



ASPERCOM

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Kanban: The Flow Hour

Kanban Assessment

What do you know about Kanban?
(Mind Map)

Before we start: The Job!

Join groups of 4-7 people.

The deliverables:

- UI Sketch (one sheet)
- Test Case (one sheet)
- CRC Cards or Class Diagram (index card or sheet)
(Domain Classes Only – examples Order, Invoice, Customer, Product)

UI Sketch (Paper Prototyping)

NOTAS Neo Motor Serv. Aut. 4002
Av. Interlagos, 162
CNPJ: 02.569.118/0001-87
Fone: 5468-1011 / Fax: 5631-1847

Placa: **Proprietário:** JOSÉ CARLOS MENDES

Foto: **MITSUBISHI, LANCER EVOLUTION, 2005 (compos separados)**
3000cc (estimado)
Cor: PRETO \$80.000

Accessories do Vehicle

- 1 Derivado Sport, SZIGEN, PRETO
- 2 Injetor Nitro, NOS, 2 cilindros 12kg
- 3 Rodas Bata Street, Foose, 18", cromado

Accessories do Movement

- 1 Remover: Derivado Sport, SZIGEN, PRETO \$18000 ☒
- 2 Injetor: Derivado Vector, NEM, CARBONO \$3200,00 ☒

Adicionar Acesso - **PROD** + **RECEB**

Observações

total \$ 1.584,00

Assin. Movimento

texto livre

NOTAS 21/08/2007

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texto livre

All must look like
One per sheet

Test Case Example

Feature: Signin

Success Scenario:

When I type a valid username and password
And click "Submit"
Then I see the User Profile

Fail Scenario:

When I type a invalid username or password
And click "Submit"
I see the error message "Permission Denied"

CRC Card / Class Diagram

Classe: PedidoVenda	
Responsabilidades	Colaboradores
Representa um pedido do cliente.	- Cliente
- tem itens	- ItemPedidoVenda
- define datas e vencio.	- PedidoStatus
- calcula valor total	- Cond. Pagto.
- controla descontos	- Fluxo Aprovacao

Case Study:

Corporate Social Network

(Orkut/Facebook Style)

Product Vision: “The system should improve social online interaction inside the company by linking workers profiles as friends, so they can exchange messages and discuss ideas on communities/groups.”

Round 1: In the beginning the caos...

Use paper and index card to create the deliverables for the system. Poor quality will be rejected by the user.

Policy:

- Production Delivery ASAP

Retrospective 1

- Did you deliver something?
- How do you evaluate? (1-5)
 - Quality
 - Team Focus
 - Work Visibility
 - Project Predictability
- What can we improve?

Using small batches: User Stories

Use Index Cards to write stories:

- View Worker Profile
- Write a Scrap
- Search Profile
- Create a Community
- Accept / Reject relationship request
- Write on the community discussion list
- Upload and Remove Photos (Worker Profile)
- Create my Profile
- Check community discussions

User Stories

- Ban worker from the community
- Edit my Profile
- View Scraps
- Show Worker relationships
- Write a Testimonial (friend workers only)
- Sign in
- Send a relationship request to a friend
- Search communities

User Stories

- Edit community profile
- Delete Profile
- Accept or Delete a Testimonial
- Delete Scraps
- Ignore Worker
- Remove relationship
- Moderate the community
- Post a comment (Photos)
- Join a community

Round 2: Small Batches

Continue! Create (or change) the deliverables

Policy:

- Production Delivery ASAP
- Work with small batches (stories)

Retrospective 2

- Did you deliver something?
- How do you evaluate? (1-5)
 - Quality
 - Team Focus
 - Work Visibility
 - Project Predictability
- What can we improve?

First Kanban

Try your first cards board wall. Make it show the current work status. Improve the workflow visualization.

Stage 1	Stage 2	Stage 3
<div>Create Profile</div> <div>Write a Scrap</div>	<div>Create a Community</div> <div>Forum Post</div> <div>Home</div> <div>Find Workers</div>	<div>View Profile</div>

Round 3: Visualize the Workflow...

Continue! Create (or change) the deliverables

Policy:

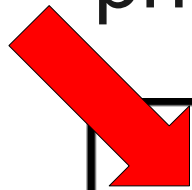
- Production Delivery ASAP
- Work with small batches (stories)
- Make the work visible, keep the board up-to-date

Retrospective 3

- Did you deliver something?
- How do you evaluate? (1-5)
 - Quality
 - Team Focus
 - Work Visibility
 - Project Predictability
- The card board wall reflects the work?
- What can we improve?

Priorization and User Acceptance

Update your Kanban. Now the work will be prioritized and accepted by the user.



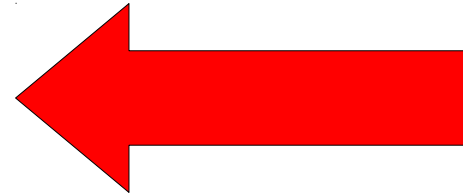
2 Selected	Development				User Accepted	In Production
	Stage 1	Stage 2	Stage 3	Done		
Search Communities	Find Workers	Create a Community Forum Post	Write a Scrap Create Profile	View Profile	Home	

Round 4: Priorization and User Acceptance...

Continue! Create (or change) the deliverables.

The trainer will emulate the user.

If he/she is busy stay in line!



Policy:

- Production Delivery ASAP
- Work with small batches (stories)
- Make the work visible, keep the board up-to-date
- **The user (trainer) selects next stories to do (limit 2)**
- **The user accepts the stories after development**
- **The user can deploy to production “marketable” story sets**

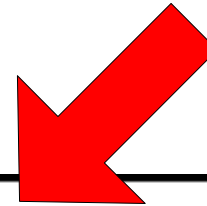
Retrospective 4


- Did you deliver something?
- How do you evaluate? (1-5)
 - Quality
 - Team Focus
 - Work Visibility
 - Project Predictability
- The card board wall reflects the work?
- What can we improve?

Limit the Work in Progress!

You can develop just ____ stories a time.

Don't fight it. Don't cheat it. Make it flow!



2 Selected	2, 3, ask the trainer... Development				User Accepted	In Production
	Stage 1	Stage 2	Stage 3	Done		
Search Communities	Find Workers	Create a Community Forum Post	Write a Scrap Create Profile	View Profile 	Home	

Round 5: Limit the Work in Progress

Continue! Create (or change) the deliverables.

The trainer will emulate the user.

If he/she is busy stay in line!

Policy:

- Production Delivery ASAP
- Work with small batches (stories)
- Make the work visible, keep the board up-to-date
- The user (trainer) selects next stories to do (limit 2)
- The user accepts the stories after development
- The user can deploy to production “marketable” story sets
- **Respect the development limit of _____**

Retrospective 5

- Did you deliver something?
- How do you evaluate? (1-5)
 - Quality
 - Team Focus
 - Work Visibility
 - Project Predictability
- The card board wall reflects the work?
- How the limit affected development work?
- What can we improve?

Final Round: Deliver it!

Continue! Create (or change) the deliverables.

The trainer will emulate the user.

If he/she is busy stay in line!

Policy:

- Production Delivery ASAP
- Work with small batches (stories)
- Make the work visible, keep the board up-to-date
- The user (trainer) selects next stories to do (limit 2)
- The user accepts the stories after development
- The user can deploy to production “marketable” story sets
- Respect the development limit of _____

Final Retrospective

Closing Thoughts

- Chaos to Kanban System: What is your team story?
- How did the team behavior evolve?
- Is process and workflow visibility important?
- Do the practices improve predictability?
- Does the card board wall help?
- What do the limits impact on the system?
- What is a bottleneck?