

Course 2 - Agile foundation and fundamentals

Inginerie Software

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Agenda

- *Agile Foundation Introduction*
- *When is Agile Appropriate*
- *Agile Manifesto -> values and principles*
- *Project Charter*
- *Product Roadmap*
- *Product Backlog: Epic, Stories, Enablers*
- *Value-Based Prioritization*
- *Q&A*

Agile Foundation Introduction

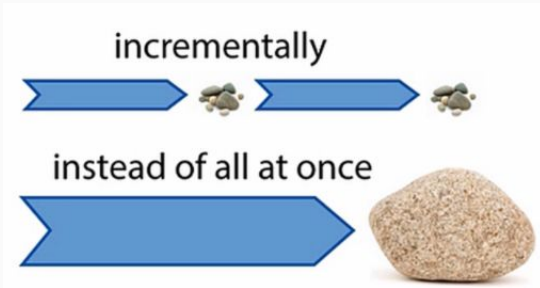
The Agile way

is a way to manage a project by breaking it up into several phases. It involves constant collaboration with stakeholders and continuous improvement at every stage. Once the work begins, teams cycle through a process of planning, executing, and evaluating.



Agile Foundation Introduction

Agile Project Management is an iterative approach to managing software development projects that focuses on continuous releases and incorporating customer feedback with every iteration



- Incremental delivery
- Early feedback
- Immediately add value

AGILE KEY ELEMENTS



PLAN

Plan what you are going to accomplish in a certain timeframe, deliver, learn, re-plan



DELIVER

Frequent delivery of a work product allows for immediate feedback and learning

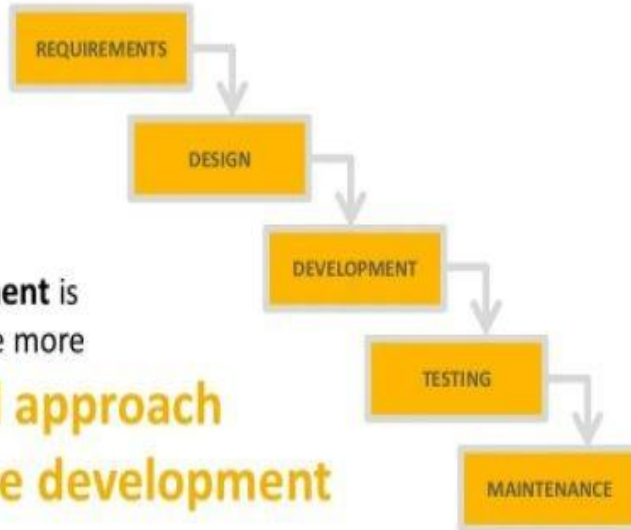


LEARN

Learn. Improve. Adapt

When is agile appropriate?

Waterfall Development



Waterfall Development is another name for the more

traditional approach to software development



Software development processes. Waterfall vs Agile

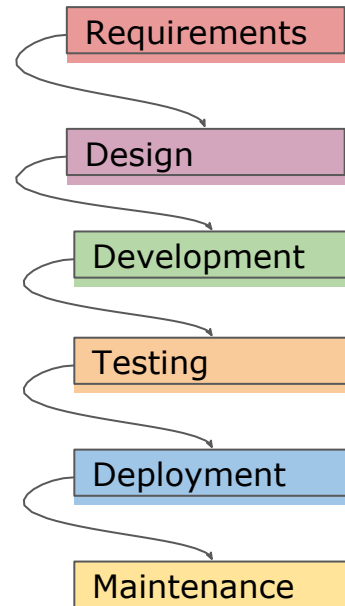
Waterfall was the most common software development process.

It is a phased approach to project and product delivery where requirements, design, and development are exhaustively completed in one phase and never revisited.

