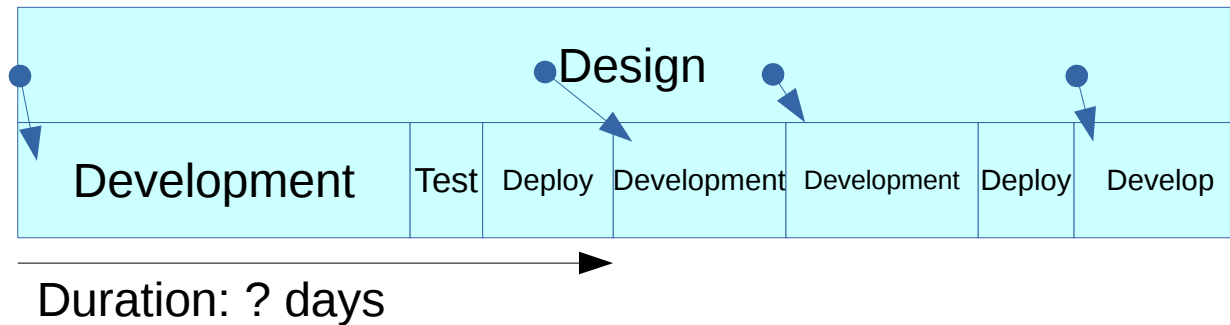


Agile | Scrum

- More communication between teams
- Tighter feedback loops
- Improvement mechanisms
- Planned Quality Assurance

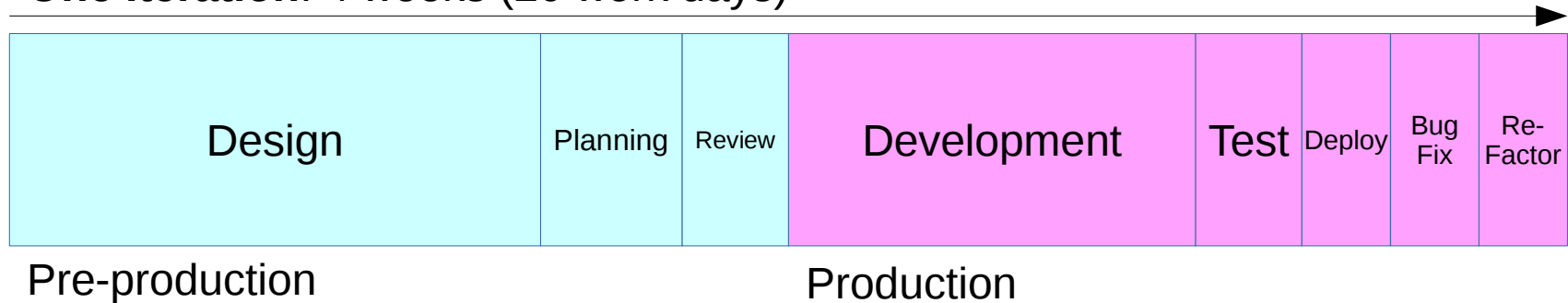
Past



- Little or no communication between teams before Design becomes requirement
- No limit on features or time spent per sprint
- No user stories
- No agreement between teams on requirements
- No clear way of communicating changes to requirements
- No pre-development planning
- Bug-report interruptions
- Teams often don't know about deadlines
- Lack of feedback loop
- No knowledge about “pace”

Future

One Iteration: 4 weeks (20 work days)



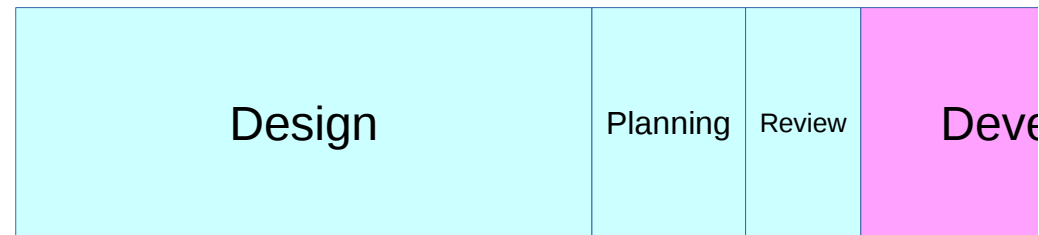
An Iteration is a bundle of related features that are:

- Implementable in this time frame
- Useful (either to users, or for evaluating design choices)
- Meaningful, bringing the project forward

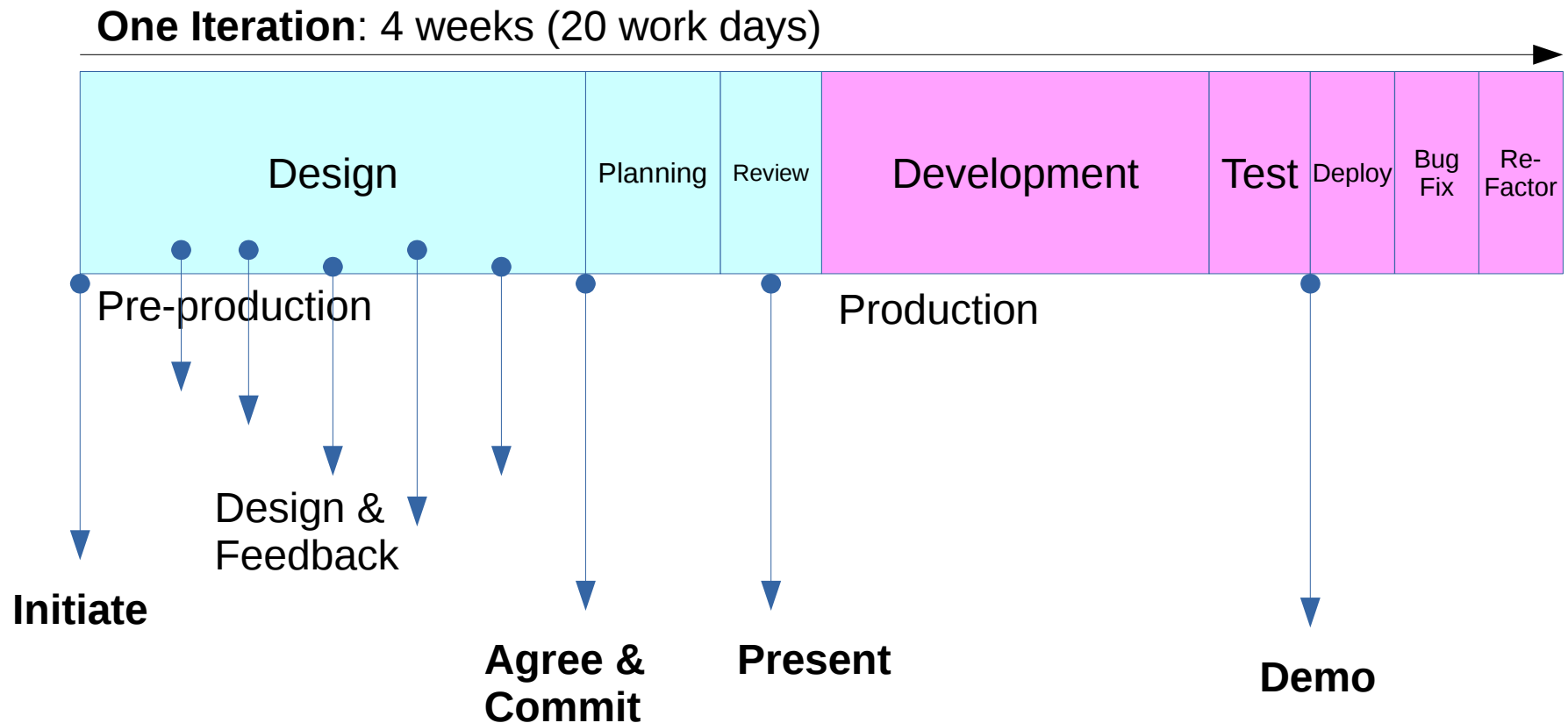
Sprints

Sprint 1 2 weeks (10 work days)

