

Agile

What is it all about?

Business Value

1. Profit
2. ROI
3. Cashflow

TODO List...

- ① What choices do we have?
- ② Tenfinity & the Dreyfus Brothers
- ③ The Agile Manifesto
- ④ What's in the Agile toolbox?
- ⑤ A Simple Roadmap



No PROCESS (aka 'Cowboy Coding')

vs



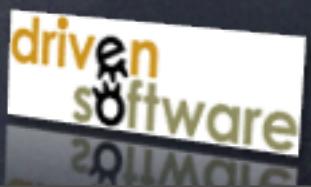
Predictive (aka 'Waterfall')

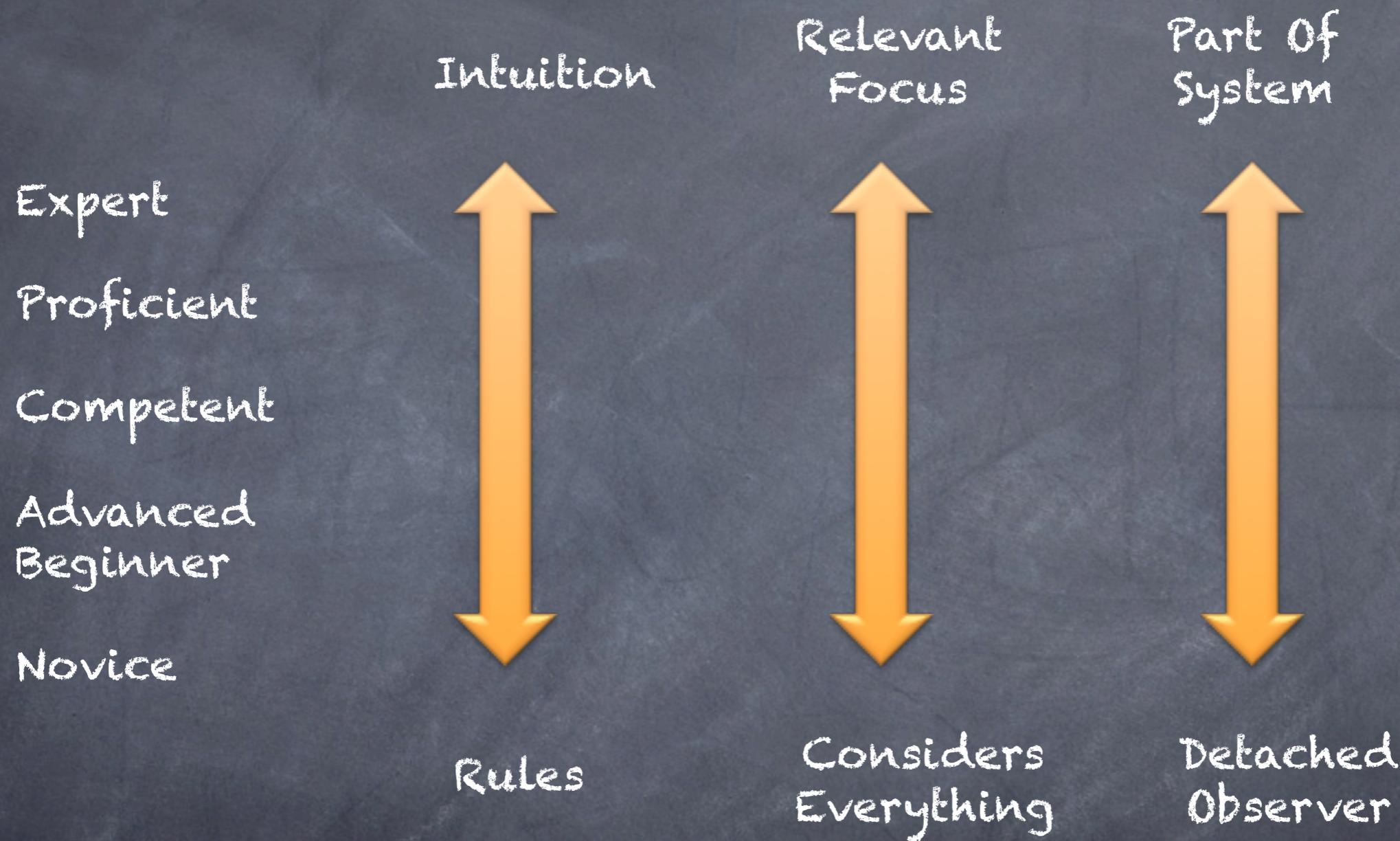
vs



Adaptive (aka 'Agile')

