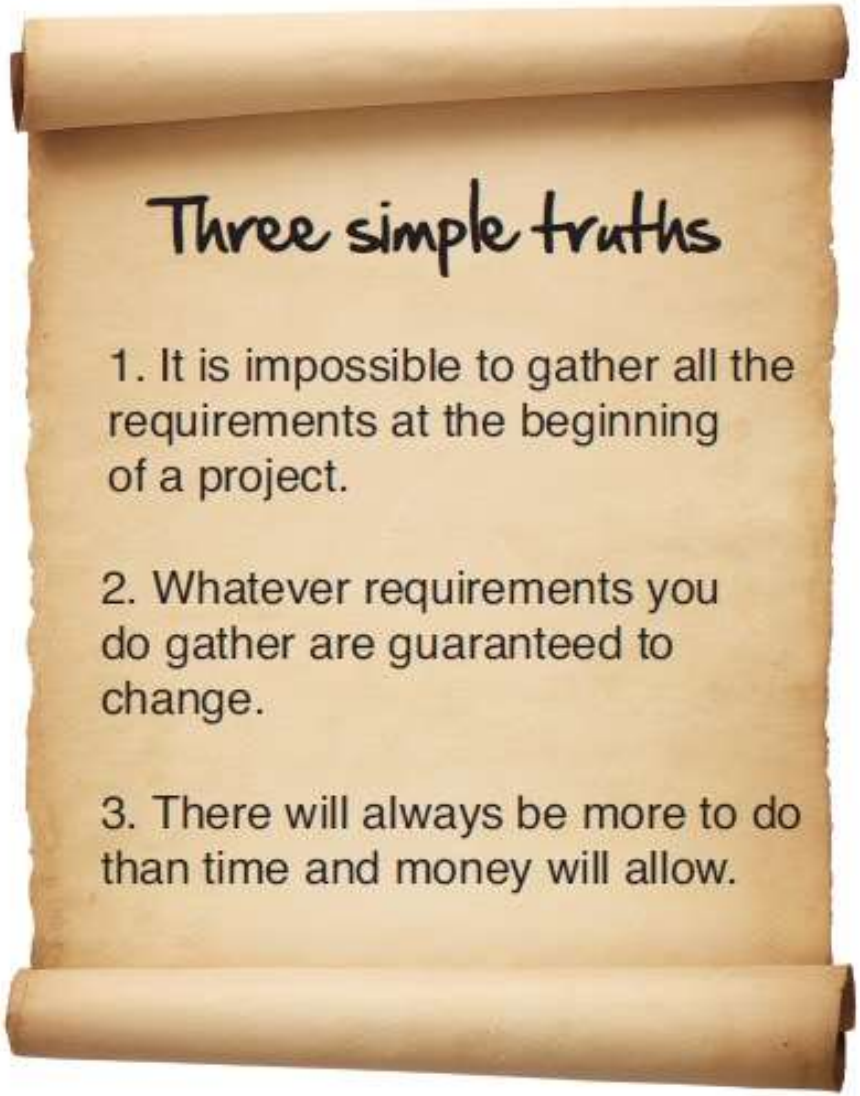
Agile Samurai Principles



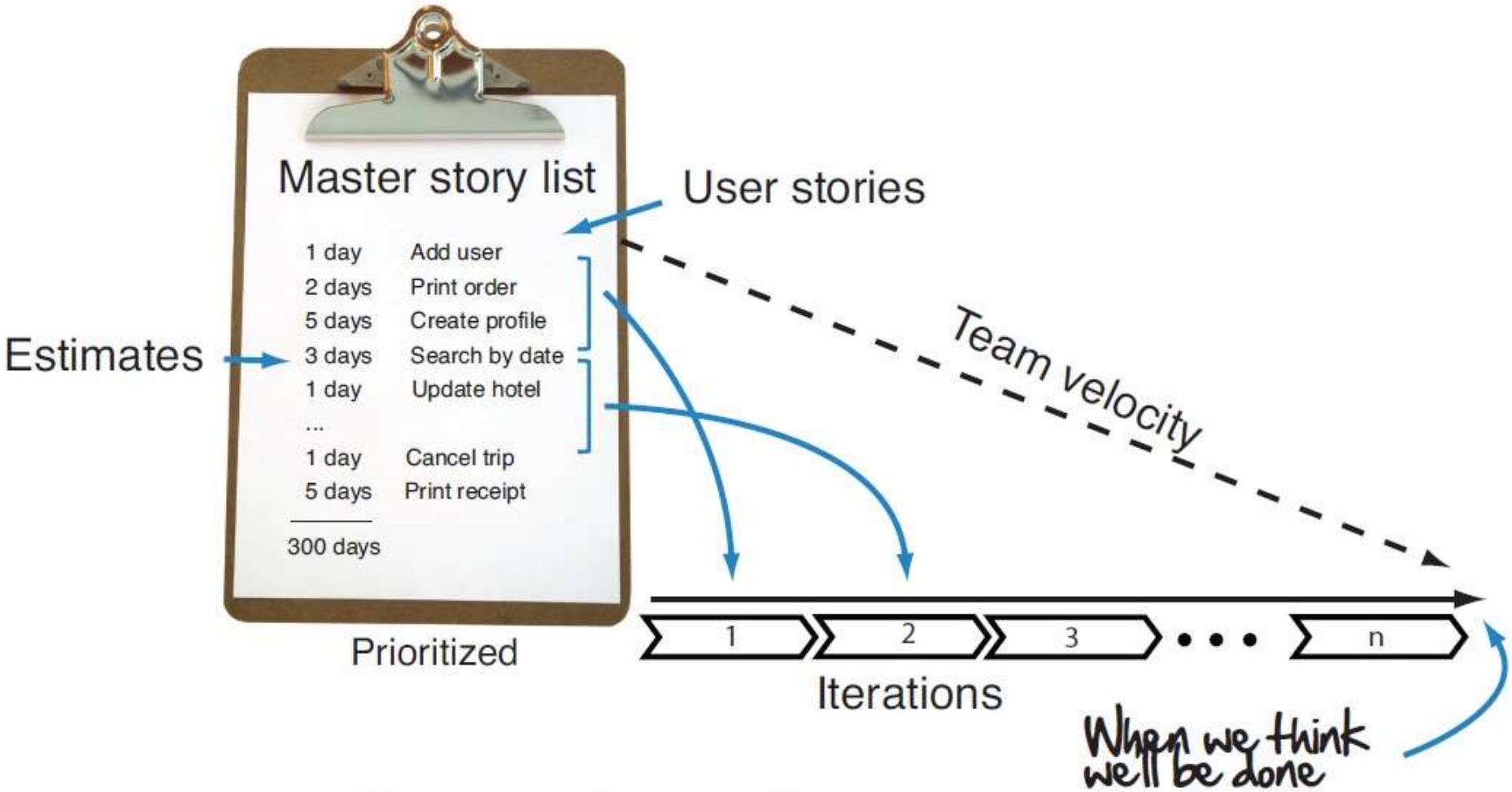
Agile Development



Deliver Value Every Iteration

- Break big problems into smaller ones
- Focus on most important issues
- Deliver something that works
- Lots of customer feedback
- Change course when necessary
- You are accountable