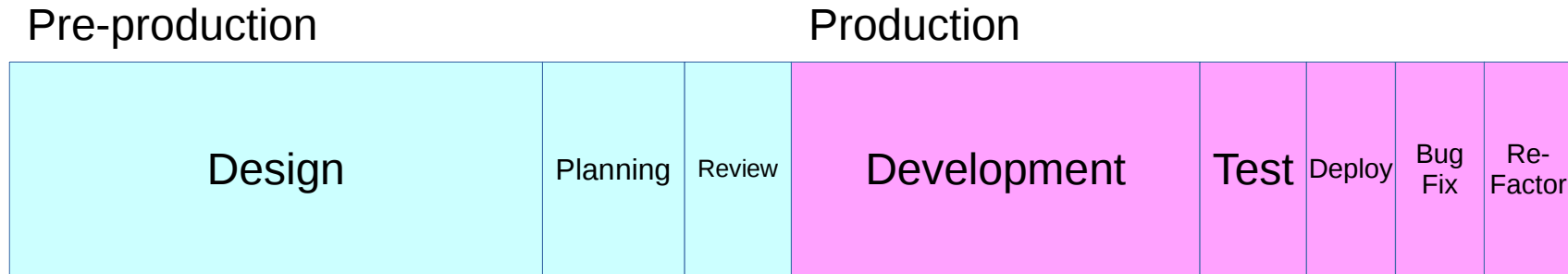
Sprint 2 2 weeks (10 work days)



Stakeholder Interactions



Who does what



Designers

Leads
Project Managers
Architects

Developers

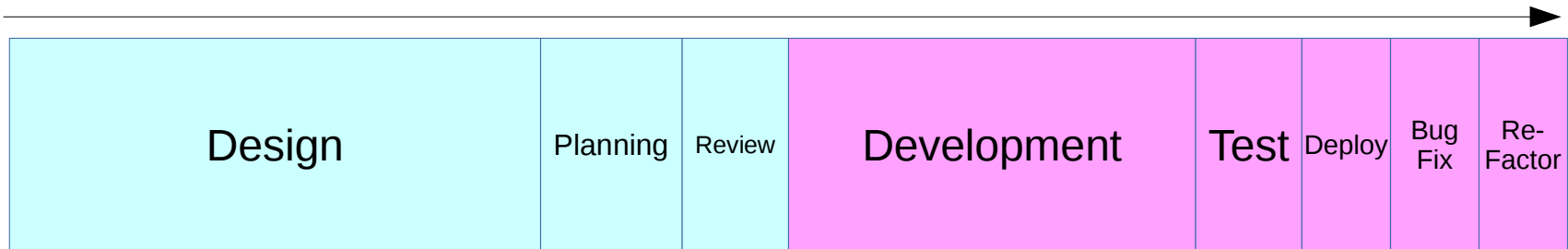
Leads
Project Managers
Architects

Product Owner = Product Manager, Person with responsibility for product, represents Stakeholders

Leads = Someone who cares =
Product Owners, Design leads, Dev leads of teams affected by API changes

Who does what

Time: 4 weeks (20 work days)



<i>Phase</i>	<i>~Time</i>	<i>Roles</i>
Design	9 days	Designers + Prod Owners
Planning	1 day	Dev Leads + Architects
Review	2 hours	Everyone
Development	7 days	Dev teams
Test	1 day	Dev teams + Teachers + (QA)
Deploy	1 hour	Dev teams
Bug fix	1 day	Leads
Re-factor	1 day	Dev teams

