

# Agile Curveballs

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- Diagnosis of what is broken in the development process and suggestions of remedy for the video-conferencing application team

	Scenario	Diagnosis	Remedy
1	The team has a scheduled daily stand-up at 9 am in the morning. The meetings usually take over an hour. A lot of time is spent discussing a tricky dependency between several tasks that requires extensive conversation	<ul style="list-style-type: none"><li>• The purpose of a daily Scrum is to inspect progress towards the Sprint Goal.</li><li>• It should be short and the result should be an actionable plan for the next day of work. Daily scrum discussions about dependencies can consume the time of team members who are not directly involved in those dependencies.</li></ul>	<ul style="list-style-type: none"><li>• The daily scrum should be kept short (15 -20) Minutes depending on team size.</li><li>• The daily scrum agenda should simply be an inspection of Progress being made by the team.</li><li>• Team members should meet at other times throughout the day for more detailed discussions with relevant parties.</li></ul>
2	In the beginning of the sprint the tasks were picked up by the development team. However, by the middle of the sprint, the development team starts to look to Scrum Master to assign tasks to individual developers.	<ul style="list-style-type: none"><li>• Scrum Teams are meant to be self organising. If Team members are looking to the Scrum Master to assign tasks, the team is no longer self organising.</li><li>• This speaks to a loss of motivation on the part of the team members to achieving their shared goals.</li><li>• It could also speak</li></ul>	<ul style="list-style-type: none"><li>• Team members are encouraged to take ownership of tasks and actively participate in task allocation.</li><li>• Provide the team with the necessary resources and support to complete their tasks effectively.</li><li>• Encourage team members to negotiate and collaborate to find the best task assignments.</li><li>• Address dependencies and resource allocation issues promptly to prevent delays.</li></ul>

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		to a loss of courage towards tackling hard tasks.	<ul style="list-style-type: none"> <li>Encourage open communication and collaboration among team members</li> </ul>
3	If a development team member needs to discuss a task with the Product Owner, the developer approaches the Scrum Master to help set up a meeting with the Product Owner.	<ul style="list-style-type: none"> <li>Scrum Teams have no hierarchies nor subteams.</li> <li>This scenario suggests the idea of the existence of an hierarchy in which the Product Owner is above the development team.</li> <li>It also suggests that the Product Owner and the Scrum Master are part of a subteam from which the development team is excluded.</li> <li>The actions of the developer suggests they desire and/or perceive the product owner and scrum master to be on a different hierarchy and/or subteam.</li> </ul>	<ul style="list-style-type: none"> <li>Transparency is a vital pillar of scrum. Communication between team members is vital to an Agile Culture.</li> <li>Use communication tools and channels effectively to facilitate seamless information sharing.</li> <li>Foster a culture of self-organization and empowerment within the development team.</li> <li>Encourage open communication and collaboration among all team members.</li> <li>Structurally Influence a lack of communication hierarchy. For example, slack, discord, whatsapp groups for the Scrum Team in which all members including the dev team and the product owner can easily communicate and set up meetings if required.</li> </ul>
4	The team is using the latest Agile Application Lifecycle Management tool because it is supposed to be most effective. However, most of the team is having a hard time getting	<ul style="list-style-type: none"> <li>Possible Knowledge gaps of how the tool works could hamper effectiveness.</li> <li>This tool might not be the right fit for how the scrum team is organised.</li> <li>Agile emphasizes people and interactions over</li> </ul>	<ul style="list-style-type: none"> <li>The scrum team as a whole, needs to make a decision on the continued use of or discarding the tool.</li> <li>Those team members that are proficient with this tool should help team members who aren't.</li> <li>Alternate means/and mediums of interactions that</li> </ul>

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	used to the tool.	tools and processes so this particular tool as is, does not meet the present needs of the scrum team.	the whole team is familiar and comfortable with are revived and in use while the team grapples about using the new tool.