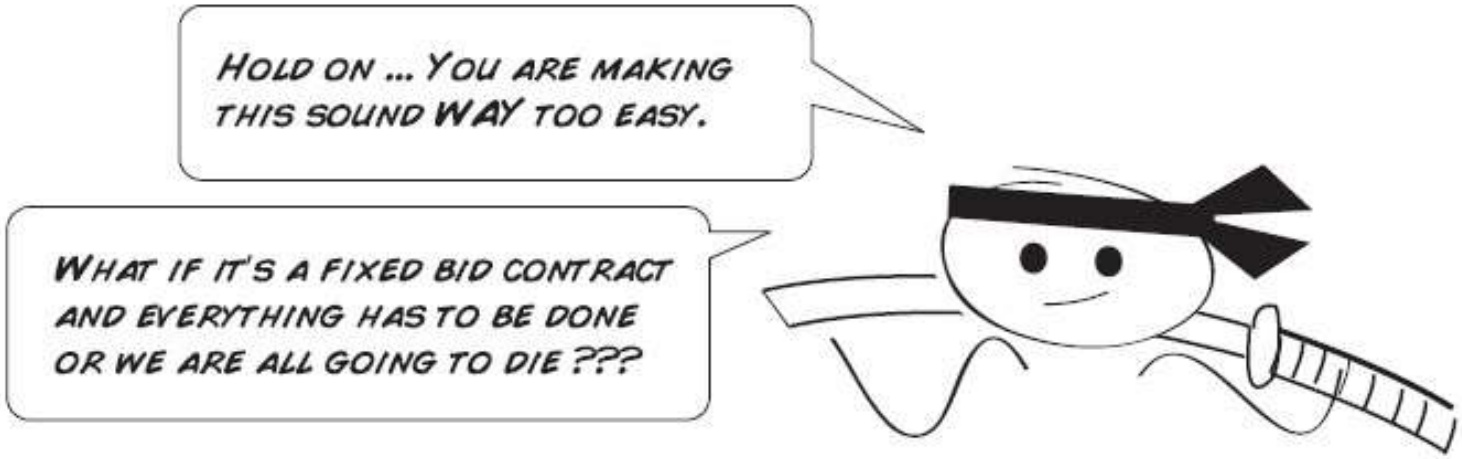
Agile Planning



Agile principle

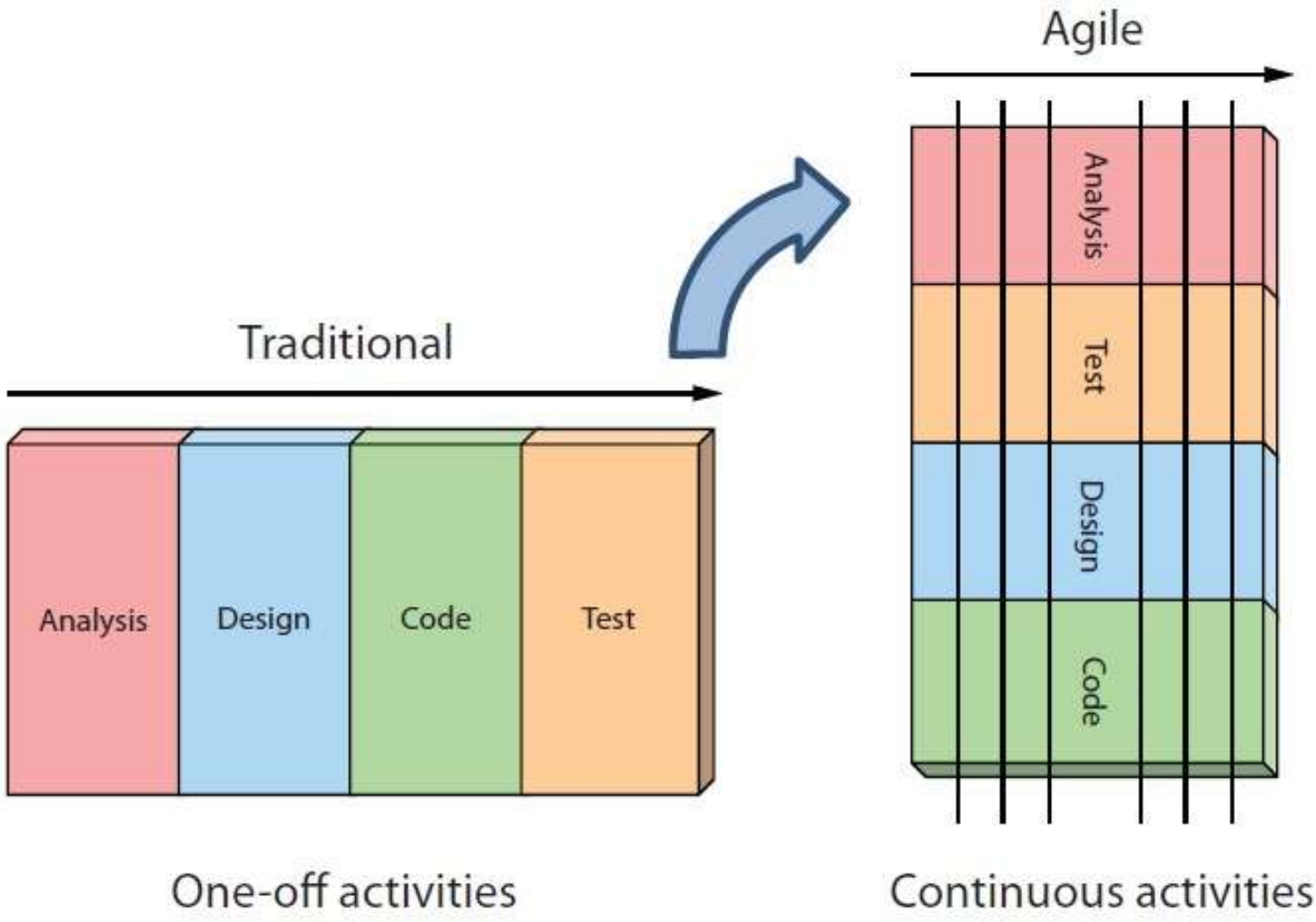
Working software is the primary measure of success.

Agile Planning



Agile Planning

Agile Lifecycle



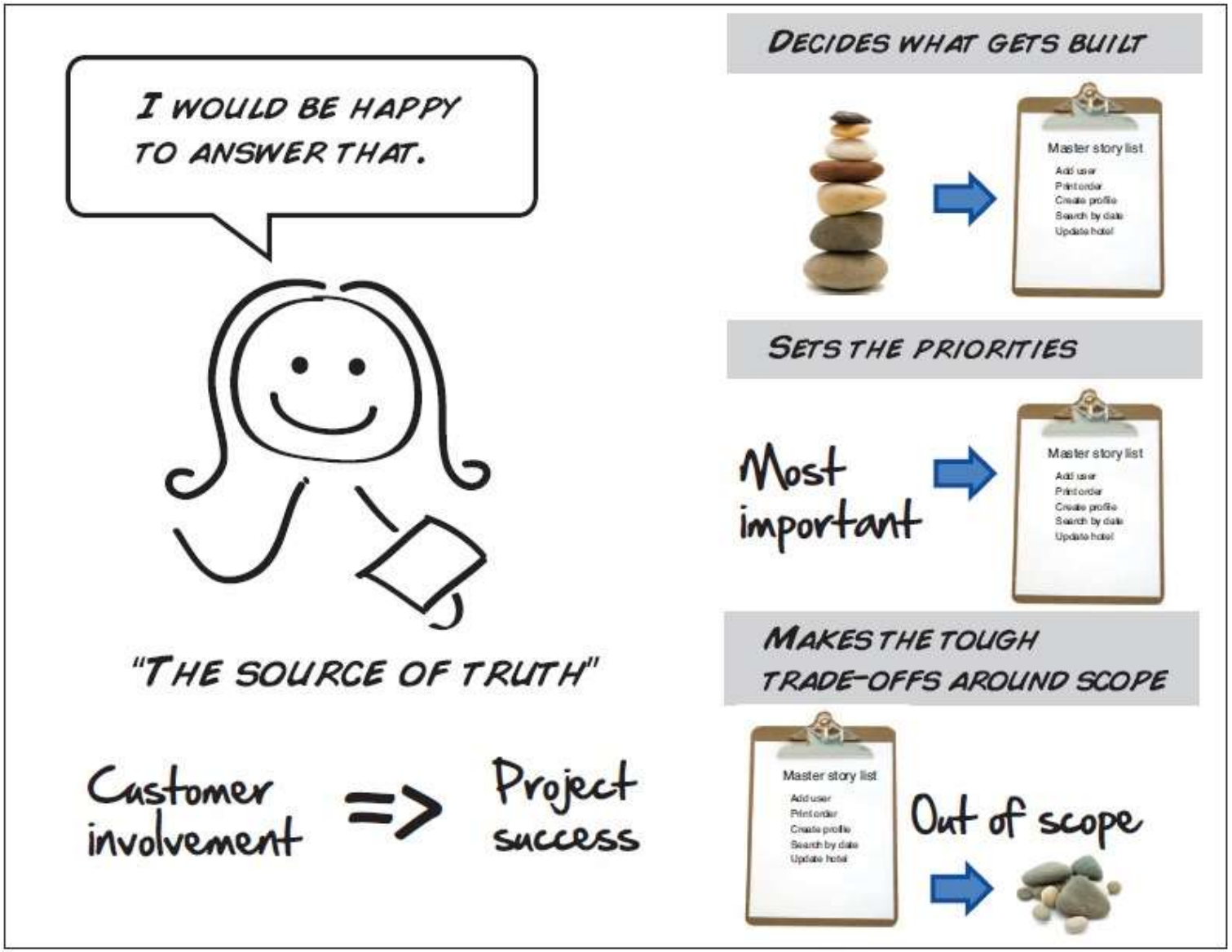
Agile Team

- Blurred instead of fixed roles
- Characteristics of successful teams
  - Co-located, at least for initial meetings
  - Engaged customer
  - Self-organizing instead of top-down
  - Accountable and empowered
  - Cross-functional