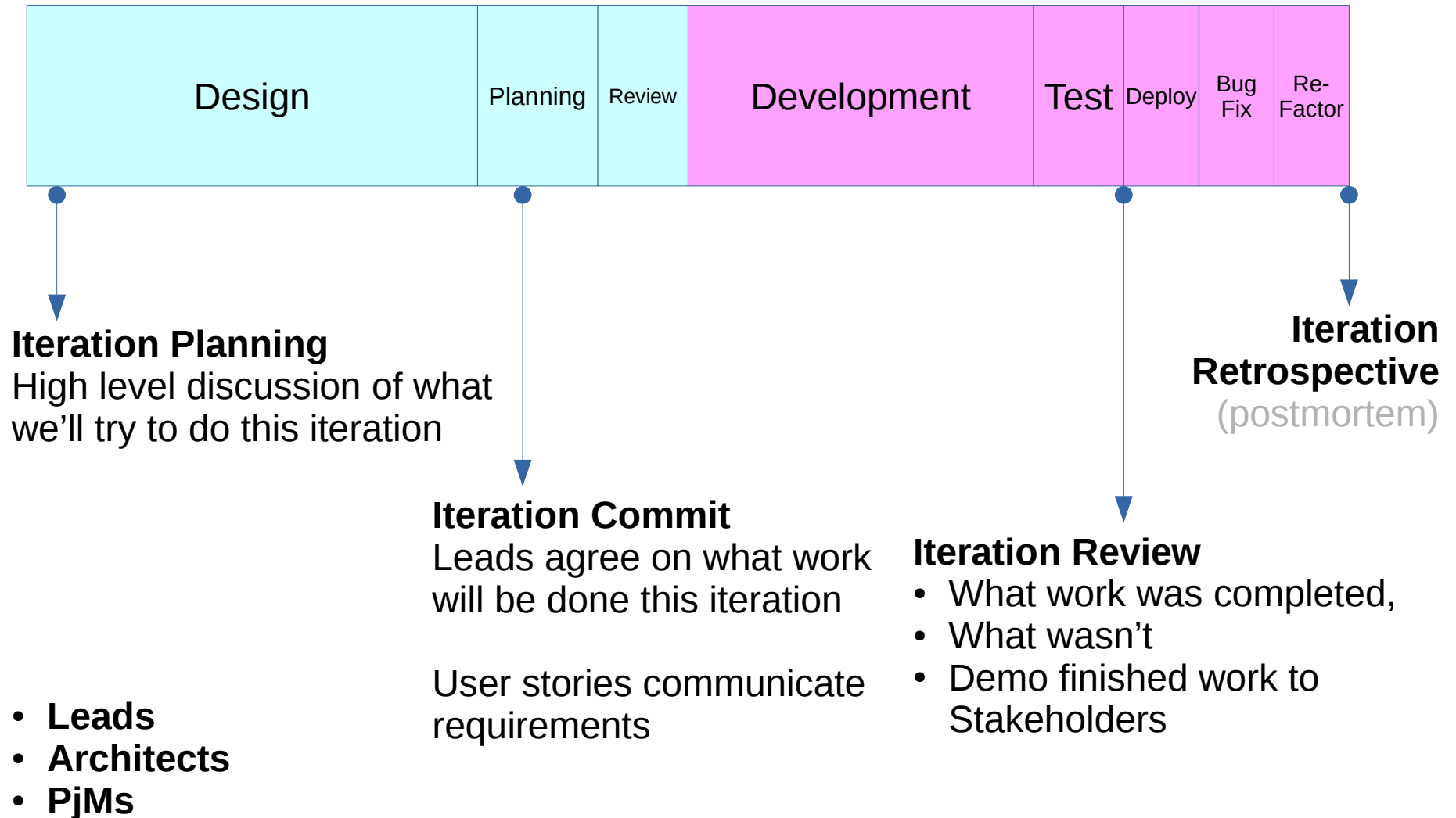
From UI to UX

Reduce uncertainty & Communicate Requirements

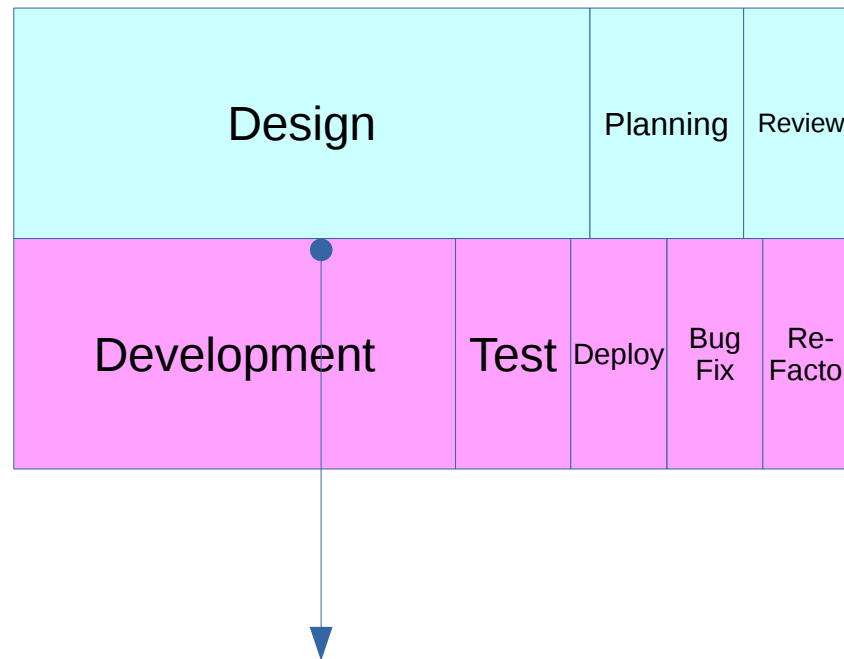
- Prototyping
- User testing
- **Write User Stories**

“A tool used to capture a description of a