

GENERAL ASSEMBLY

INTRODUCTION TO THE AGILE DEVELOPMENT PROCESS

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Content Operations, StockUp

Agenda

What is an MVP?

The Development Processes

Refresh/ Break

User Stories and Wireframes

Workshop Activity

. A

Product with the highest return on investment versus risk
Begin the process of learning as quickly as possible by
Selecting the maximum amount of validated learning with
least effort.

Typically deployed to a subset of customers

MPLES OF MVP

Products:

Create a mock website which consists of a landing page and a link for more information

User clicks should be recorded in order to measure customer interest

Features:

A link to a new feature in a web application may be provided in a prominent location on an existing website. The feature itself is not fully implemented; rather, an apology, mock-up, or marketing page is provided. Clicks of the link are recorded and provide an indication as to the demand for the feature in the customer base.

DISCUSSION POINT

You can't just ask customers what they want and then try to give that to them. By the time you get it built, they'll want something new.” ~Steve Jobs

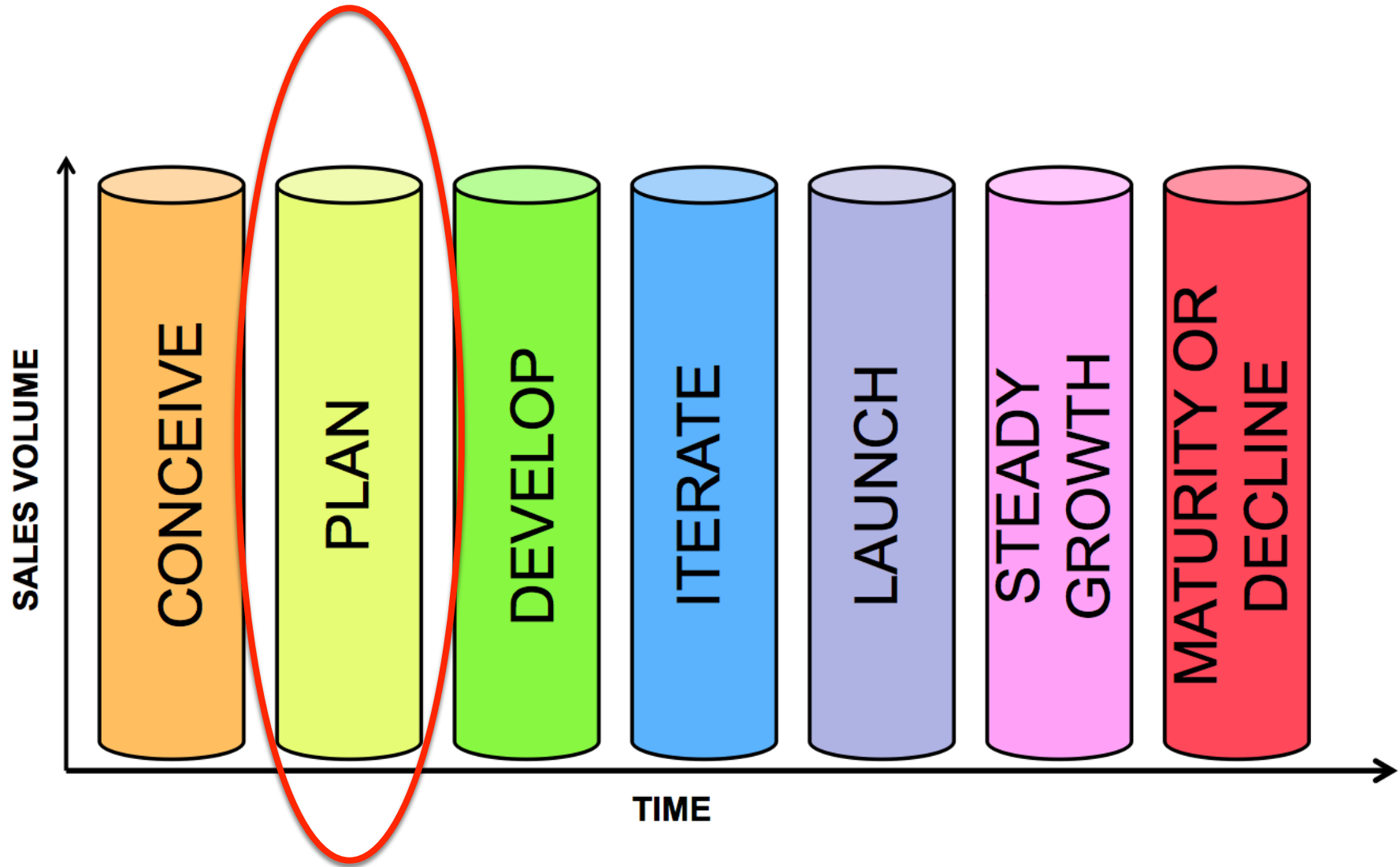
IGNMENT – 2 MIN

Chose a product.

