

Agile Development

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introduction

- agile is an attitude not a method, process, technique, ...
- scrum, kanban, ... are ways to get started with agile
- team owns its process
- <https://agilemanifesto.org/>
- values, principles
- practices
 - > flow from values and principles
 - > are subject to revision, change, ... by team

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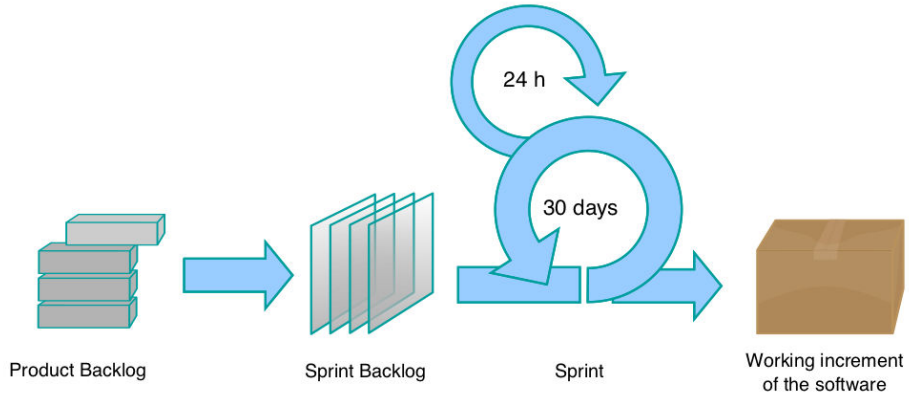
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scrum



key scrum concepts

- product and sprint backlogs
- user stories
- deliverables
- sprint
- meetings
 - > sprint planning
 - > stand-up
 - > sprint review
 - > backlog grooming
 - > retrospective

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backlogs (per product, per sprint)

- describe deliverables
- INVEST
 - > independent, non-hierarchical
 - > negotiable
 - > valuable
 - > estimable
 - > testable

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user stories

- collect requirements in user-visible, feature-oriented way
- capture requirements from user perspective
- "as a <role> I want to <perform activity> in order to <higher-level goal>"
- turn them into backlog items

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deliverables

- turned into backlog items
- include
 - > features
 - > documents
 - > fixes
 - > ...

deliverables

- turned into backlog items
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sprint

- fixed time duration
- items are moved from product backlog to sprint backlog
- in consultation with product owner

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meetings

- sprint planning
 - > choose backlog items
 - > developers pick items
- stand-up
 - > daily progress & risks
- sprint review
 - > done/not done
 - > insights
- backlog grooming
 - > add detail
 - > achieve INVEST
- retrospective
 - > tune process

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