hands-on with lean

putting principles into practice

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@bsktcase #getKanban

working with kanban

getKanban version 2

Open source

Download your own at getKanban.com

Later versions

Most recent is Version 4

Rules are different (improved?), but it costs

organize your team

Control Chart tracker

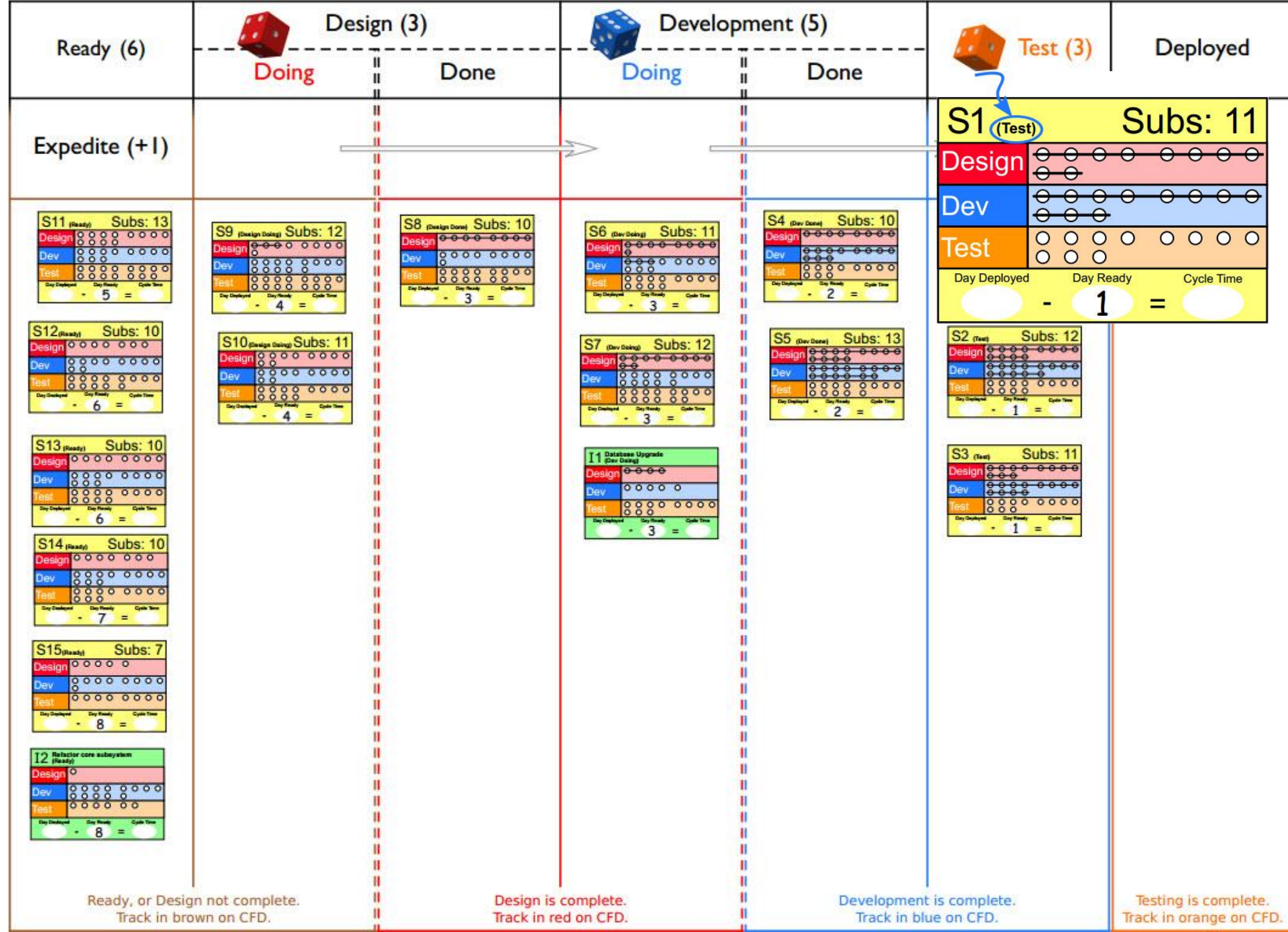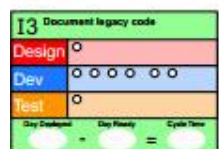You own the Control Chart – update every time a story is deployed

CFD tracker

You own the Cumulative Flow Diagram – update every day

Financial Analyst

You own the Financial Summaries sheet – update every *three* days

When decided, come to the front for training :)

Ready (6)	Design (3)		Development (5)		Test (3)	Deployed
	Doing	Done	Doing	Done		

Expedite (+1)