software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.”

Checkpoints



Status updates



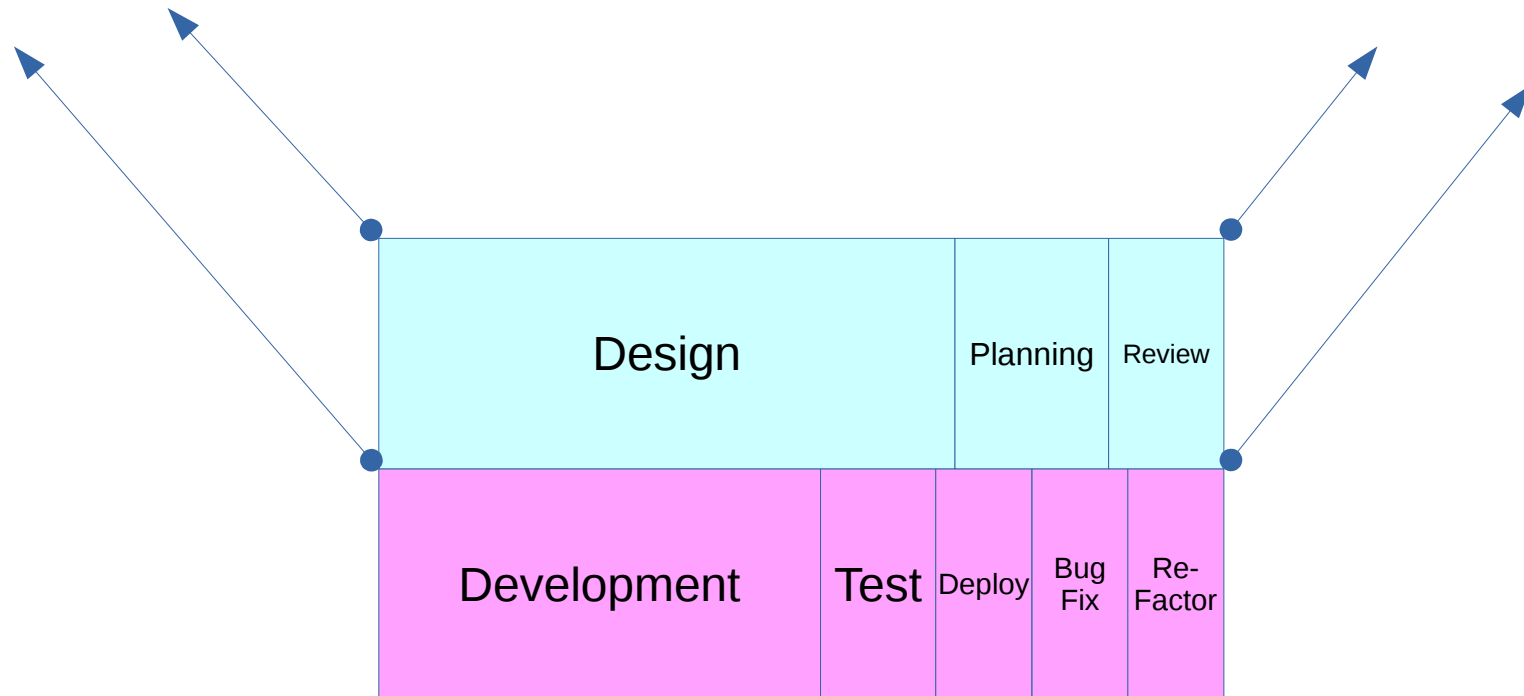
- **Short meeting**
- Any changes in plans?
- Any new ideas being considered?
- Changed expectations?