Why do or would you use this product?

What unique problem does it solve for you?

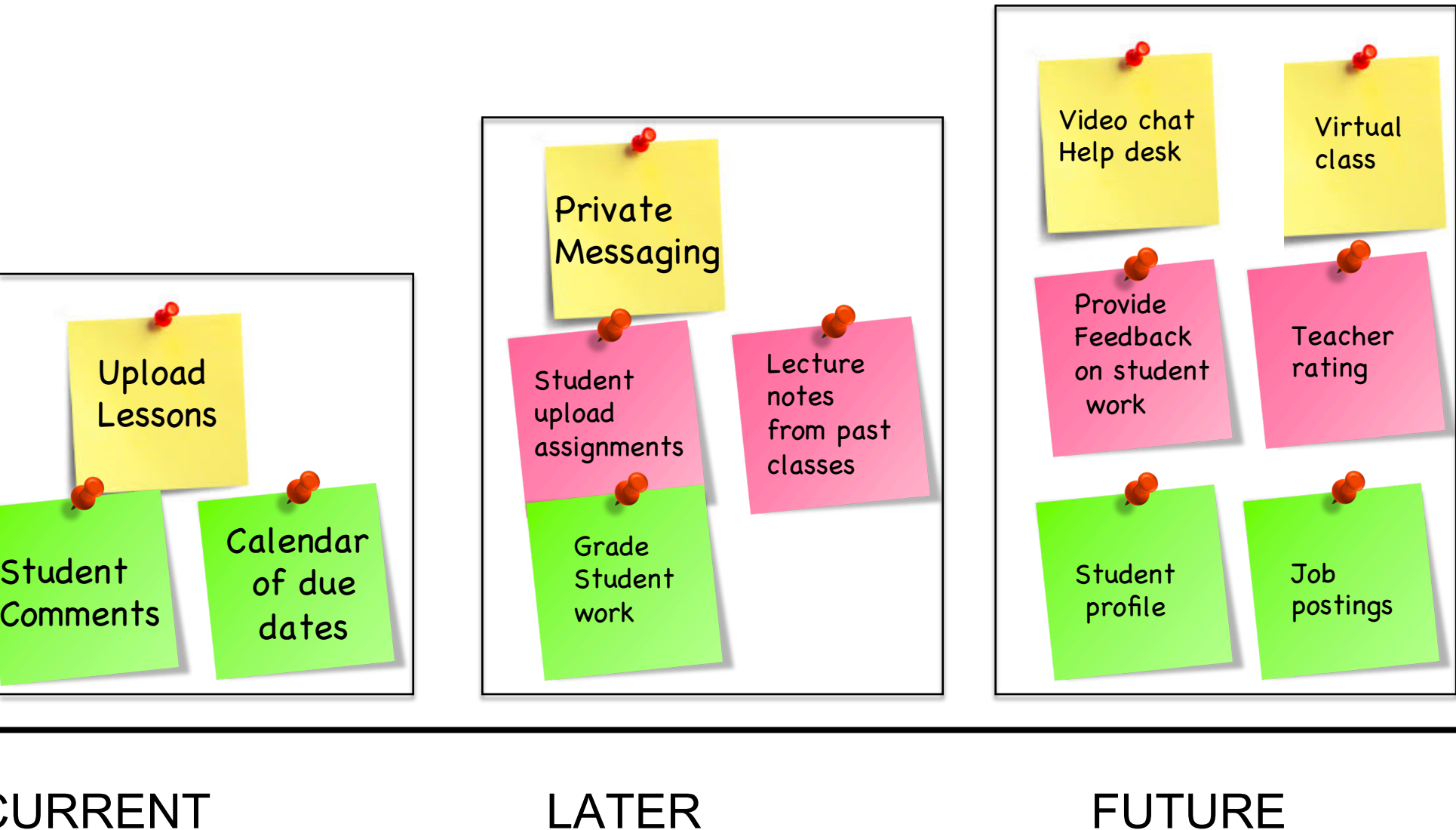