Waterfall model works well when:

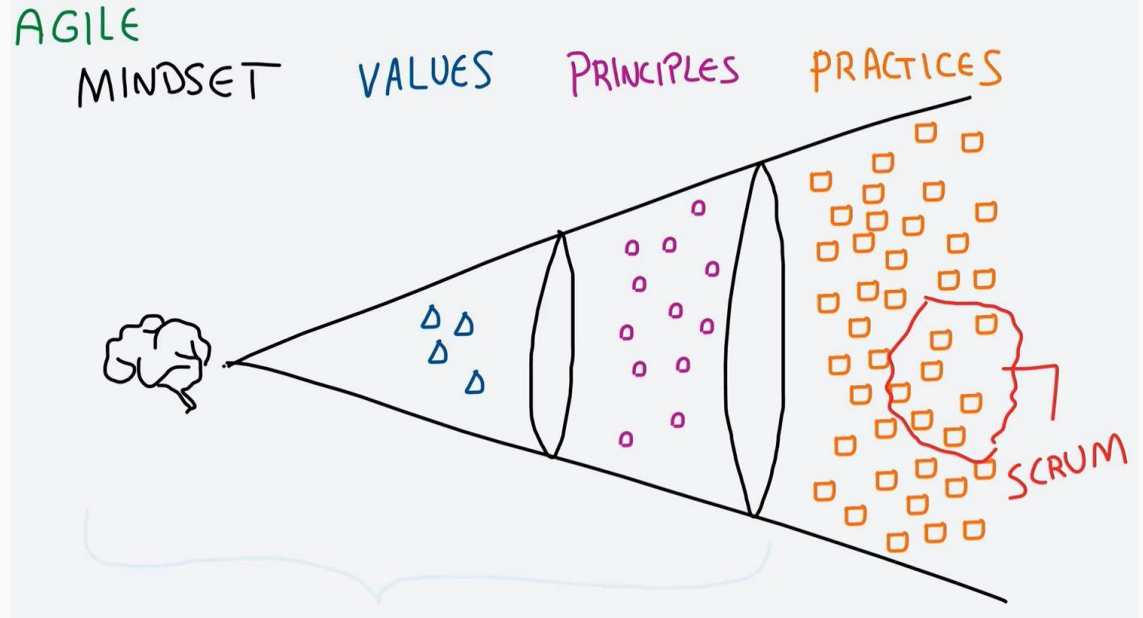
- Requirements are very clear and fixed.
 - **Strict Regulatory** Requirements
 - **Strict Processes** in Place
 - No Product Owner Availability *
 - Enhancement to Existing Products or development of the same feature
 - Small sized projects *
 - Fixed, Inflexible Time or Budget *
 - **In Agile projects, some parts that are completely predictive can be managed in an waterfall manner, where an agile approach is not suited and adequate plans are needed.**
- *) and no Agile mindset at organisation level

Waterfall is best for projects with concrete timelines and well-defined deliverables. If your major project constraints are well understood and documented, Waterfall is likely the best approach.



Software development processes. Waterfall vs Agile

Agile is not a process, is a **MINDSET** based on a set of values, on which principles and practices are applied, reviewed and updated.



Agile Manifesto: values and principles

Individuals and interactions over processes and tools



Working software over comprehensive documentation



Customer collaboration over contract negotiation



Responding to change over following a plan



The 12 Agile Principles

Satisfy Customers Through Early & Continuous Delivery

By applying this concept, you will increase your process's agility and respond to changes. On the other hand, your customers will be happier because they will get the value they are paying for more frequently.

Welcome Changing Requirements Even Late in the Project

Change requests should be most welcome even at the late stages of project execution.

Deliver Value Frequently

This principle became necessary due to the extensive amounts of documentation. You will reduce the time frame for which you are planning and spend more time working on your projects.



Customer Satisfaction



Welcome Change



Deliver Frequently

The 12 Agile Principles

Break the Silos of Your Project

The goal is to create a synchronization between the people who create value and those who plan or sell it. This way, you can make internal collaboration seamless and improve your process performance.