Tenfinity





Expert



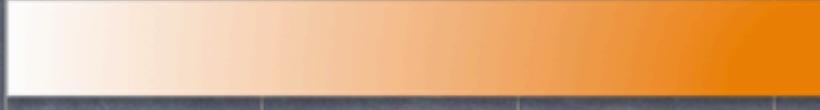
Proficient



Competent

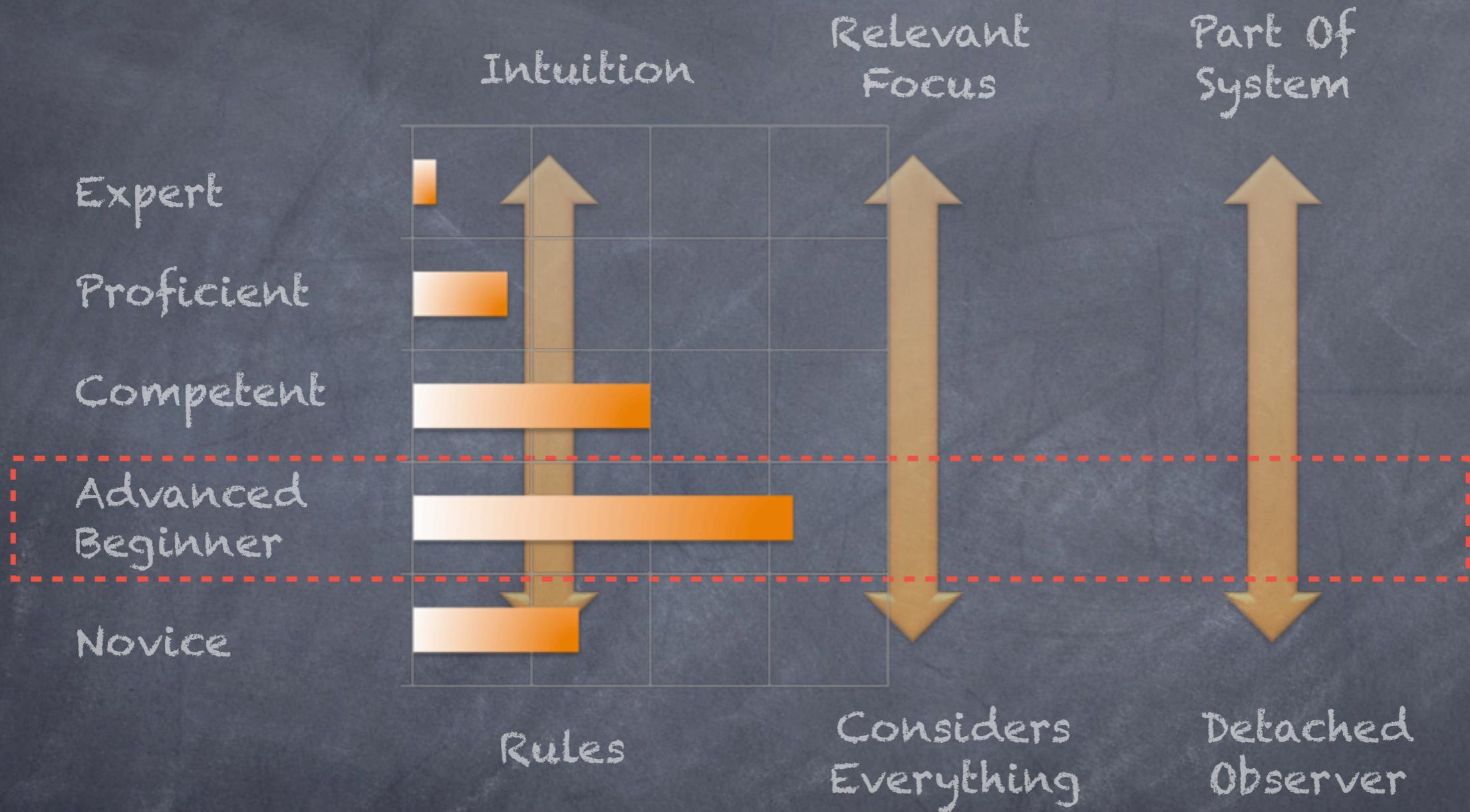


Advanced Beginner



Novice





We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Agile Methodologies...

- ④ Scrum
- ④ Extreme Programming (XP)
- ④ Lean/Kanban Development

Also: Crystal, DSDM, FDD, AUP... etc



(No, not this one)

XP



XP Values...