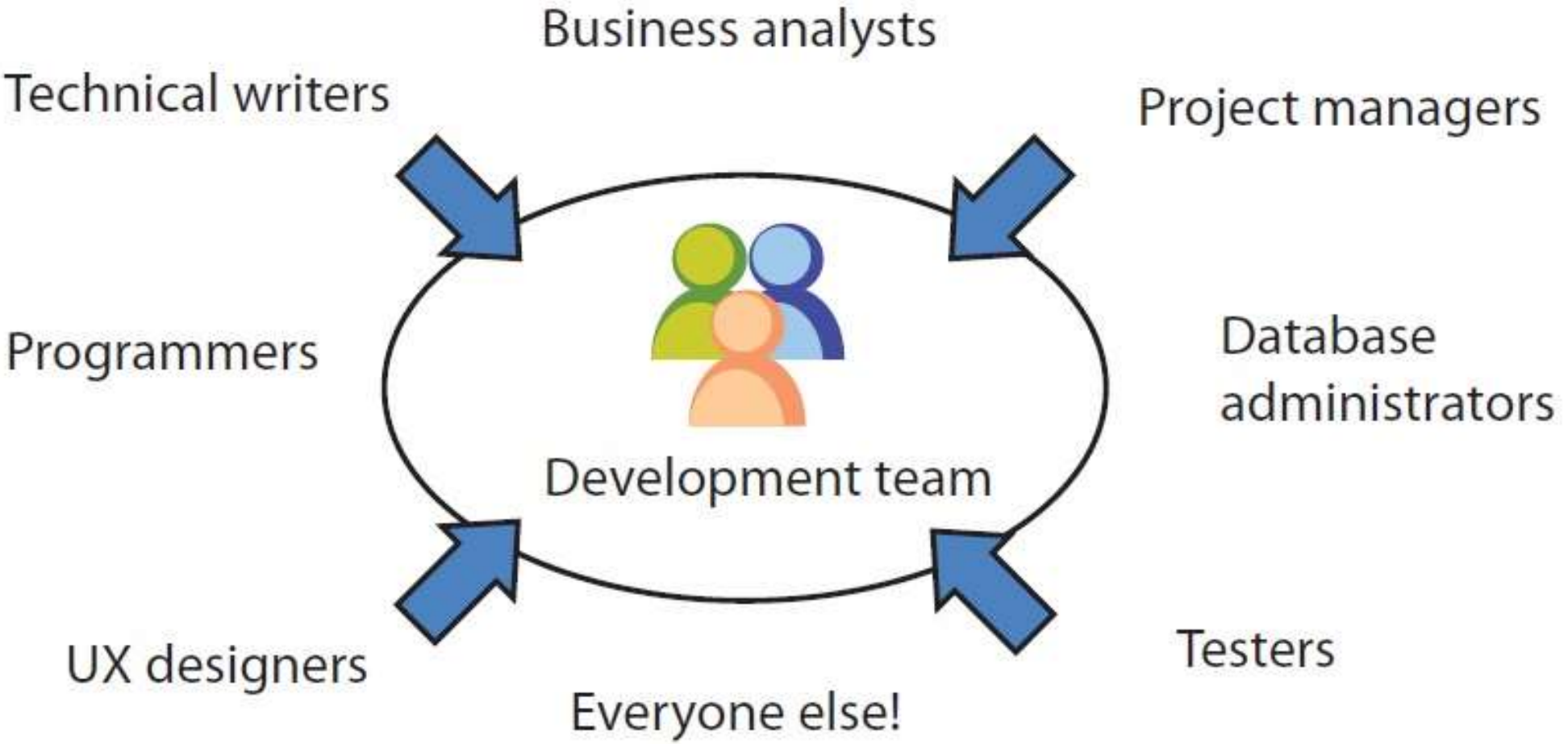
What if I don’t have an engaged customer?

- Build credibility
  - Find a problem and make it go away
  - Show you are a fierce executor that will get things done and can help them
  - Might take a few iterations but they will see your value