PRODUCT DEVELOPMENT'S SEVEN PILLAR'S



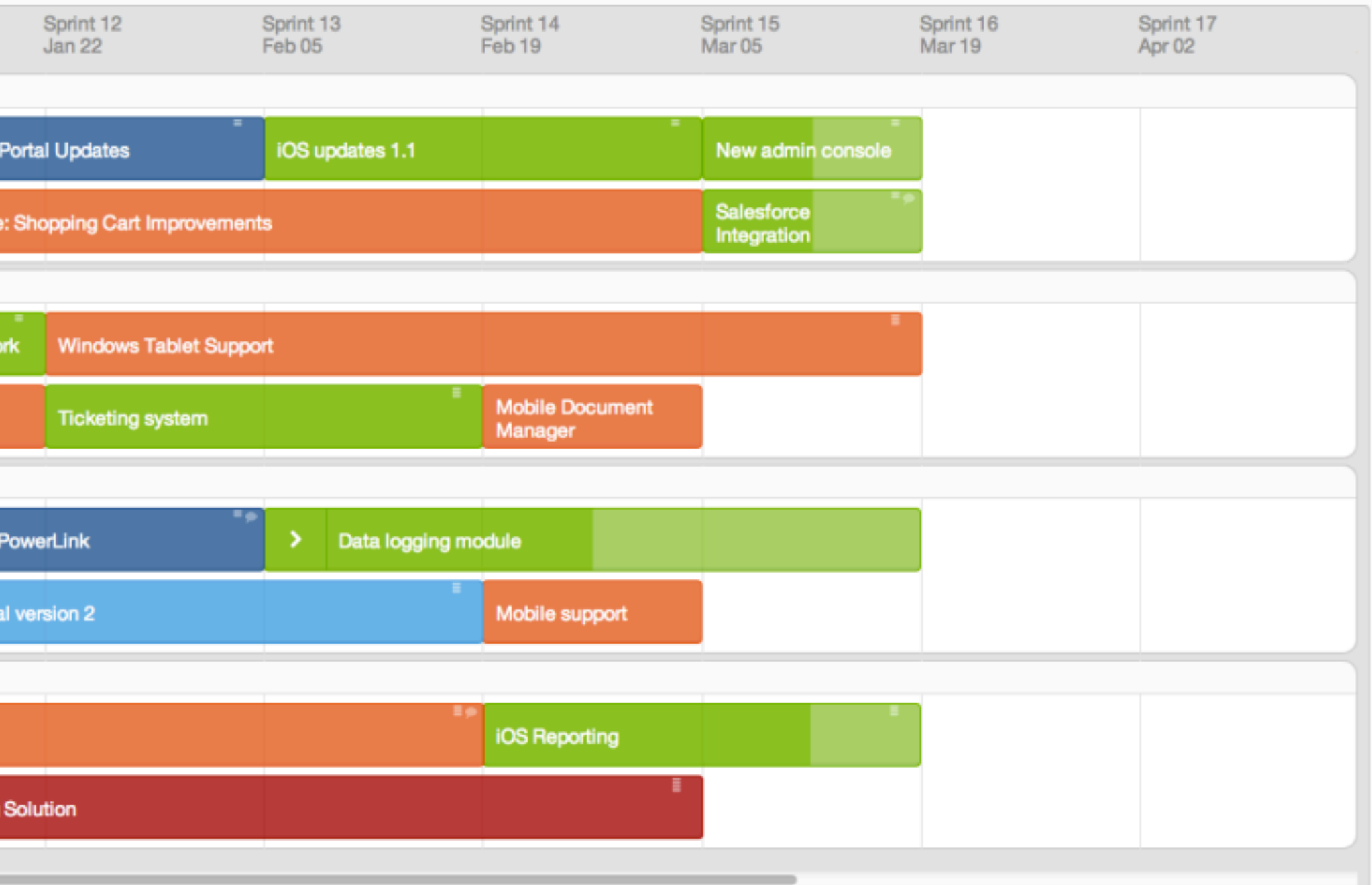
PRODUCT ROADMAP

WHAT IS A
PRODUCT
ROADMAP?