- ⑥ Communication
- ⑥ Simplicity
- ⑥ Feedback
- ⑥ Courage
- ⑥ Respect

Also: Safety, Security, Quality of Life,
Predictability

XP Principles...

Flow, Opportunity, Redundancy,
Failure, Quality, Baby Steps, Accepted
Responsibility, Humanity, Economics,
Mutual Benefit, Self Similarity,
Improvement, Diversity, Reflection

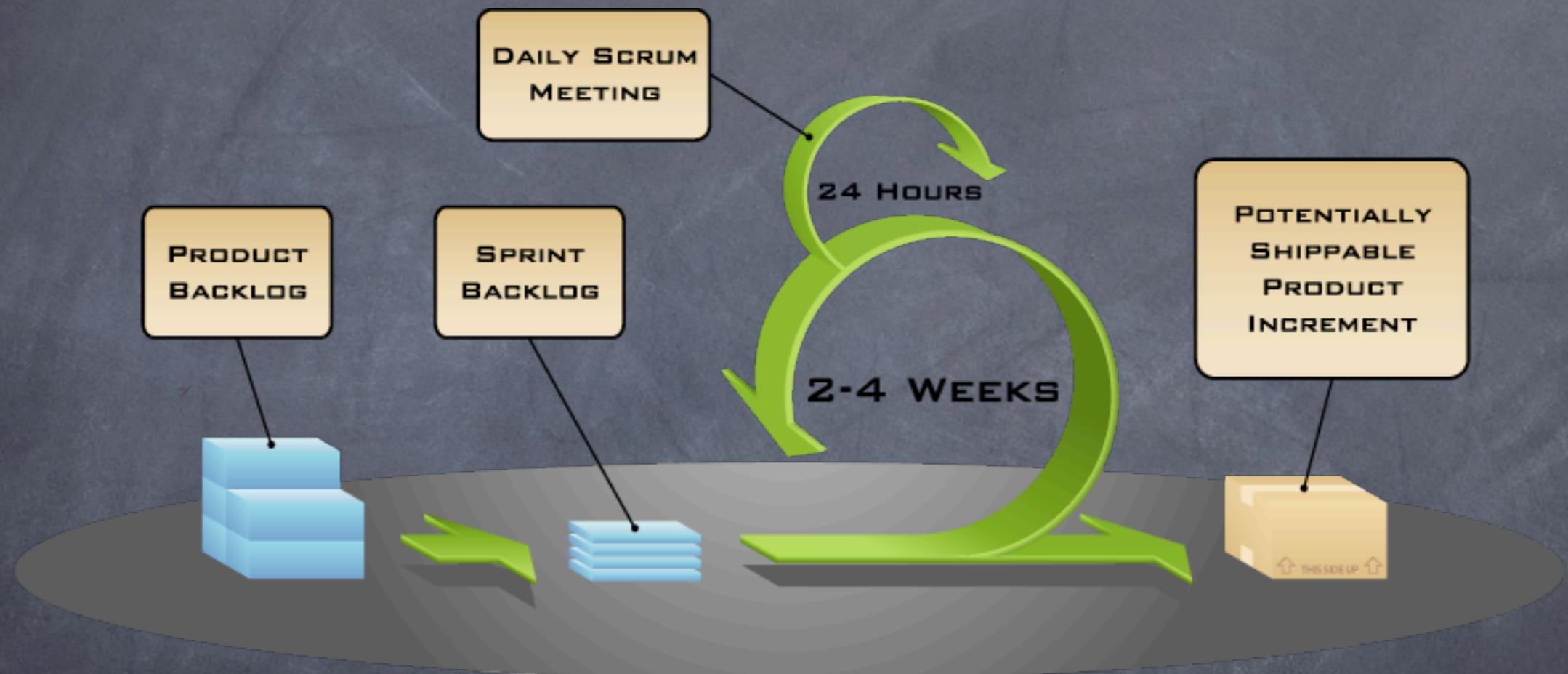
XP Primary Practices...