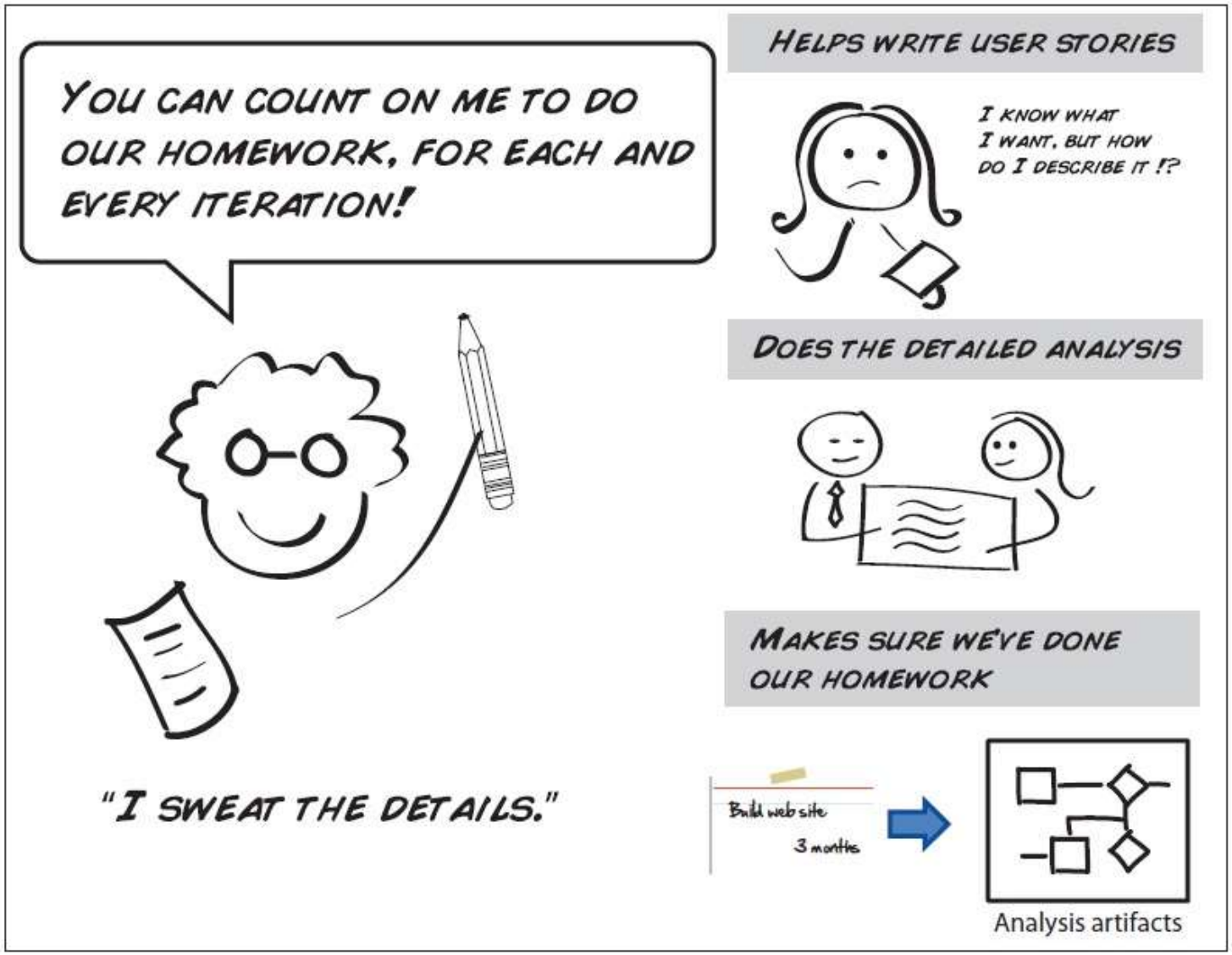
The Agile Customer



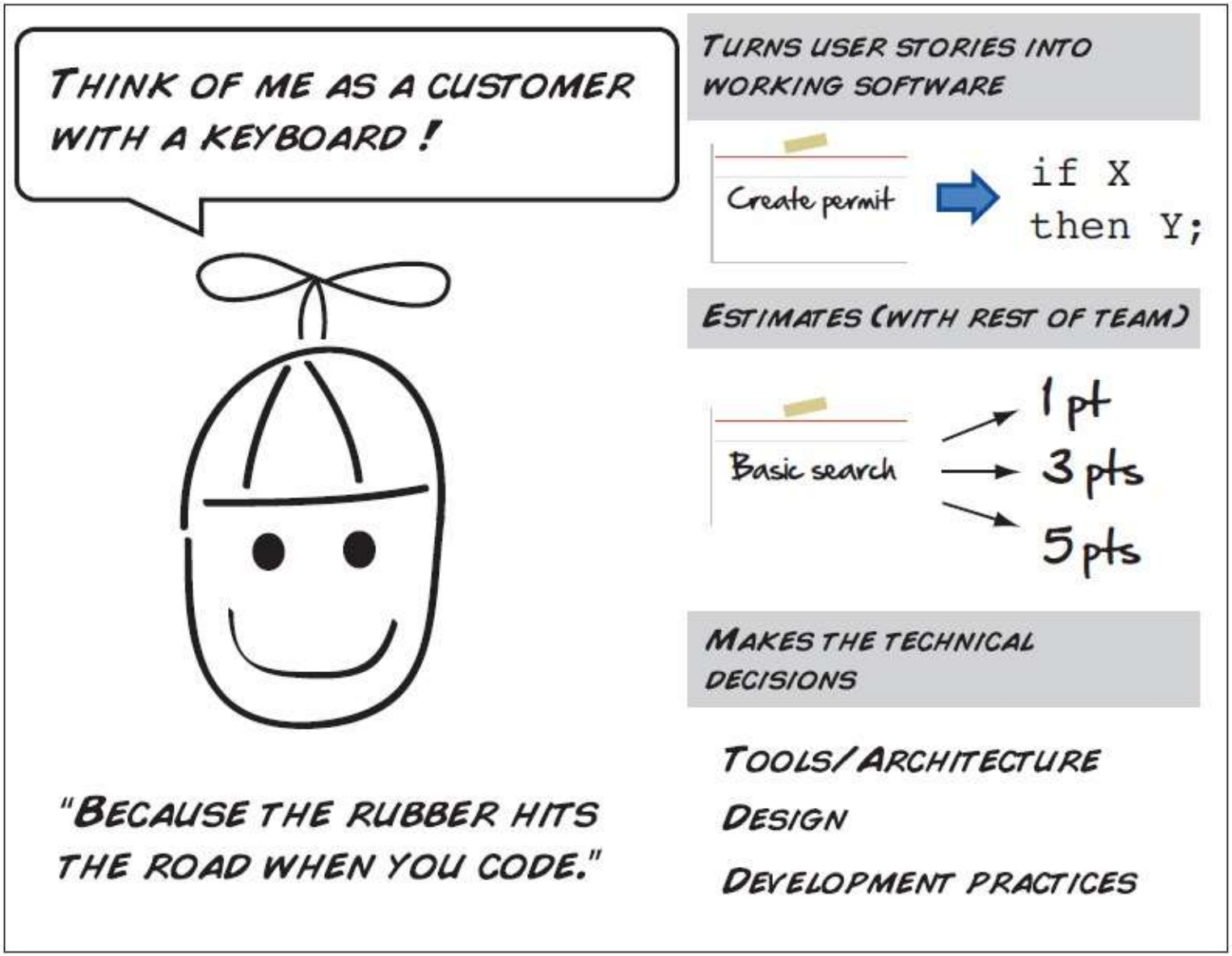
Agile Development Team



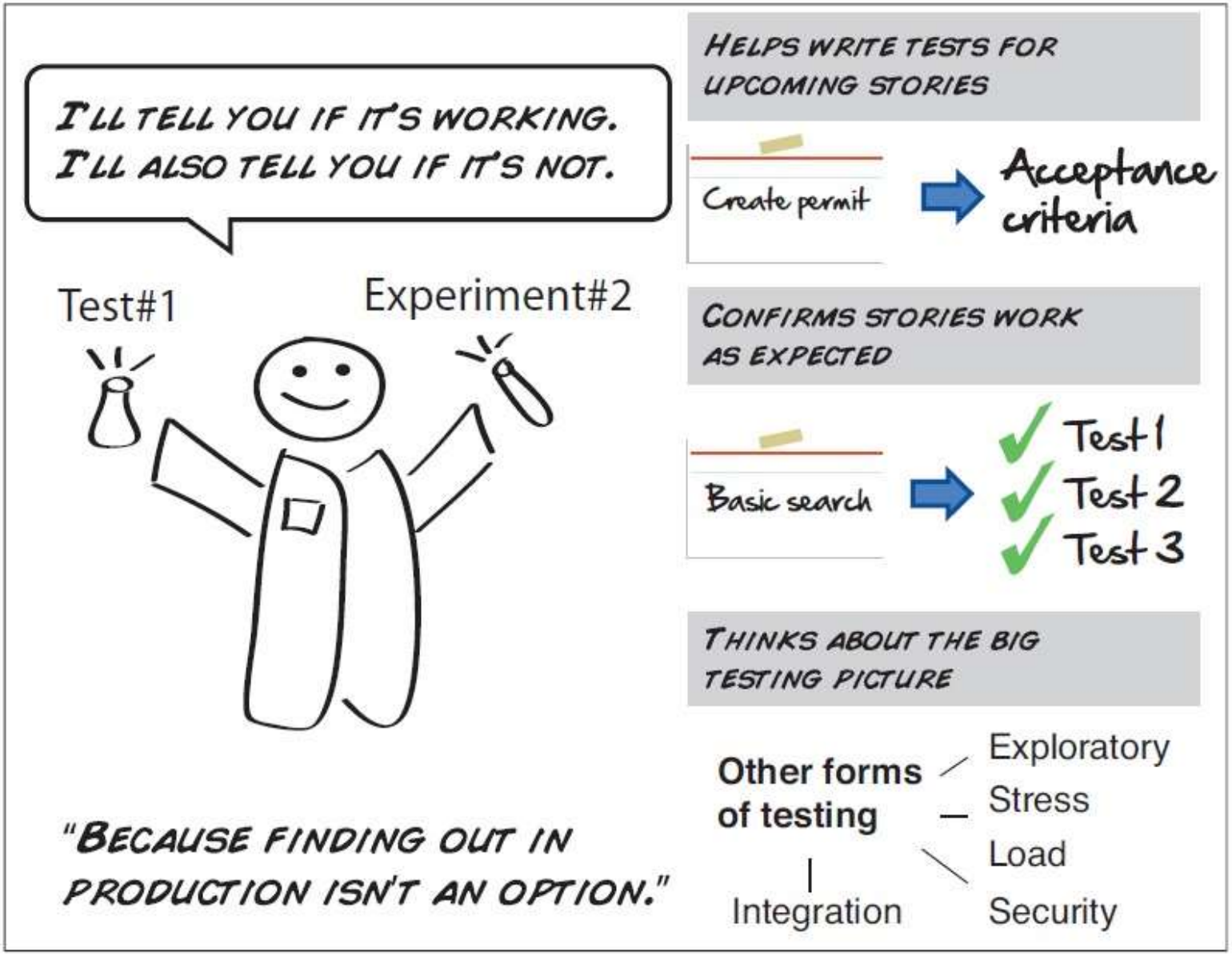
Agile Analyst



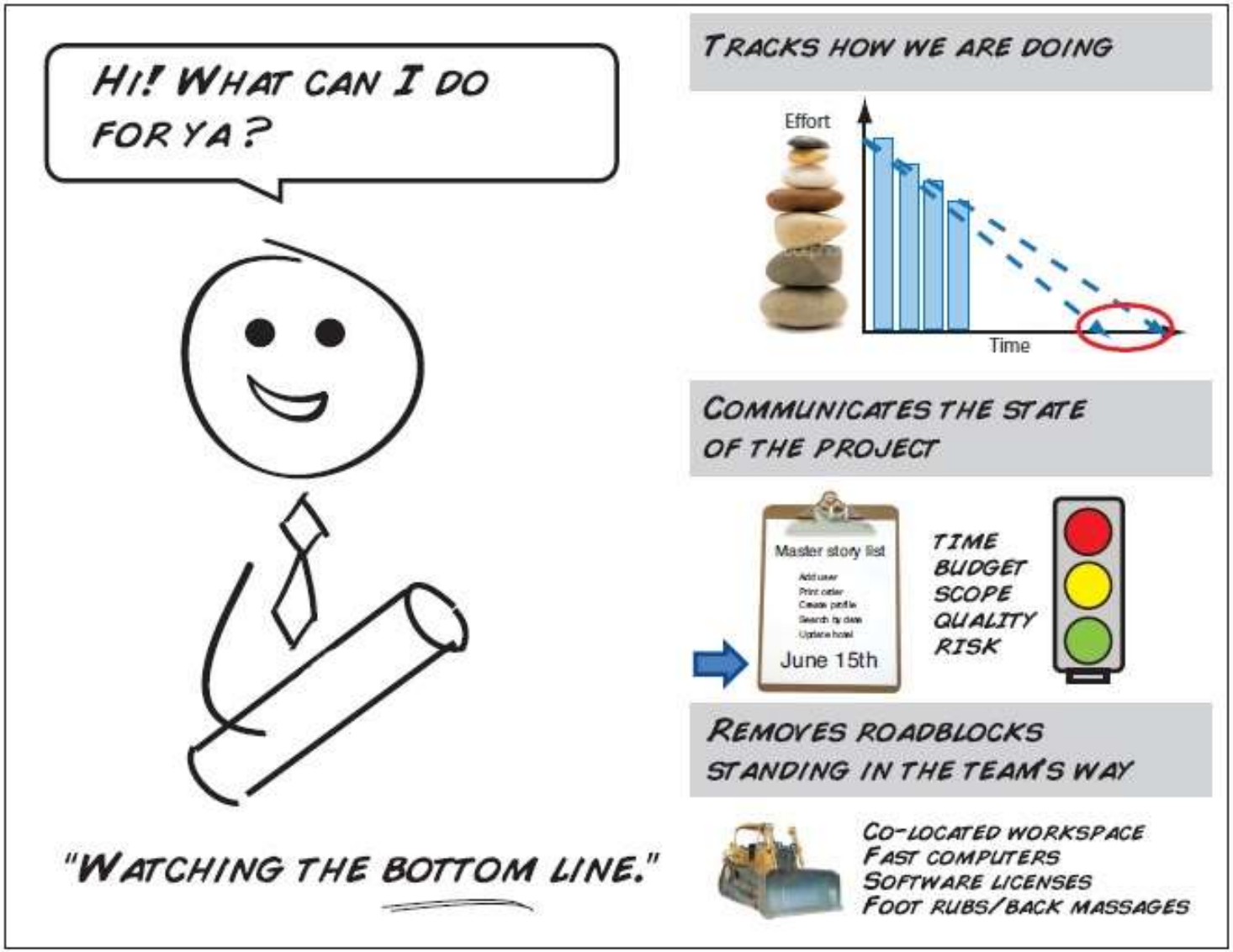
Agile Programmer



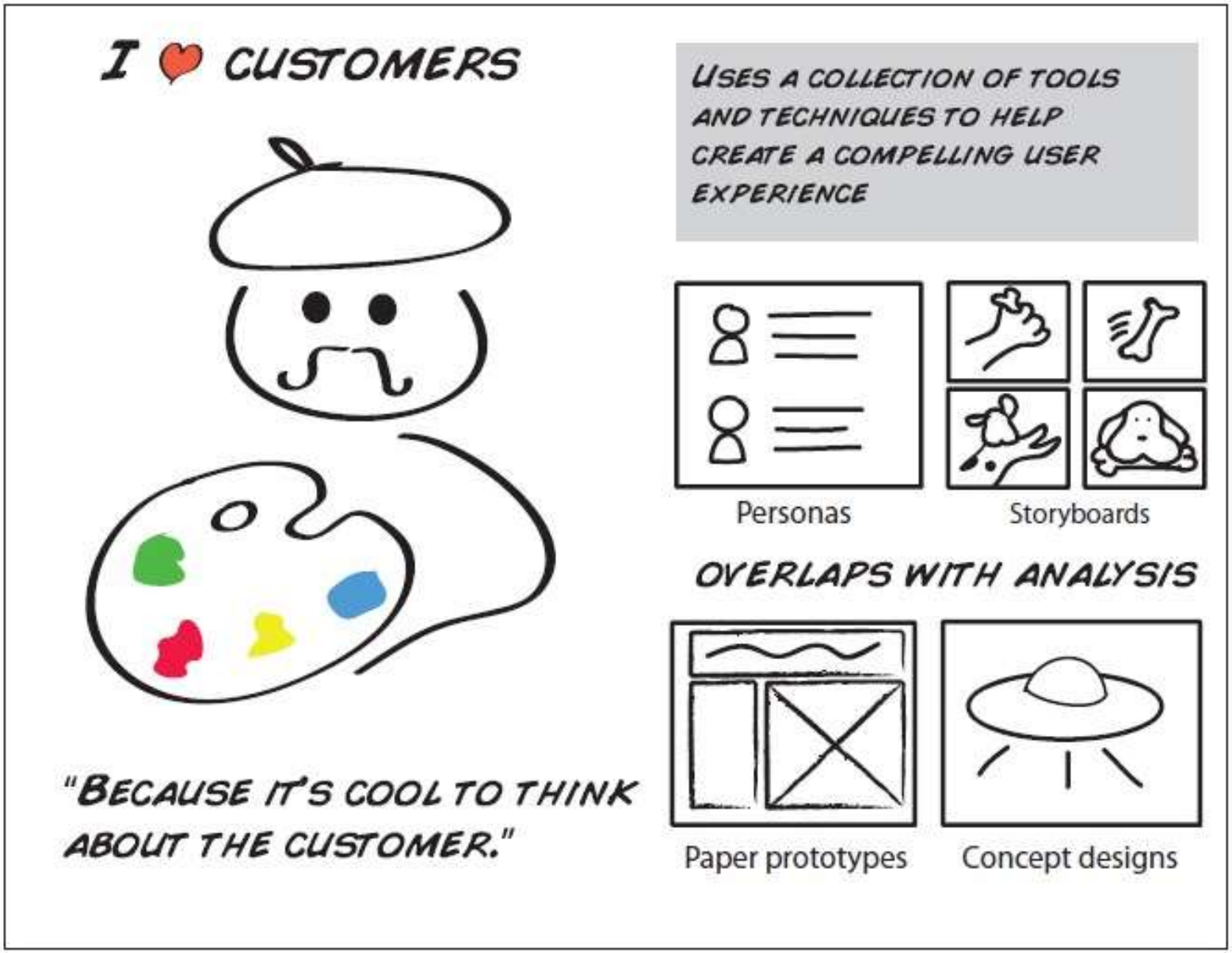
Agile Tester



Agile Manager

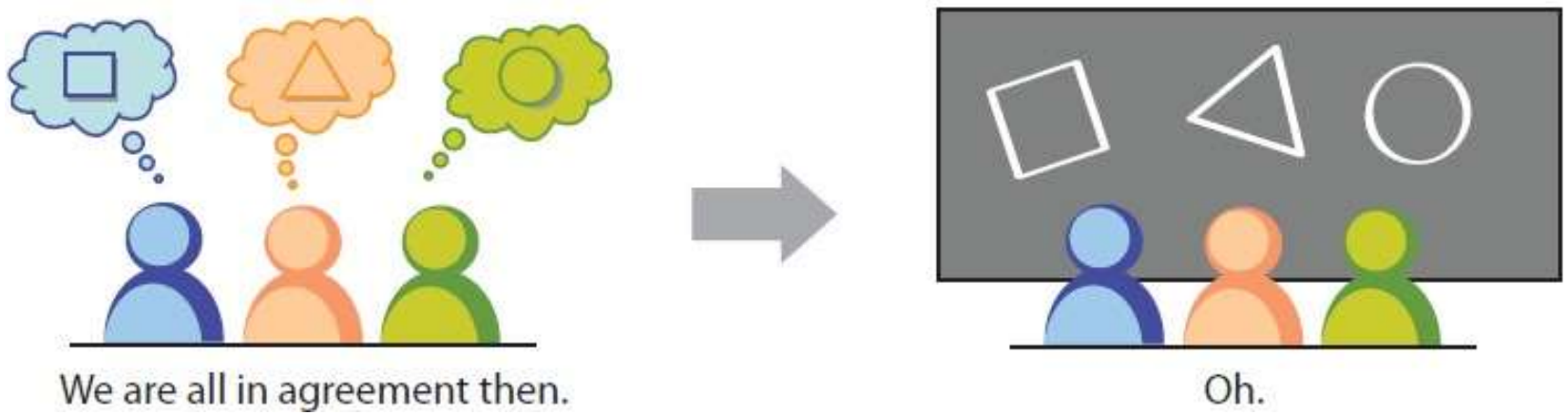


Agile Usability Designer



Kicking off a project

- The Inception Deck