PRODUCT ROADMAP - EXAMPLE



Sample Sprint Roadmap



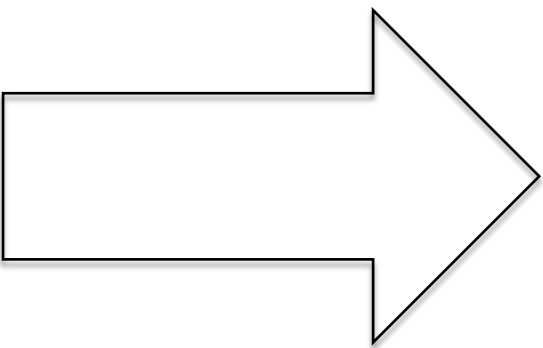
ALS OF A PRODUCT ROADMAP

am alignment and internal communication
atches short term and long term needs with
nology

ps to draw a conclusion about a a set of
quirements and the technologies required to
omplish that goal.

recast technology development and managing
ources.

POINT:

VISION  **ROADMAP**

In any company, a vision should exist, and it **MUST** be clear that the roadmap can support the company vision.

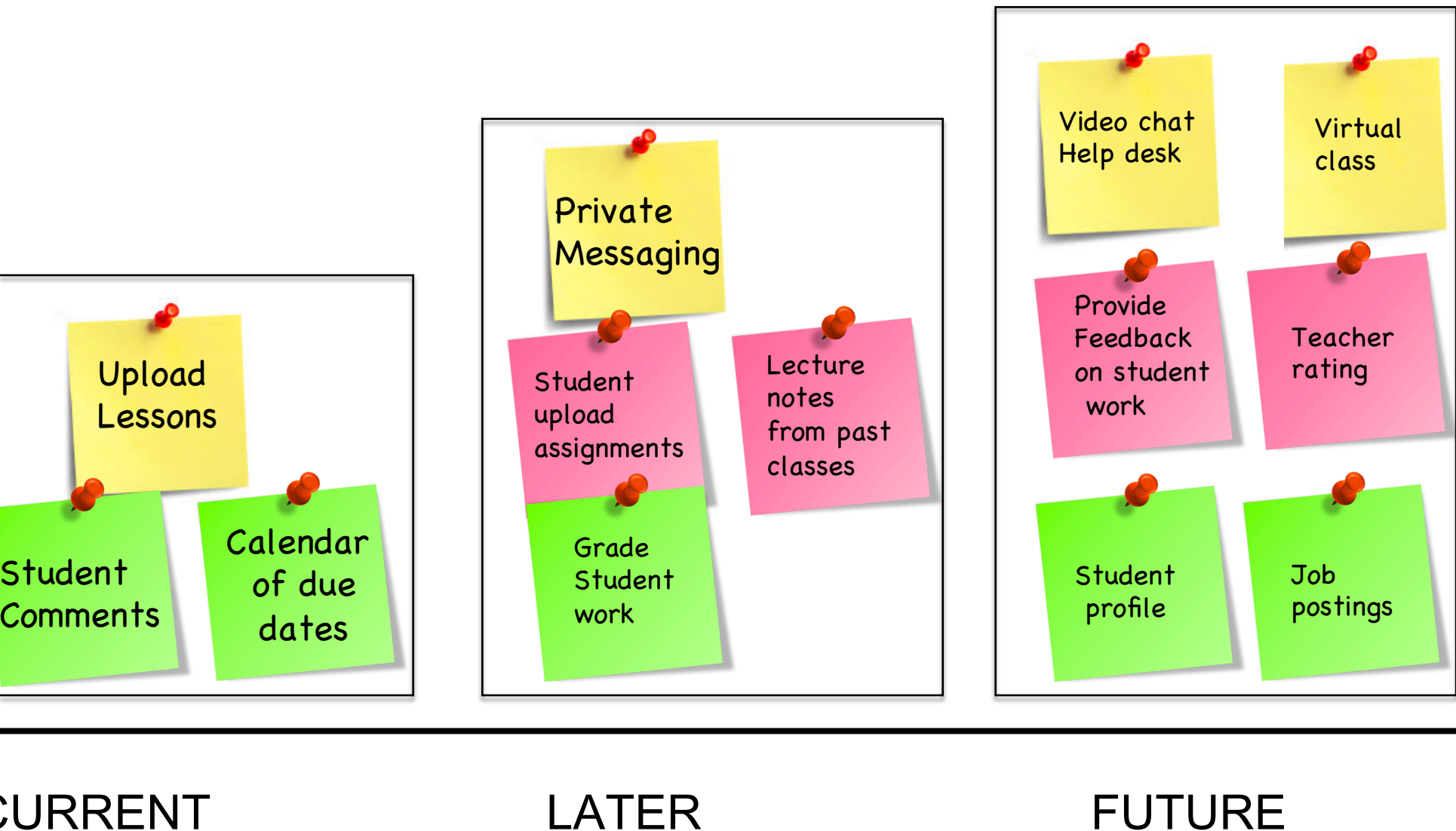
ROADMAP ACTIVITY - 15 MIN