Weekly Cycle, Quarterly Cycle, Slack,
Ten Minute Build, Continuous
Integration, Sit Together, Test Driven
Development, Incremental Design,
Whole Team, Informative Workspace,
Energized Work, Pair Programming,
Stories



↑
(No, not this one
either)

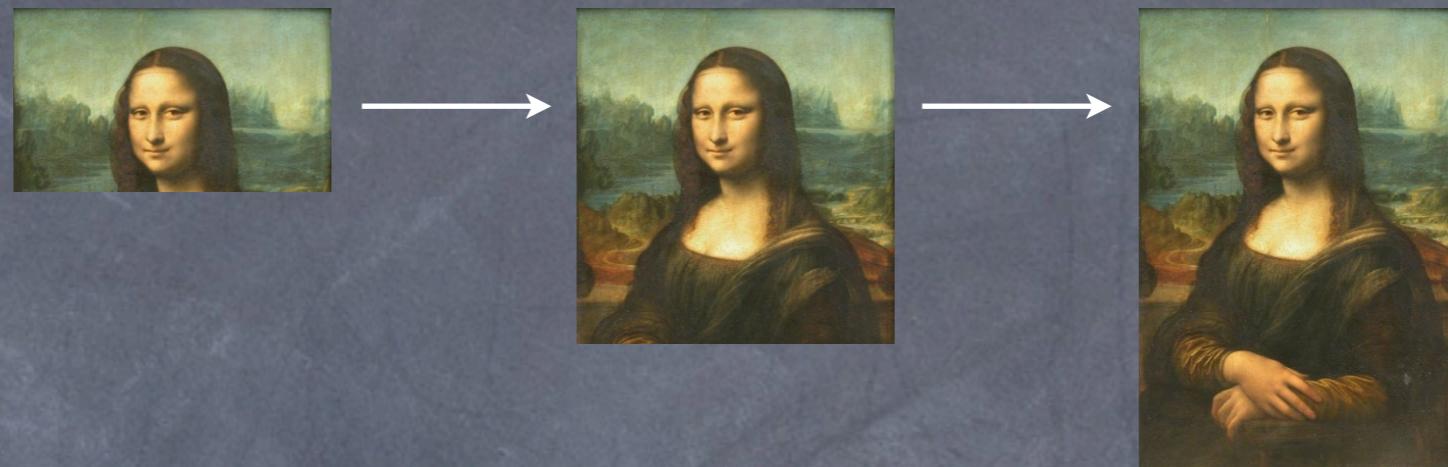
Scrum



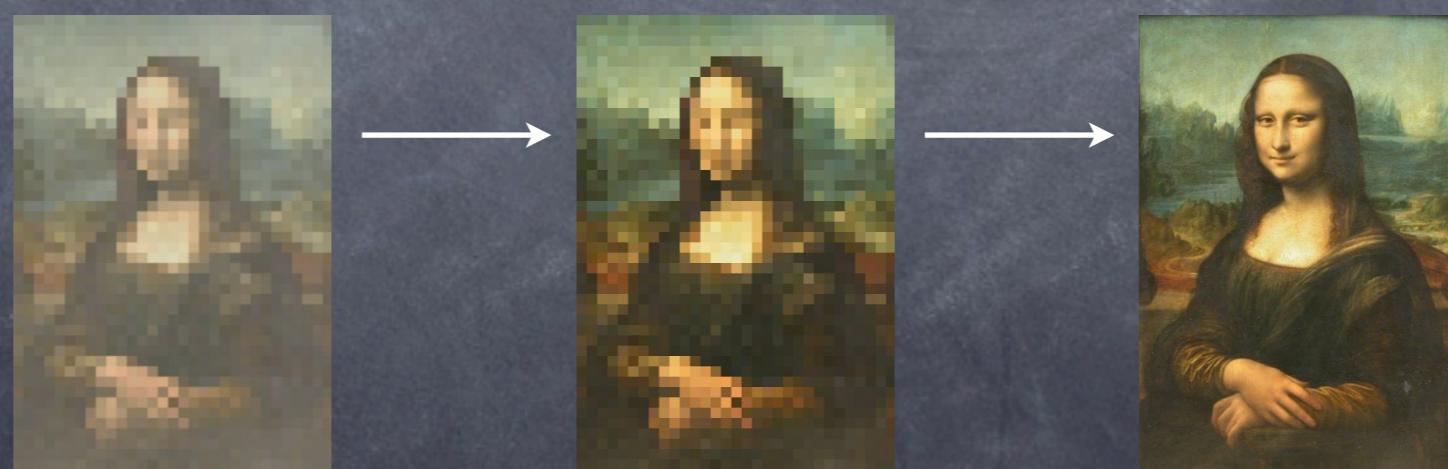
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Incremental