  - Ten questions you'd be crazy not to ask before starting any software project
  - Gets everyone pointing in the same direction
    - Shared goals, vision, context



Inception Deck

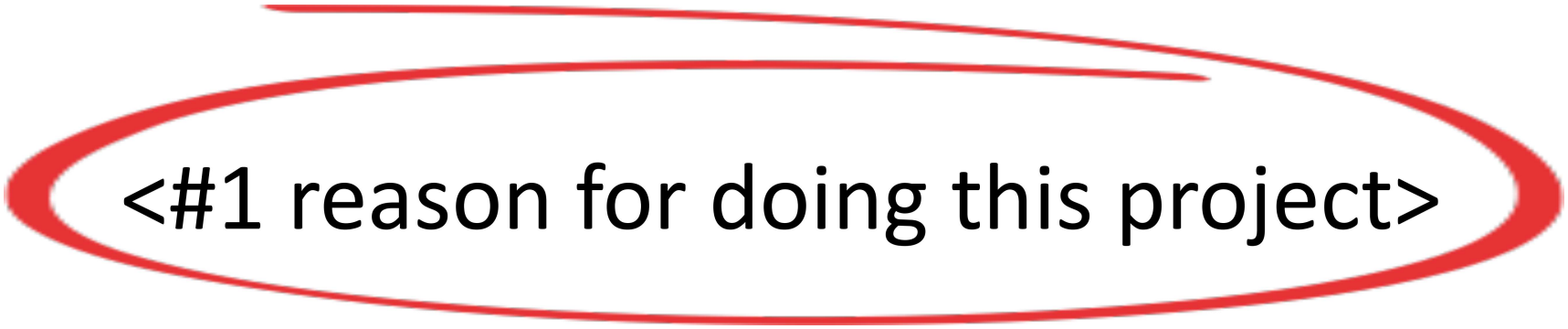
- Collectively fill out a slide on to get a pretty good idea about what the project is, what it isn’t, and what it’s going to take to deliver
- Need to get customer/stakeholders involved
- It’s a living document

<Your project name>

<Your sponsors>

Why are we here?