What features would you add to the product?

Chose five features

Map out your features on a hypothetical roadmap.

PRODUCT ROADMAP - EXAMPLE



DISCUSSION POINT

Why do most startups fail?

LEAN STARTUP

customer testing

“Just do it” approach does not imply abandon process.

work smarter not harder

develop an MVP

validated learning

WHAT IS AGILE DEVELOPMENT

Agile

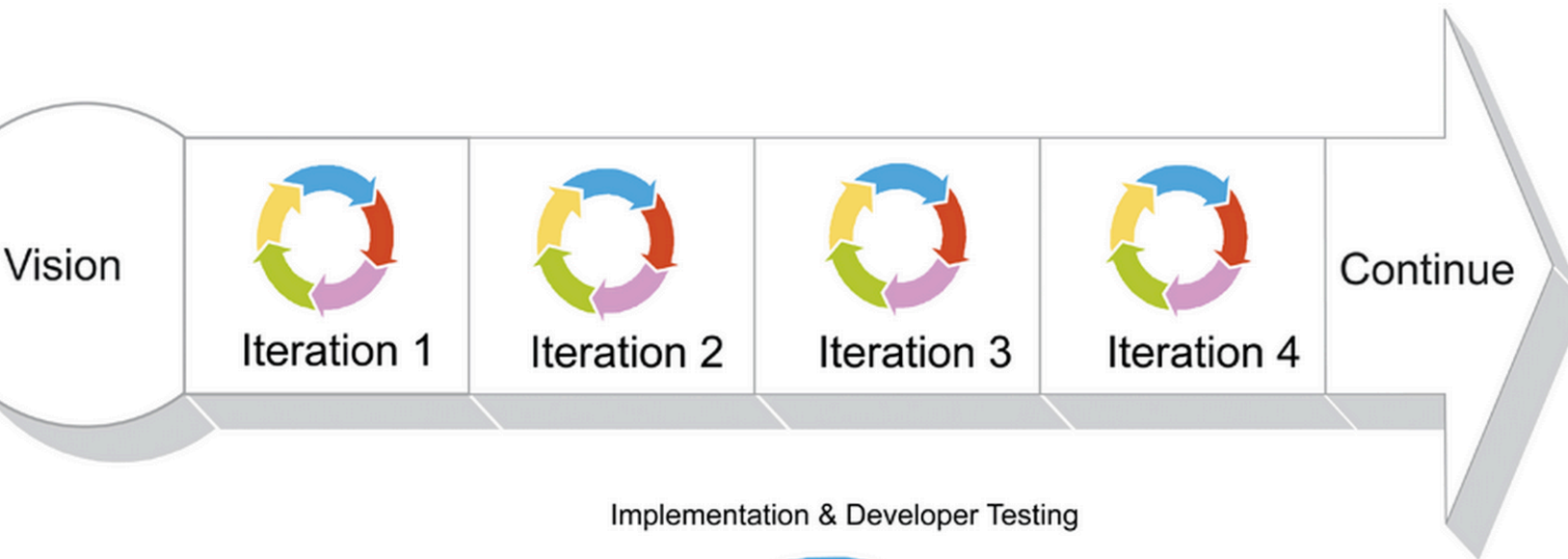
Definition: Able to move quickly and easily

A set of software development methods in which requirements and solutions evolve through collaboration between cross functional teams.