Iteration 01 Iteration 02 Iteration 03

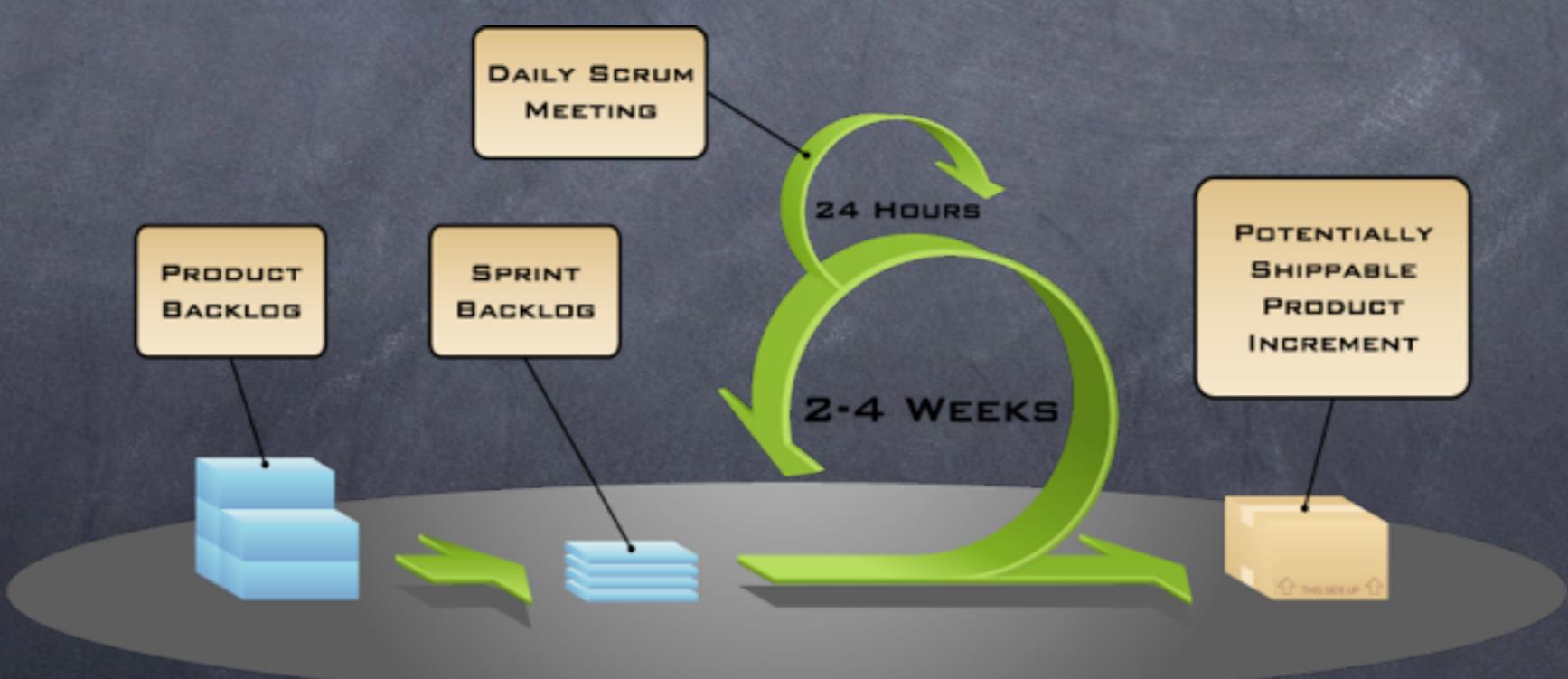


Iterative