Build Projects Around Motivated Individuals

Reducing micromanagement and empowering motivated team members, projects will be completed faster and with better quality. So, trust your team!

The Most Effective Way of Communication is Face-to-face

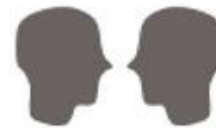
By communicating in person, you reduce the time between asking a question and receiving an answer. However, in the modern work environment where teams collaborate across the globe, it provides a severe limit



Working Together



Motivated Team



Face-to-Face

The 12 Agile Principles

Working Software is the Primary Measure of Progress

It doesn't matter how many working hours you've invested in your project, how many bugs you managed to fix, or how many lines of code your team has written.

If the result of your work is not the way your customer expects it to be, you are in trouble

Maintain a Sustainable Working Pace

Your goal is to avoid overburden and optimize the way you work so you can frequently deliver to the market and respond to change without requiring personal heroics from your team.

Continuous Excellence Enhances Agility

When you maintain operational excellence, you will have less trouble reacting to changes and maintaining agility.



Working Software



Constant Pace



Good Design

The 12 Agile Principles

Simplicity is Essential

If you can do something in a simple way, why waste time complicating it? Your customers are not paying for the amount of effort you invest.

Self-organizing Teams Generate Most Value

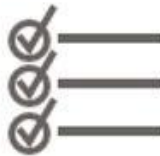
we realize that when provided with freedom, motivated teams generate the most value for the customer.

Regularly Reflect and Adjust Your Way of Work to Boost Effectiveness

By doing this, you will be able to experiment and improve your performance continuously. If things don't go as you've planned, you can discuss what went wrong and adjust to get back on track.



Simplicity



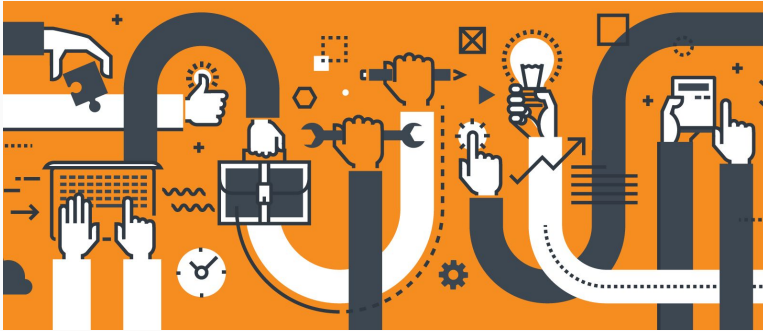
Self Organization



Reflect and Adjust

Project Charter

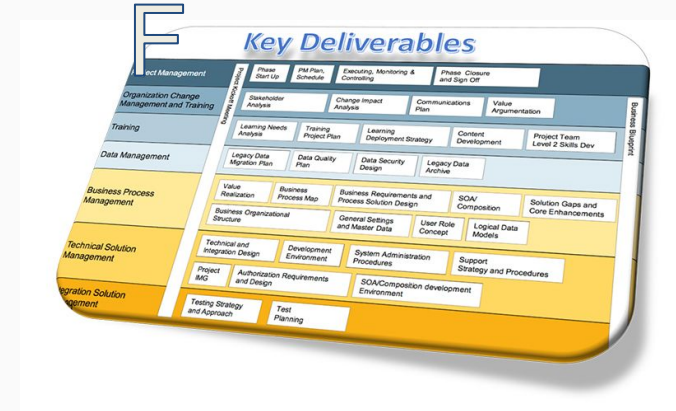
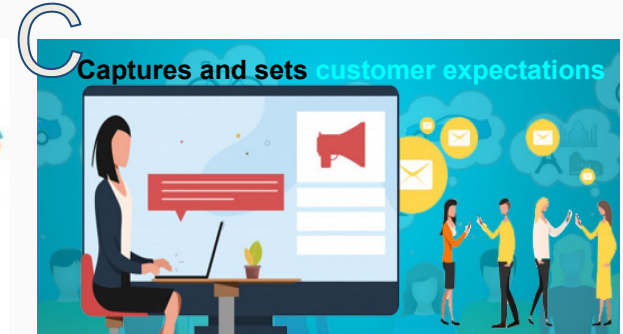
A project charter is a formal, typically short document that describes the project in its entirety and gives project managers the authority to act on behalf of a project.