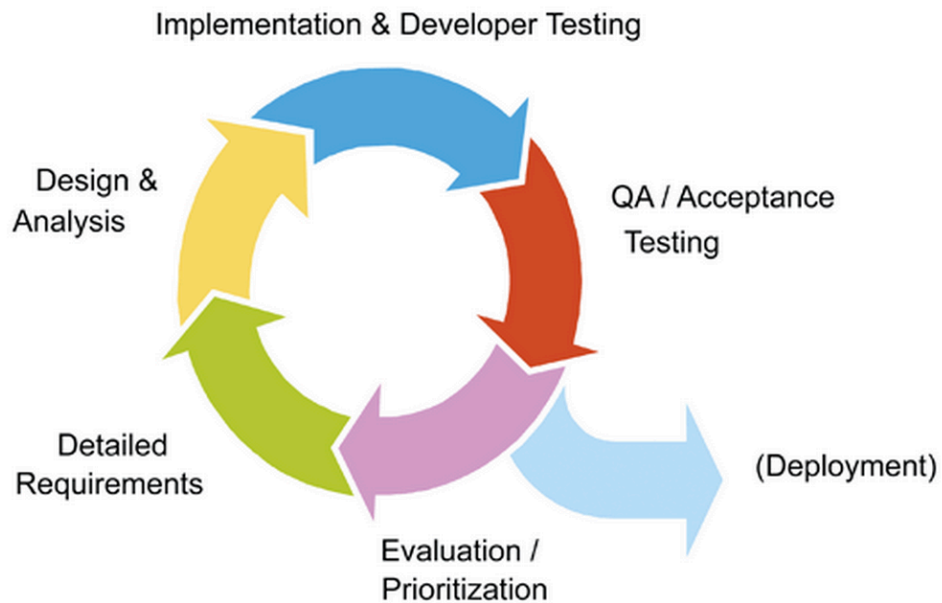
Agile development helps teams respond to unpredictability

Agile projects are completed in small sections called iterations. Each iteration is reviewed and critiqued by the project team.

LE DEVELOPMENT CYCLE



Iteration Detail



WHAT IS SCRUM?

Scrum

Definition: An ordered formation of players used to restart a play

Iterative and incremental agile development method

Unlike the traditional approach to product development, scrum encourages the collaboration of all team members.

Key principle is its' recognition that during the production process, customers can change their mind about their initial requests, also known as requirement volatility.

UM TEAM

Product Owner: The project's key stakeholder who represents the product's user base

Development Team: Builds the product

UM TERMS

product is built incrementally in a series of short time periods called **sprints**. Sprints have a defined length of time, typically ranging from one to two weeks.

At the start of each Sprint, a **Sprint planning meeting** is held during which the product owner presents the top items on the product backlog to the team. The Scrum team selects the work they can complete during the sprint.

Daily Scrum or Standup is a brief meeting conducted daily to help set the context for each day's work and help the team stay on track.

Sprint Review is a meeting held by the Scrum team at the end of the Sprint. Typically the meeting includes a demonstration of the newly built features.

Sprint Retrospective is also a meeting held at the end of the Sprint during which the Scrum team reflect on the past Sprint.

CS & USER STORIES

epic is a large user story which is normally broken into smaller stories because it is normally too large a task for a development team to complete in one iteration

user stories are short and simple descriptions of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system.

User stories typically follow a simple template: “As a <**type of user**> I want <**some goal**> so that <**some reason**>.”

Conditions of satisfaction are added to user stories as a high level **acceptance test** that will be true after the agile user story is complete.

CS & USER STORIES EXAMPLES

Epic:

<user> I can <backup my entire hard drive>

Story:

<power user>, I can <specify files or folders to backup> <based on size, date created and date modified.>

<user>, I can <indicate folders not to backup> so that <my backup isn't filled up with things I don't need saved.>

USER STORY ACTIVITY– 5 MIN

Write a user story for the new feature you defined for your product.

How would this new feature positively impact the user experience?

PRODUCT BACKLOG

The Scrum Product Backlog is a prioritized list containing short descriptions of all functionality desired in the product.

The product backlog can grow and change as more information is learned about the product and its customers' needs.

A typical product backlog contains the following items:

- Features

- Bugs

- Technical Tasks

- Knowledge Acquisition

Planning Poker

Planning poker is an agile estimating and planning technique.

The product owner reads each user story so that the development team can properly estimate the time required to implement the feature.

Each developer is holding a deck of cards with one of the following values 0,1,2,3,4,5,8,13,20,40,100

After the product owner describes the product feature, the estimators select a card to represent his or her estimate

The planning process continues until a consensus is achieved with regards to the estimate of each task.