3 Scrum Roles...

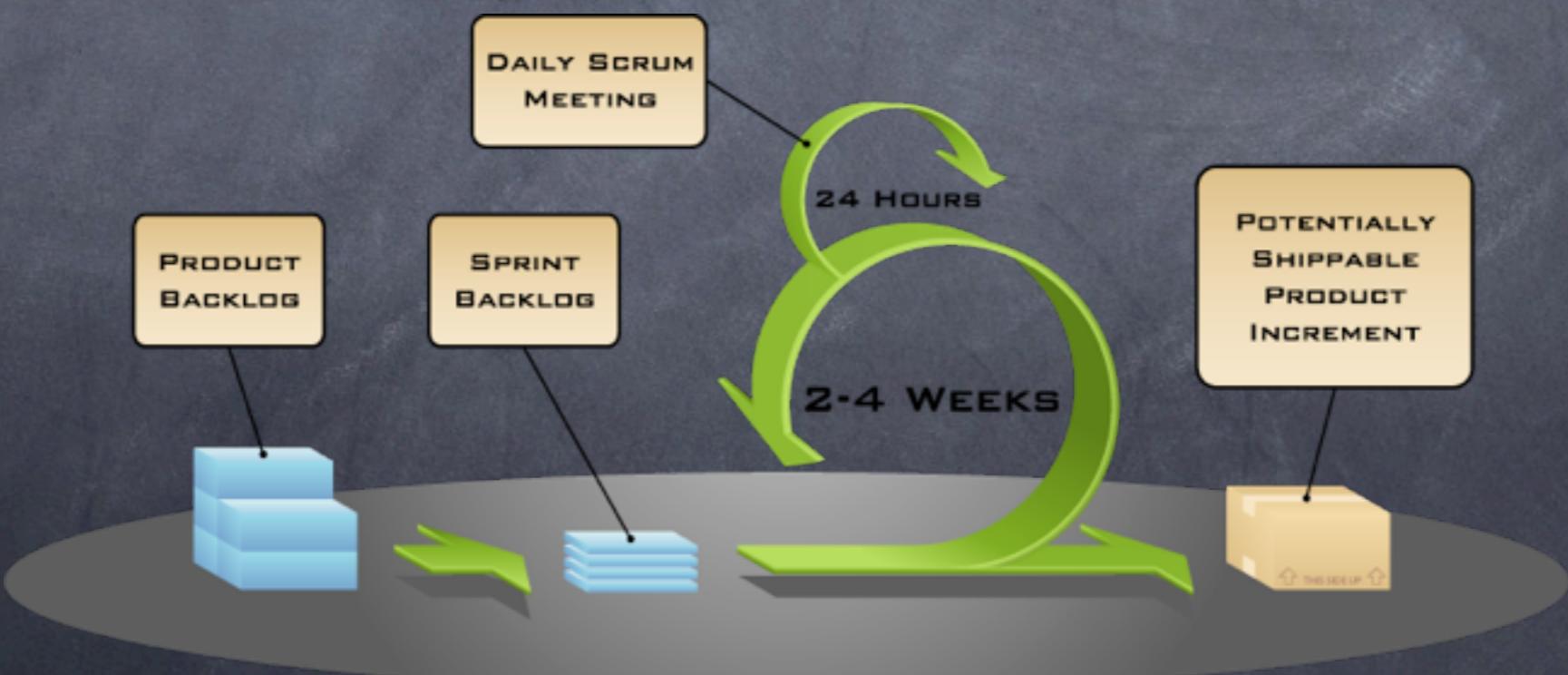
1. Product Owner
2. Scrum Master
3. team