Project charters are necessary for ensuring the successful completion of all objectives, which is essential for any project, including Agile projects. They represent a living, updateable document that serves as a roadmap through the Agile process. It outlines a project's scope, objectives, and deliverables, ensuring that everyone is working toward a common purpose.

Project Charter

The Project Charter consists of the following data elements:



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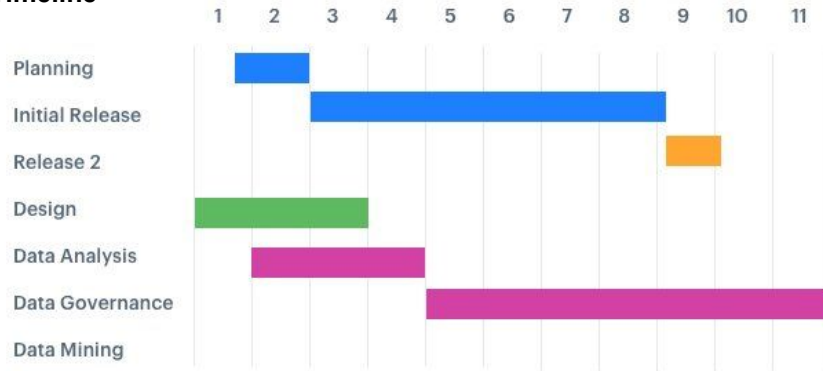
G Team members



J Assumptions and constraints



H Timeline



Project Charter

From a project management perspective, the document:

- Establishes the **vision state** for the project
- Defines key **goals** and requirements
- Captures and sets **customer expectations**
- Defines project participants and their **roles**
- Defines **limits and constraints**
- Establishes all **resource** needs and overall cost targets
- Creates a high level view to the **WBS** and schedule
- Initiates **negotiation and tradeoff**
- Ultimately **define success**.

Project Charter

Project Name	Project name		
Project Manager	Project manager name	Organization	Organization name
Sponsor	Sponsor name	Organization	Organization name
Executive Committee	Executive Committee that is responsible for the project		
Sponsor			
Document Version and Date	Version number and date of this document.		

Document Change Control			
Revision Number	Date of Issue	Author(s)	Brief Description of Change

Product Roadmap

A product roadmap is **a shared source of truth that outlines the vision, direction, priorities, and progress of a product over time**. It is a plan of action that aligns the organization around short and long-term goals for the product or project, and how they will be achieved.



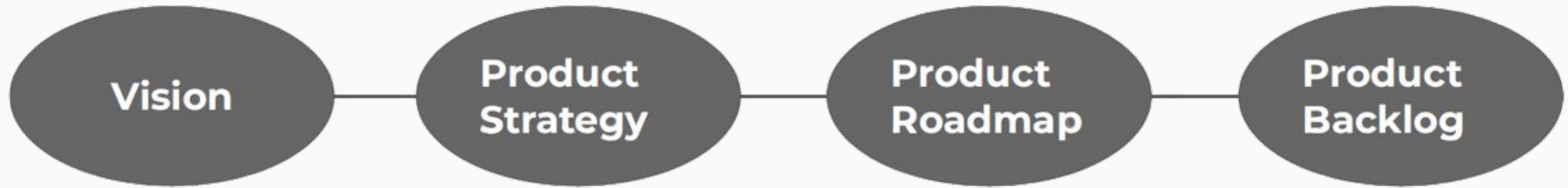
Product Roadmap

Why are product roadmaps important?