AMPLE PRODUCT BACKLOG

StockUp Team

QUICK FILTERS: [Only My Issues](#) [Recently Updated](#) [Hide closed](#)

VERSIONS

Issues

Sorting

OOBR

Platform

SNAP

Android

SNAP

Platform

SNAP

Issues without versions

▼ Sprint 3 - Ending Jan 09 2015 0 issues

Start Sprint

...

[Linked pages](#)

- Items on the backlog are story pointed by development
- The product owner ranks each item based on business value

- The Product Owner prioritizes the backlog based on the items with the highest business value and lowest number of story points

+ Create issue

0 issues Estimate 0

Backlog 182 issues

Create Sprint

📌	↑	SNAP-5411	Lower price expansion threshold to 3 prices from 5 prices		
📌	↑	SNAP-5402	As a data admin I would like to replicate the DC Product Coverage Report as it stands today, for the metro region of San Francisco		
💡	↑	SNAP-5364	As a user, I would like to spend my StockUp points to enter a daily sweepstakes drawing for a gift card so that I have a chance to win money with my score	4.8 platform	21
💡	↑	SNAP-5362	As a user, I would like to see the specific stores in the basket comparison collapsed to just the chain name so that I can easily compare prices between chains	4.8 platform	8
📌	↑	SNAP-5416	iOS Bug Scrub v4.7	4.7 platform	
📌	↓	SNAP-5452	All new products (user entered strings and new products to DB/undiscovered products in DB) should be shown in 'Created By Me' Section	4.8 platform	
📌	↑	SNAP-5481	Update Android & iTunes Screenshots		
📌	↓	SNAP-5460	Create Android App Icons with New Logo	4.7.1 Android	
📌	↓	SNAP-5417	When a product has been found in a search, the product list should be updated to show the product	4.8 platform	

WIREFRAMING

DISCUSSION POINT

Focus and simplicity. Simple can be harder than complex; you have to work hard to get your thinking clean to make it simple.” ~Steve Jobs

REFRAMING

How will visitors flow through major pathways of the site?

What will the UI look like for the 3-7 key page templates that drive the heart of the site? Of course this number will vary based on the length of the workshop and the complexity of the site.

Describe all major components throughout each page.

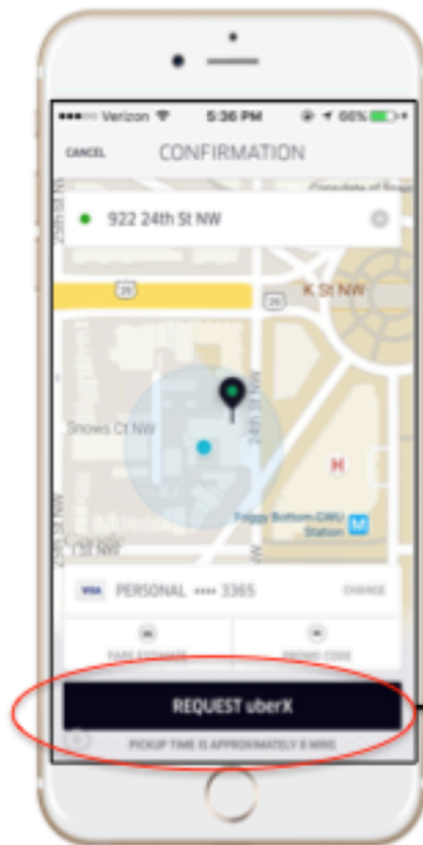
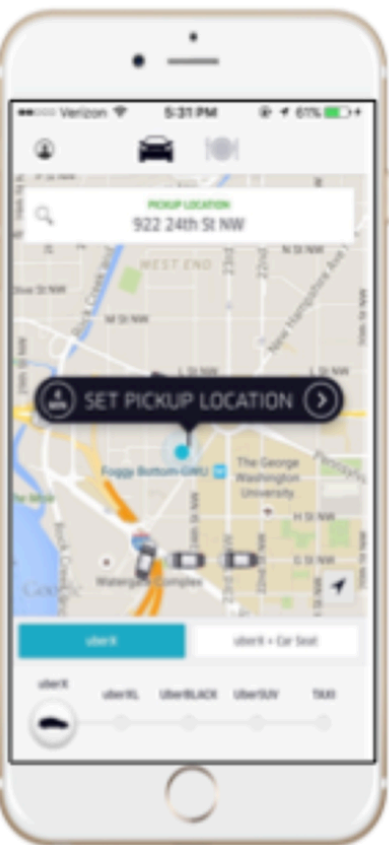
How should they function and look so they are useful and relevant.