S1 (Test)   Subs: 11

Design	
Dev	
Test	

Day Deployed — Day Ready — Cycle Time
— 1 =

S16   Subs: 6
Design
Dev
Test
Day Deployed - Day Ready = Cycle Time

F1 Sec. Audit Due day: 15   Fine: $2,200
Design
Dev
Test

I3 Document legacy code
Design
Dev
Test
Day Deployed - Day Ready = Cycle Time

S11 (Ready)   Subs: 13
Design
Dev
Test
Day Deployed - Day Ready 5 = Cycle Time

S12 (Ready)   Subs: 10
Design
Dev
Test
- 6 =

S13 (Ready)   Subs: 10
Design
Dev
Test
- 6 =

S14 (Ready)   Subs: 10
Design
Dev
Test
- 7 =

S15 (Ready)   Subs: 7
Design
Dev
Test
- 8 =

I2 Refactor core subsystem (Ready)
Design
Dev
Test
- 8 =

S9 (Design Doing)   Subs: 12
Design
Dev
Test
- 4 =

S10 (Design Doing)   Subs: 11
Design
Dev
Test
- 4 =

S8 (Design Done)   Subs: 10
Design
Dev
Test
- 3 =

S6 (Dev Doing)   Subs: 11
Design
Dev
Test
- 3 =

S7 (Dev Doing)   Subs: 12
Design
Dev
Test
- 3 =

I1 Database Upgrade (Dev Doing)
Design
Dev
Test
- 3 =

S4 (Dev Done)   Subs: 10
Design
Dev
Test
- 2 =

S5 (Dev Done)   Subs: 13
Design
Dev
Test
- 2 =

S2 (Test)   Subs: 12
Design
Dev
Test
- 1 =

S3 (Test)   Subs: 11
Design
Dev
Test
- 1 =

Ready, or Design not complete.
Track in brown on CFD.

Design is complete.
Track in red on CFD.

Development is complete.
Track in blue on CFD.

Testing is complete.
Track in orange on CFD.

story cards

S17		Subs: 7
Design	○ ○ ○ ○ ○ ○	
Dev	○ ○ ○ ○ ○ ○ ○ ○	
Test	○ ○ ○ ○ ○ ○ ○	
Day Deployed	Day Ready	Cycle Time
⬭	- ⬭	= ⬭

Standard stories earn subscribers

Don't change the order of the stack

I3	Document legacy code	
Design	○	
Dev	○ ○ ○ ○ ○ ○	
Test	○	
Day Deployed	Day Ready	Cycle Time
⬭	- ⬭	= ⬭

"Intangible" stories will earn a secret benefit later in the game

F2	Trade show Due day: 20	Subs: 25
Design	○ ○ ○ ○	
Dev	○ ○ ○ ○ ○ ○ ○ ○ ○	
Test	○ ○ ○ ○ ○ ○ ○ ○	
Day Deployed	Day Ready	Cycle Time
⬭	- ⬭	= ⬭

"Fixed date" stories have special prize or penalty

E1	Special job by day 21	Cash: $5,000
Design	○ ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ ○	
Dev	○ ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ ○	
Test	○ ○ ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ ○ ○	
Day Deployed	Day Ready	Cycle Time
⬭	- **18**	= ⬭

Hand over your "expedited" story; you'll get it back after Day 18

the story card
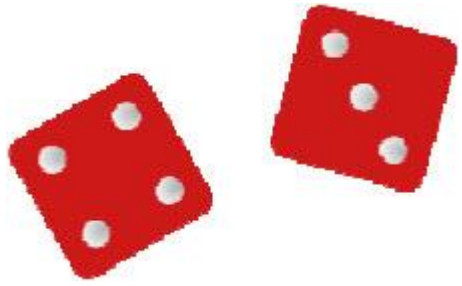
dice

Red dice, *or* the color you have **two** of:

Designers
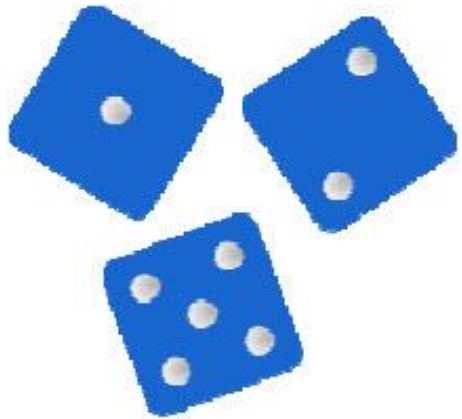
Blue dice, *or* a color you have **three** of:

Developers

Orange dice, *or* a color you have **three** of:

Testers

... but wait!

Hand over one of your tester dice. You haven't hired them yet.

Dice represent people, and dice rolls represent the effort they perform.
They score **double** if they are working in their own area of specialization.
If they are helping out in another area, they score **face value** only.

rules to remember

Dice

Represent people:

2 designers "red"

3 developers "blue"

2 testers (to start) "orange"

Scored by die roll and column:

x2 when working in their own area

x1 when helping in another area

Read the Day Cards!

Except Day 13 – don't do that one

Cycle time

Day finished – day started == cycle time

Subscribers

Max subs – cycle time == earned subs

Except F2 which gets a flat 25

Special stories

Do not start E1 until Day 18!

Do not count F2 until Day 20!

prioritization

competing priorities

How do you decide relative value?

Stories are measured very differently, and some are immeasurable!

What choices are informed by priority?

Whether to add a yellow, purple, or green card in the Ready column

Which stories to move to the top of their column during the "daily standup"

   Of course, every story you move up, pushes other stories down

Where to allocate resources (dice) each day

queues

queue patrol

Where do you see queues on your board?

How do you address queues?

How hard is it to get rid of a queue once it's formed?

How *expensive* is it?

Have you spotted the one worthless queue?

cycle time

your dice don't earn subscribers

What's your average cycle time now?

How much did that start to suck when you got those low-subscribers stories?

What's your best cycle time?

How did you get it?

Why isn't every story as fast as your fastest story?

kanban wrap-up

questions?

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