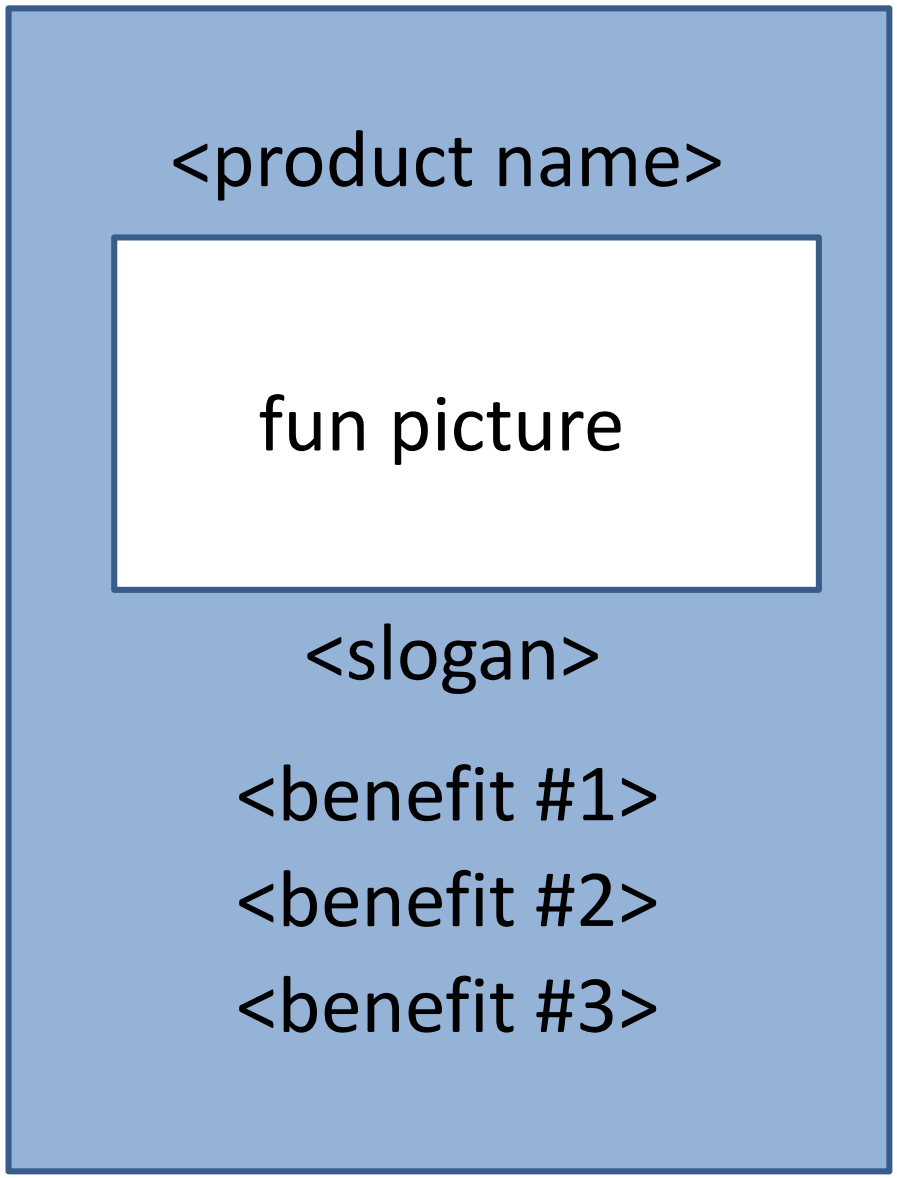
- Important reason #1
- Important reason #2
- Important reason #3



The elevator pitch

- For [target customer]
- who [statement of need or opportunity]
- the [project name]
- is a [product category]
- that [key benefit, compelling reason to buy].
- Unlike [primary competitive alternative]
- our project [statement of primary differentiation].

Product box

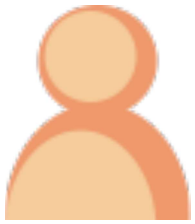

<product name>
fun picture
<slogan>
<benefit #1>
<benefit #2>
<benefit #3>

The NOT list

IN	OUT

UNRESOLVED

Your project community



<community#3>

Your core team

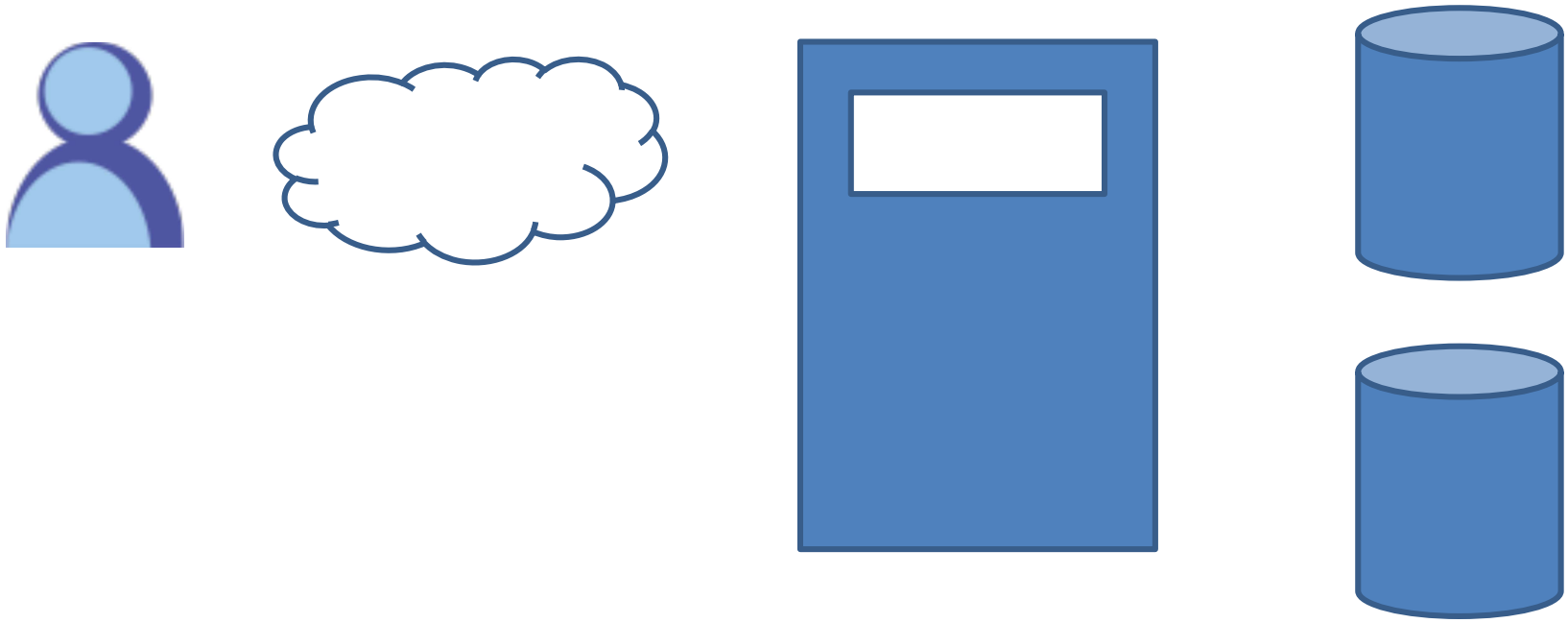
<team#2>

<group#1>

Everyone else !

... is always bigger than you think!

Technical solution



Technologies:

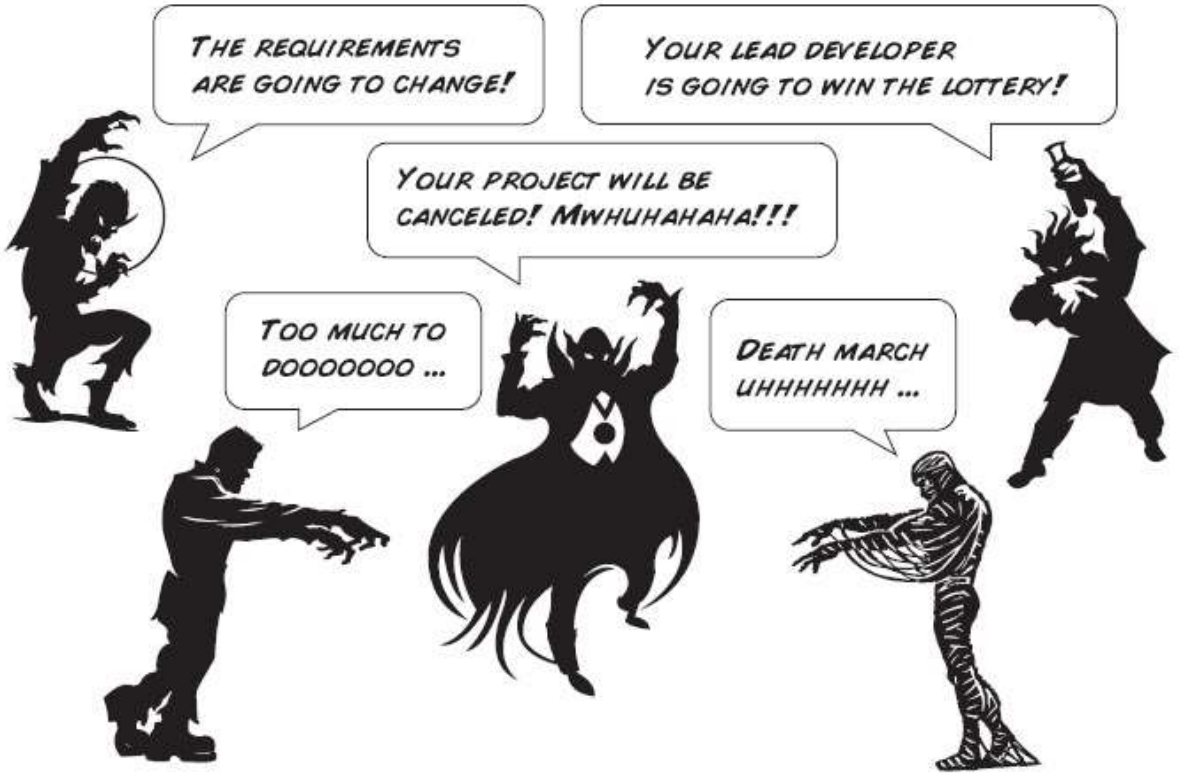
- <language>
- <libraries>
- <tools>
- <technology>

Danger!