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3 Scrum Ceremonies...

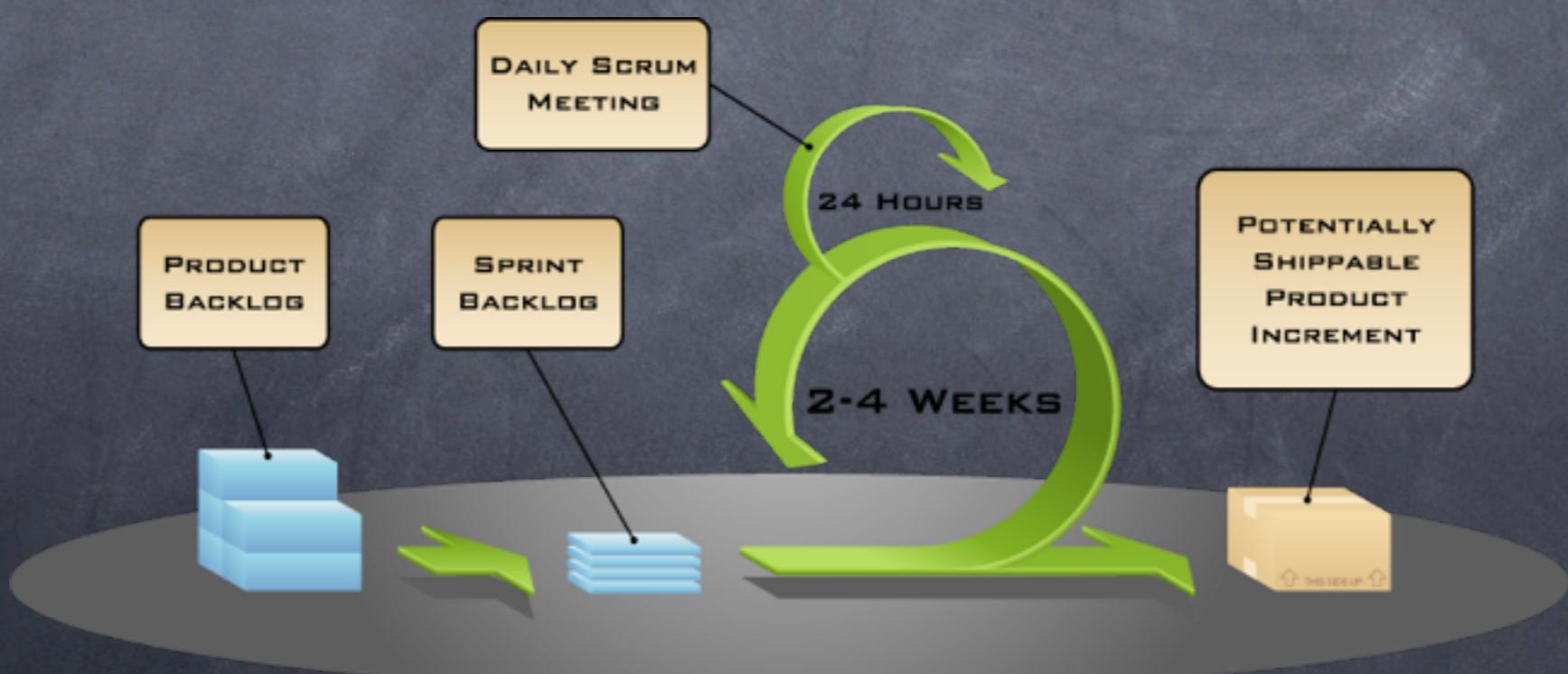
1. Sprint Planning 01 & 02
2. Daily Scrum/Stand-up
3. Sprint Review / Retrospective