Are there special rules that will govern major interactions, such as required logins?

What are the key tasks that visitors must be able to execute efficiently and accurately?

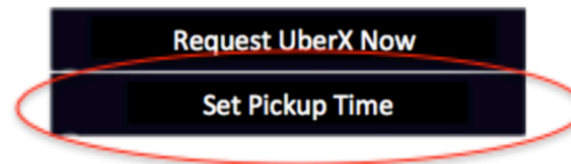
What are the “content realities” that will impact the UI or cause special constraints on the needs of a given page or feature?

INNING TO WIREFRAME



As a user I would like the option to set a pickup time for my Uber car service so I can order a car service in advance for a specific time in the future.

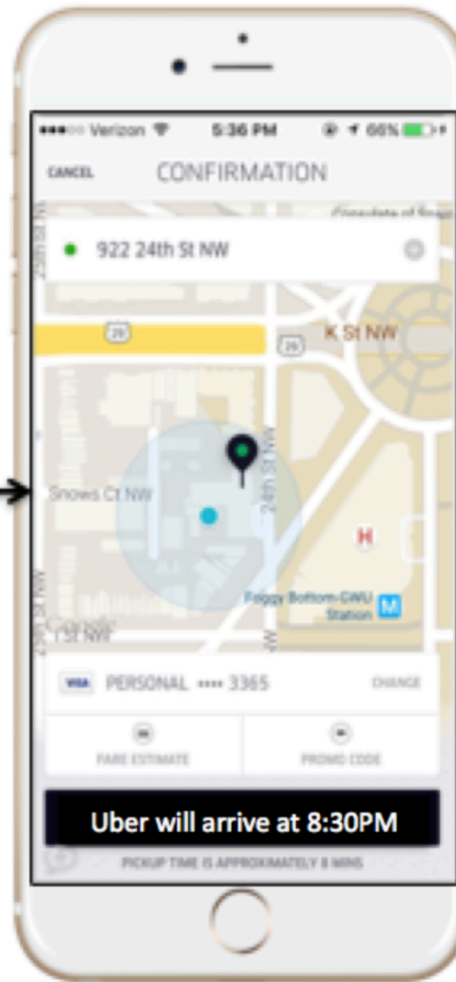
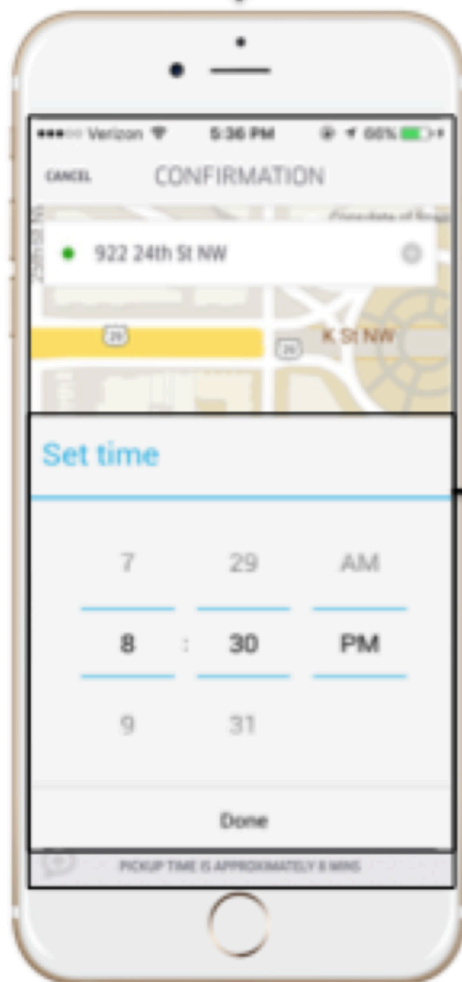
- A new button will be added to the UI labeled "Set Pickup Time"



INNING TO WIREFRAME

Set Pickup Time

- User selects the option to “Set Pickup Time”.
- User is prompted to set the preferred time for pickup.
- User views confirmation of pickup time.



WIREFRAME ACTIVITY– 10 MIN

Design a wireframe for your new feature.

Q&A