Notes on Agile Dev. Video

Iron Triangle of Project Management

Waterfall- Plan Driven Agile- Value and Vision Driven

Agile is a team based alternative to some of the traditional projectmgmt techniques. Prefer to start executing earlier, delivering frequently, repeatedly evaluate objectives, and repeatedly confirm satisfaction.

Principles-

1.Individuals and Interactions over processes and tools

2.working software over comprehensive documentation

3.customer collaboration over contract negotiation

4.responding to change over following a plan

SCRUM

-Product Backlog- collection of user stories (wishlist of desired features)

Scrum master- like a project manager

Release Planning- identify user stories to go into product backlog, priorites them and estimate how long each one will take

Sprints- short duration milestones (couple of days to a month) breaks up product backlog

BURNDOWN CHART (#1 feature of Scrum)- provides a day by day measure of the amount of work that remains in a given sprint or release

burndown velocity- slope of the burndown graph, from start to zero

DAILY SCRUM- fast paced standup meetings to check on progress and problems

Sprint Retrospective- team reflects on what went right and what needs improvement

OnTime- Scrum management software

Product Owner \*)Maximizes the value of the product(Eye on Market, Scope vs Schedule)

Managing the product backlog (Creation, Management, Prioritization)

Represent the desire of stakeholders

Scrum Master \*) a "servant leader"-facilitates development, removes impediments for dev team, bring changes that increase productivity for team, etc

Scrum Process Cycle

Scrum Sprint- Vision>Product Backlog>Sprint Backlog [daily scrum]>Product Increment

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(Sprint Planning<----Sprint Review Retrospective)

Product Backlog- (property of product owner) High level features, estimates & priorities, no tasks, highly changeable

Grooming session- every 2 weeks, owner meets with SM to reevaluate

Epics- large user stories

Sprint backlog- Decomposed tasks nec to build features, etc, for next sprint

Story Points- estimate how long it will take to complete a user story

Burndown Chart- shows progress in completing the sprint

AGILE

Root Cause Analysis-identifying cause of problems, identifying processes to address them

Ishikawa- Fishbone Diagram

PDCA- Plan, Do, Check, Act

Story Board (KANBAN)KANBAN uses a chart with categories to identify what needs to be done, in progress, next, blocked, etc (sushi menu)

WIP (Work in Progress)limits- limits what can be in progress category in chart

Grooming Sessions

MoSCoW- Must, Should, Could, Would (not)

Sprint Planning-Poker, T Shirt sizes, Fist of Five Technique, Delphi method-ways of identifying difficulty/time req for tasks and assigning them to proper team members

Sprint retrospective-what went well, could be improved, to stop doing, to keep doing, & to start doing (start, stop, keep, more, or less)

Reporting- Status, baselines, Milestones, Burndown, Risks & Issues, Defects & Blockers, New & Outstanding items

Best Practice- avoid common traps of sprint planning, stand up meetings, retrospective

Agile Transformation- Scrum Master needs to be impartial, avoiding common problems that prevent an efficient, productive standup (same people always talking, no one talking, too long meeting, etc.)

Agile Process Implementation- (Phase 1)Form Agile Committee, A3 Root Cause Analysis, Agile Training, Create Product Backlog, Sprint Zero Planning

(Phase 2) Create Scrumboard, Daily Standup Meetings, Sprint Review, Retrospective, Reporting

(Phase 3) Agile Coaches, Formal Training, New Hires (Scrum Committee>{Scrum of Scrums, Improved Reporting, Quarterly/A3 Root Cause Analysis})