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3 Scrum Artifacts...

1. Product Backlog
2. Sprint Backlog
3. Burndown Chart



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Lean / Канбан



Ummm. Yeah...
Hopefully not.

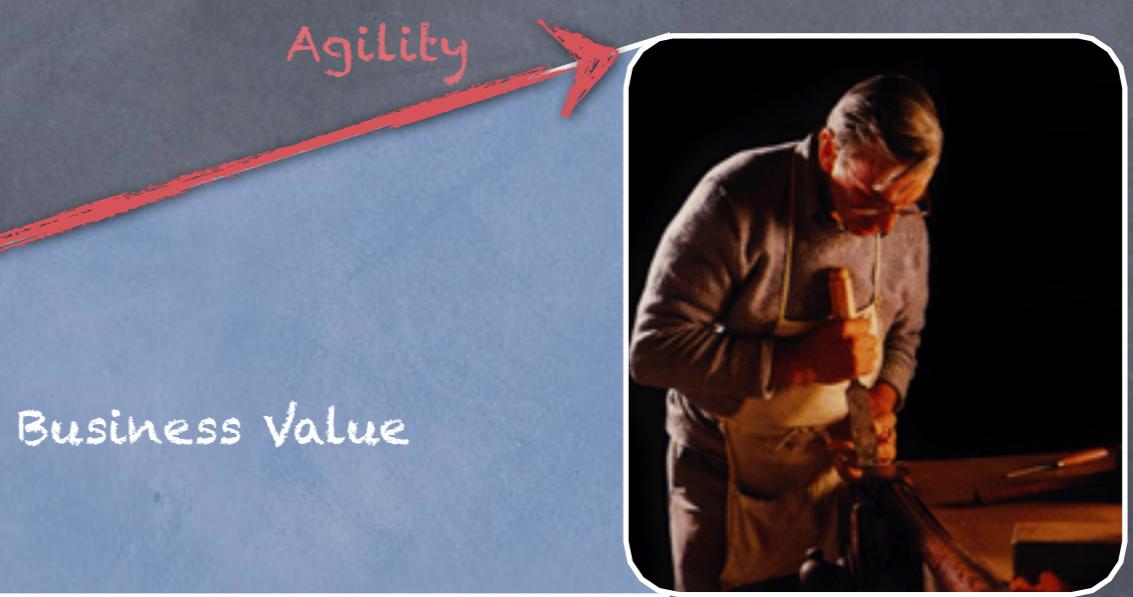
Lean Principles...

- ① Eliminate Waste
- ② Create Knowledge
- ③ Build Quality In
- ④ Defer Commitment
- ⑤ Deliver Fast
- ⑥ Respect People
- ⑦ Improve The System

Roadmap?



Dictated Process
Waterfall
Late ROI
Software as Hardware



Business Value



Crafted Process
Iterative & Incremental
Early ROI
Embrace Change

A complex system that works is invariably found to have evolved from a simple system that worked. A complex system designed from scratch never works and cannot be patched up to make it work. You have to start over, beginning with a working simple system.

John Gall

3 Steps Towards Agility...

Grow small, cross functional teams, with craft based cultures:

1. Start with a simple, iterative repeatable framework (like Scrum)
2. Reflect on what is working and what isn't
3. Continuously improve (but within the framework)



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