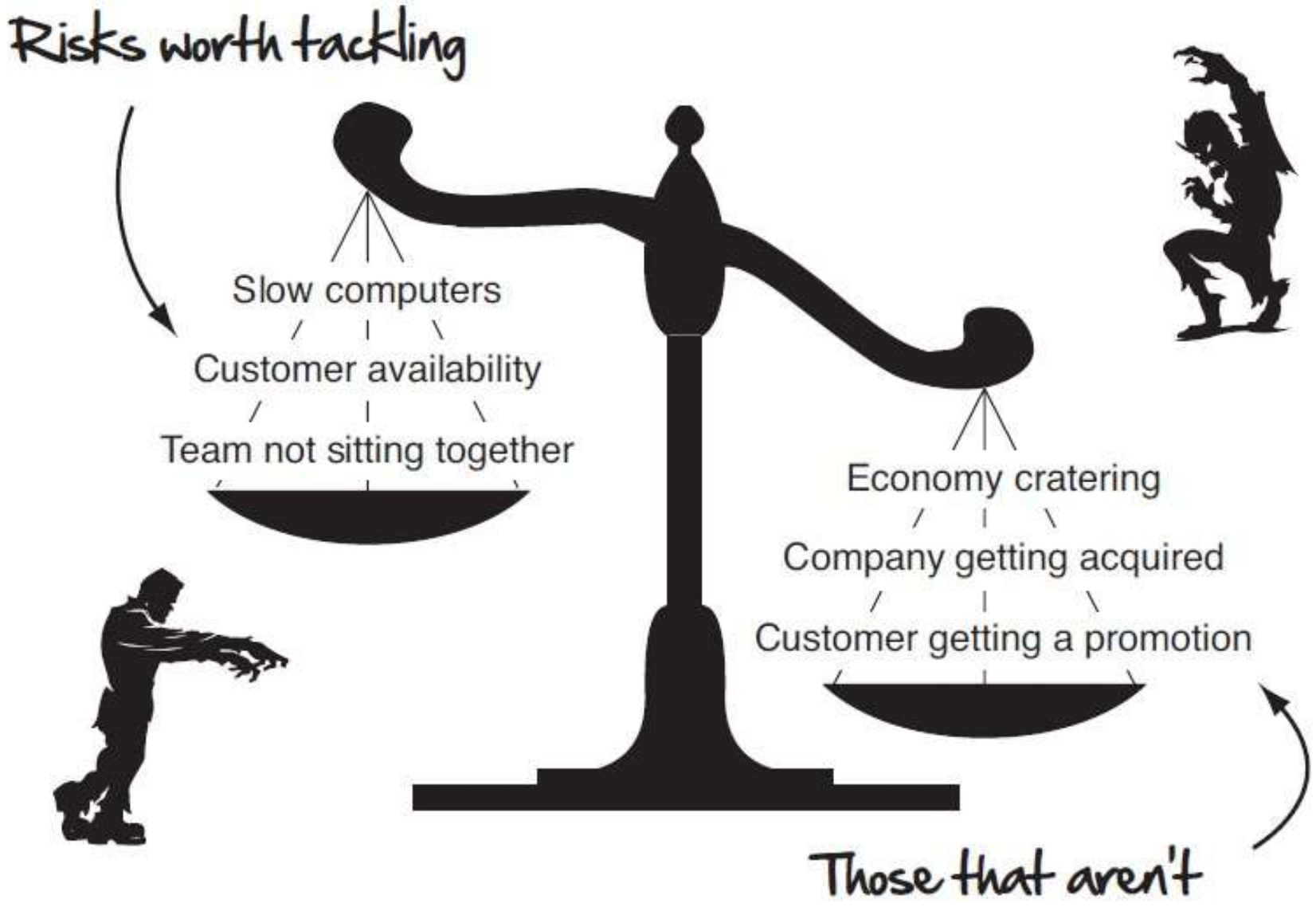
Out of scope

What keeps us up at night

- <scary thing #1>
- <scary thing #2>
- <scary thing #3>



Don’t overdo it

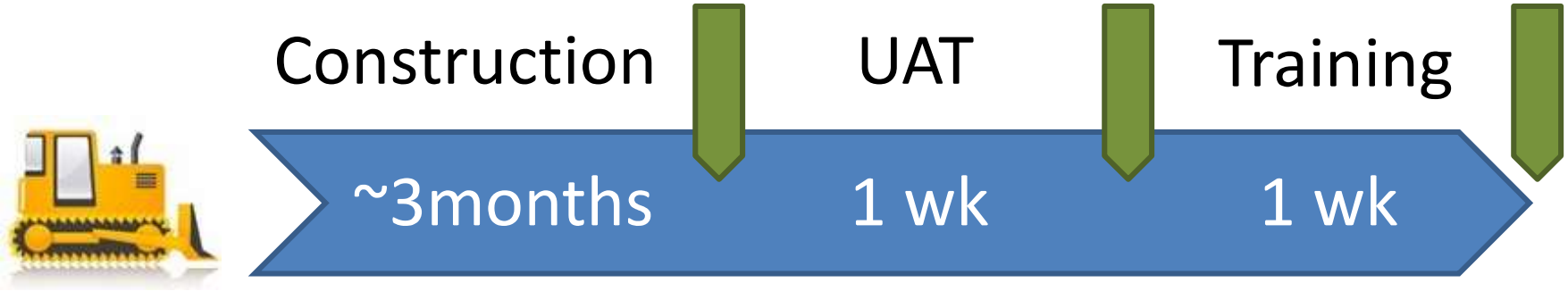


The A-Team

#	Role	Competencies/Expectations
1	Analyst	Comfortable with just-in-time analysis. Likes to test. Comfortable with rapid iterative development.
2	Developers	C#, MVC.NET, jQuery, SQL Unit testing, refactoring, TDD, continuous integration
0.5	Project manager	Responsible for outward facing communication Status reports, scope, budget, and reporting upwards

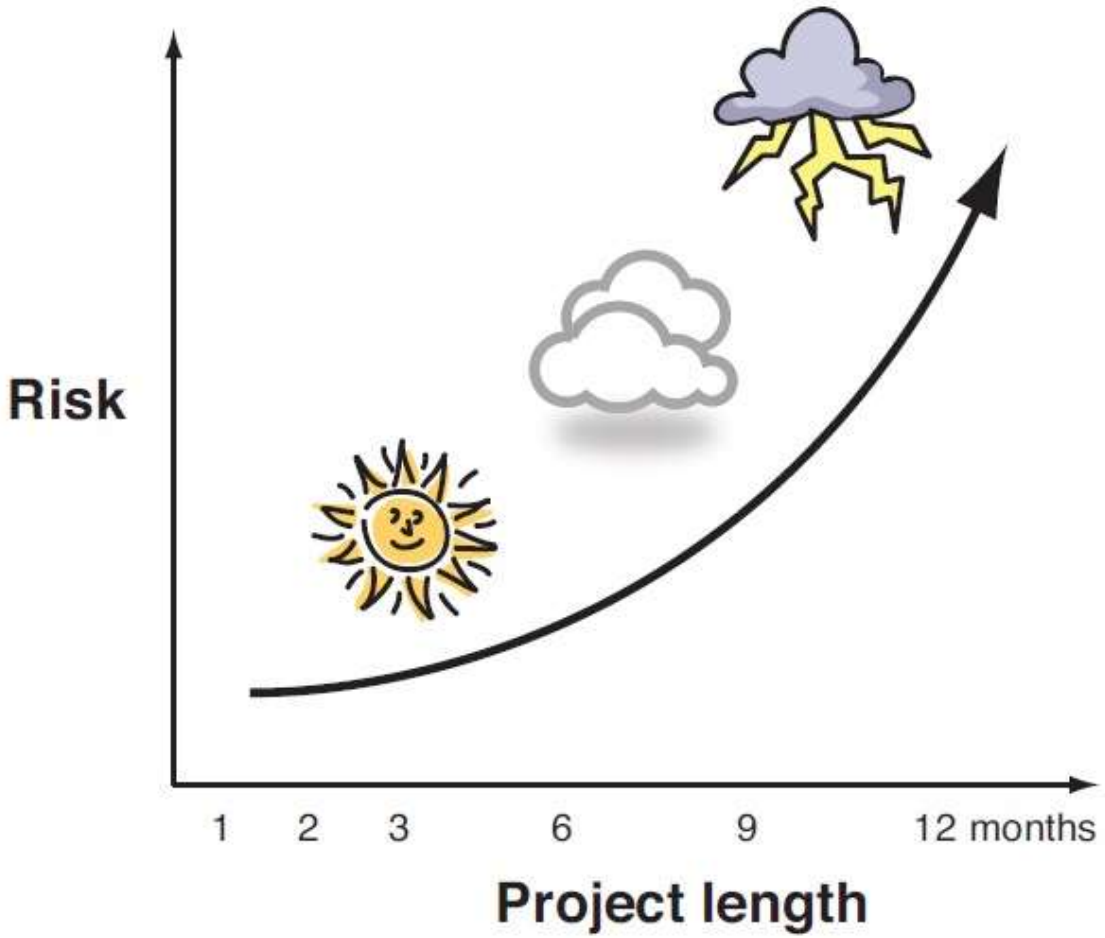
How big is this thing?