Product Backlog: Epics, Stories, Enablers

A product backlog represents a list of the new features, changes to existing features, bug fixes, infrastructure changes or other activities a team may deliver to achieve a specific outcome

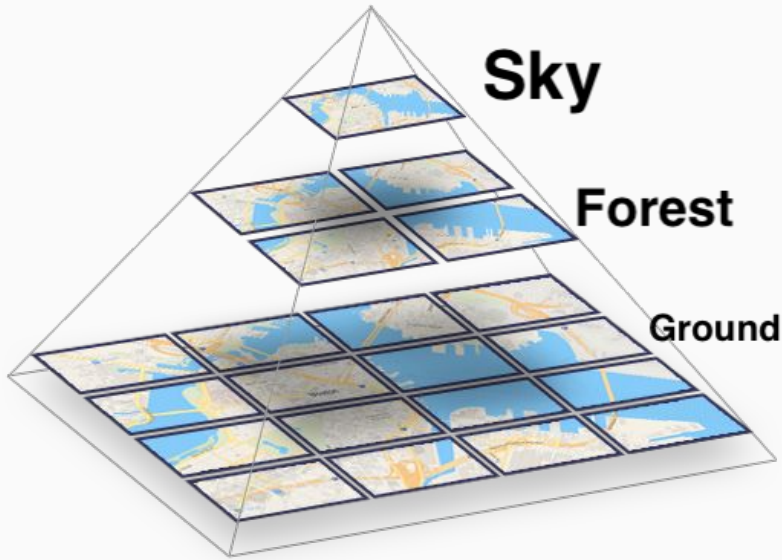


Scrum Product Backlog has properties that differentiate it from a simple To-Do list:

- an entry in the Product Backlog **always** add **value**
- the entries in the Product Backlog are **prioritized** and **ordered** accordingly.

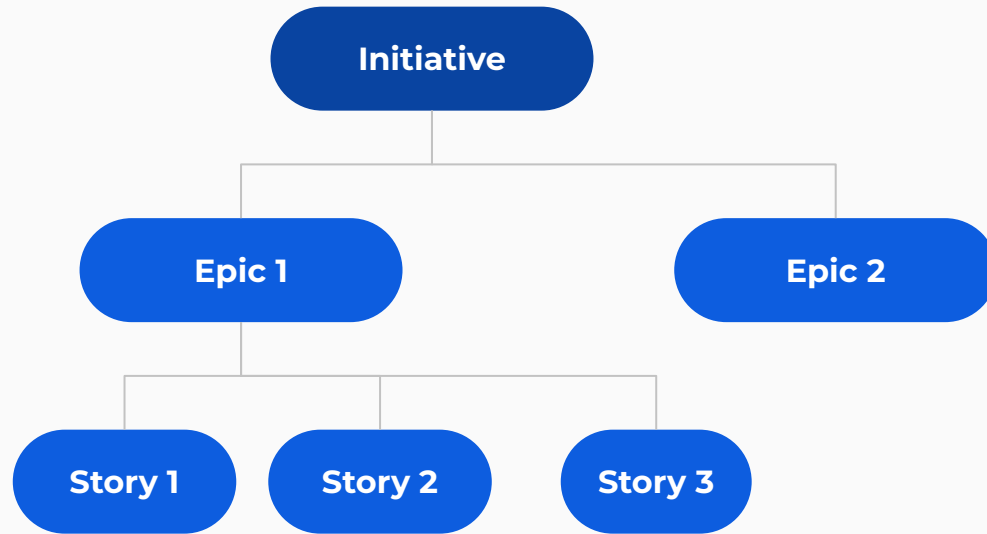
*Detailed Appropriately
Emergent
Estimated
Prioritized*

Product Backlog management process



- **Sky** - very high-level ; business or concept level; **low accuracy**: deviations of up to 100%.
- **Forest** - high-level; feature level; **medium accuracy**: deviations of up to 50%.
- **Ground** - refined items, **mandatory for sprint planning**; **higher accuracy**: deviations of up to 20%.