Ship it!



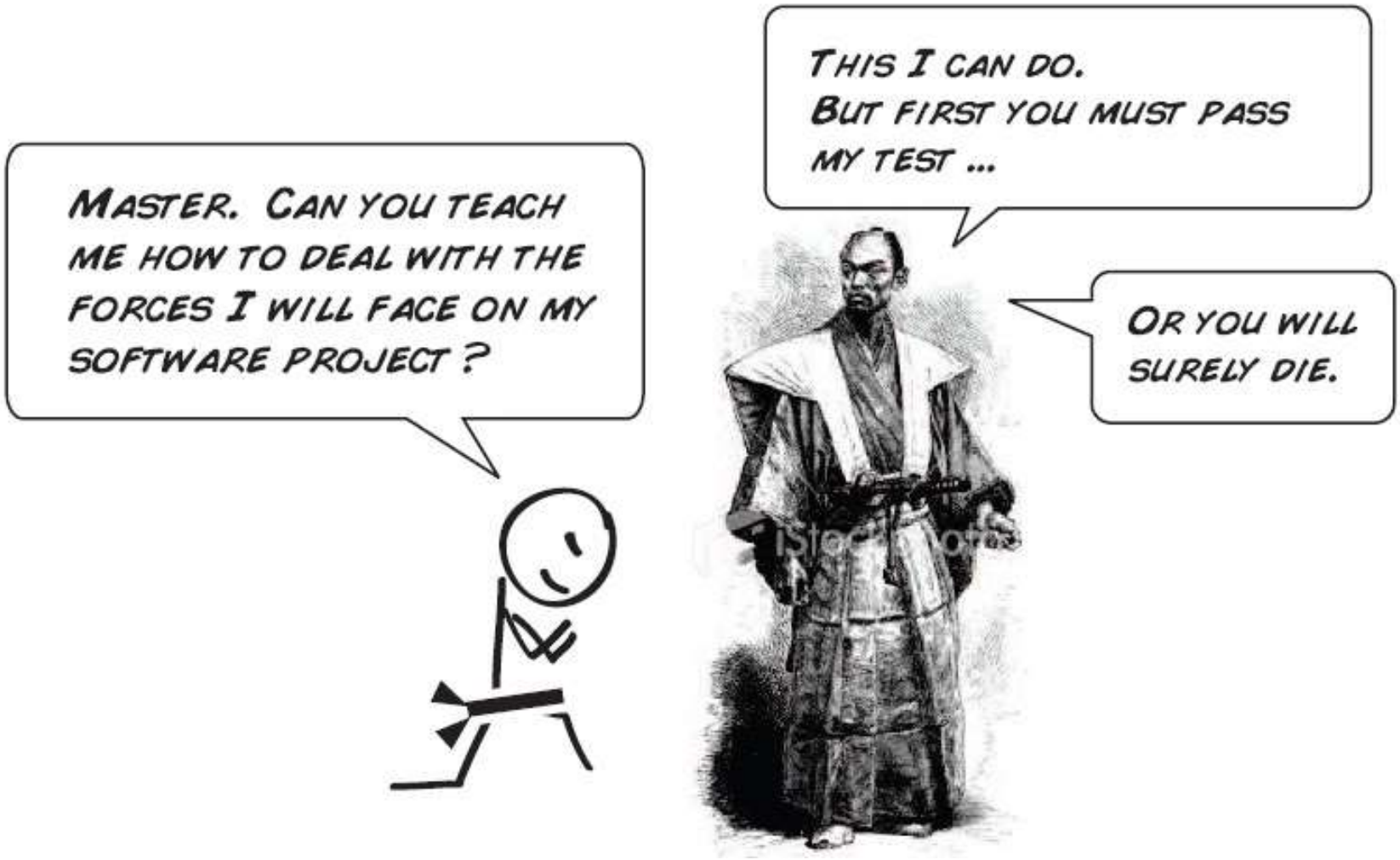
This is a guess. Not a commitment.

Risk vs. Time



The risk of project failure increases over time – think small

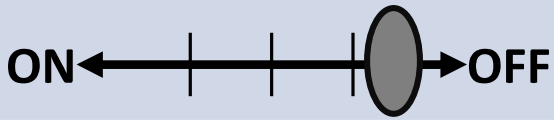
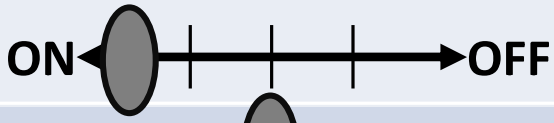
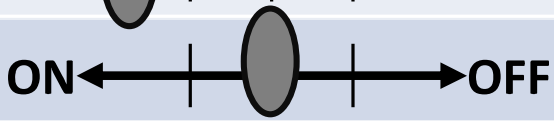
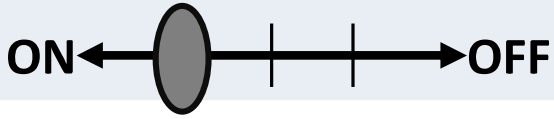
The Test

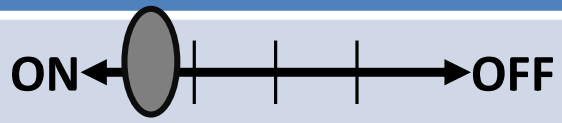
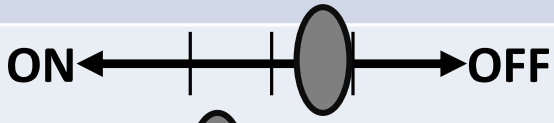

MASTER. CAN YOU TEACH ME HOW TO DEAL WITH THE FORCES I WILL FACE ON MY SOFTWARE PROJECT ?
THIS I CAN DO. BUT FIRST YOU MUST PASS MY TEST ...
OR YOU WILL SURELY DIE.

The Test

1. Which of these forces is most precious to a software project?
   - a) Quality.
   - b) Time.
   - c) Scope.
   - d) Budget.
2. When faced with too much to do and not enough time, is it better to do the following:
   - a) Cut scope
   - b) Add more people to the project
   - c) Push out the release date
   - d) Sacrifice quality
3. Which is most painful?
   - a) Walking on fire
   - b) Chewing broken glass
   - c) Doing the Macarena
   - d) Asking your sponsor for more money

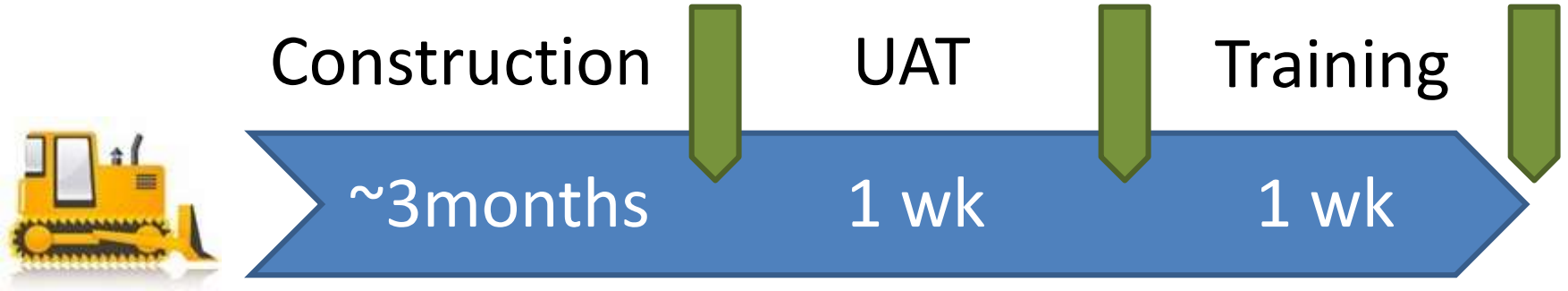
Trade-off sliders

	The classic four
	Feature completeness (scope)
	Stay within budget (budget)
	Deliver project on time (time)
	High quality, low defects (quality)

	Other important things
	Ease of use
	Community of users
	Detailed audits (log everything)
	<insert yours>

The first release

Ship it!



3 people, 3 ½ months, $250K