Product Backlog Structure



Collections of epics that drive toward a common goal

Large bodies of work that can be broken down into a number of smaller tasks (called stories).

“user stories,” are short requirements or requests written from the perspective of an end user.

Product Backlog: Epics, Stories, Enablers

Follow the INVEST
guidelines for good
user stories!



I	independent
N	negotiable
V	valuable
E	estimable
S	small
T	testable

Value-based Prioritization

Value-Based Prioritization is a core principle of the SCRUM framework, a popular methodology for agile software development.

The process of prioritization involves determining what must be done now, and what can wait until a later date within in the project. Within the SCRUM framework, three factors influence prioritization:

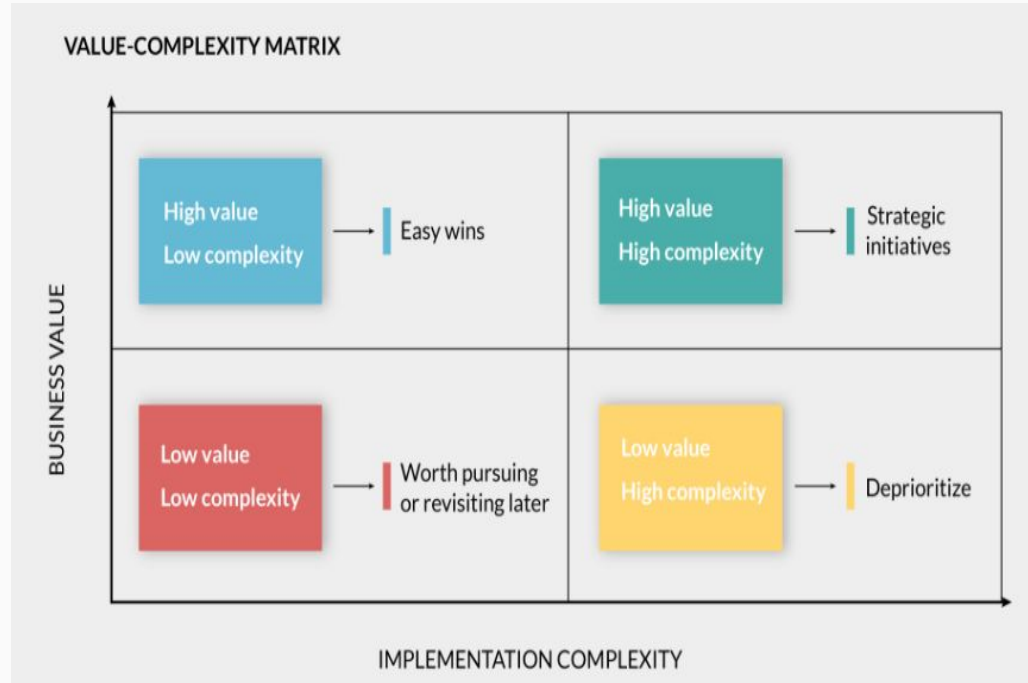
- Value
- Risk or uncertainty
- Dependencies or story matrix

By evaluating each of these factors, SCRUM teams prioritize user stories to deliver maximum value to the customer in the least amount of time.

Value-based Prioritization

Business “value” depends on strategic objectives: a feature's usefulness for customers, employees, or suppliers; its ability to generate revenue, traffic, or publicity; positive impact on product performance, security, and reliability.

Useful for addressing **uncertainty** about underlying assumptions: how long a feature might take to complete, how much it might cost, your team's ability to execute, or how much executive support a project might receive.



Dependency between User Stories means that **if US2 needs US1 then you must do US1 before US2**. Though the 'INVEST' criteria is applied for the stories as much as possible, still there is dependency between stories because of the functional flow. Only when one is implemented the other can be started

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Q&A