- **Leads**
- **Architects**

Team scrum meetings

Sprint Planning
Organize backlogs

Sprint Retrospective
(postmortem)

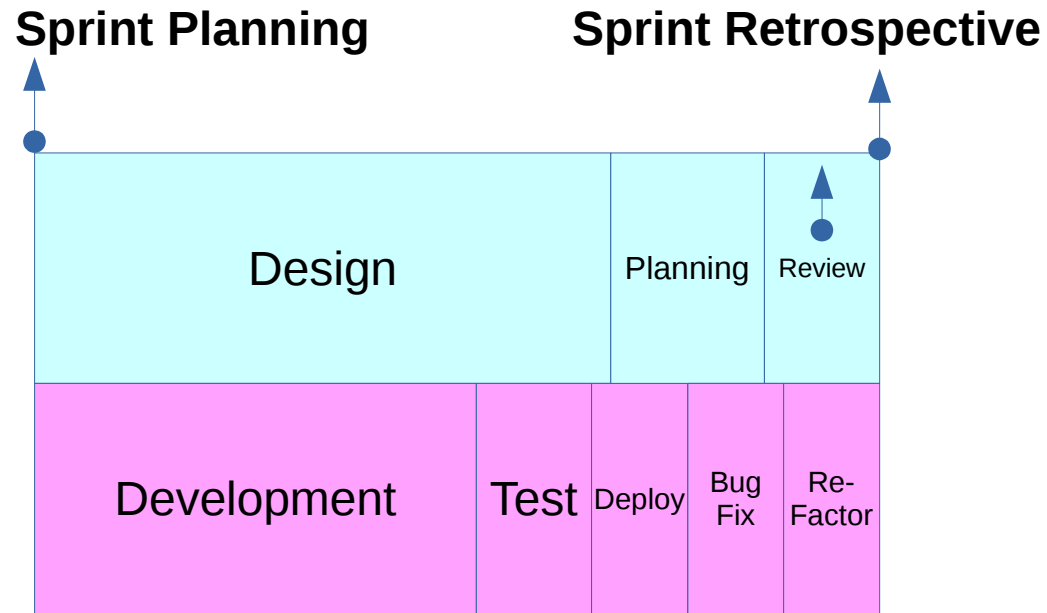


- **Everyone**

Imperfection

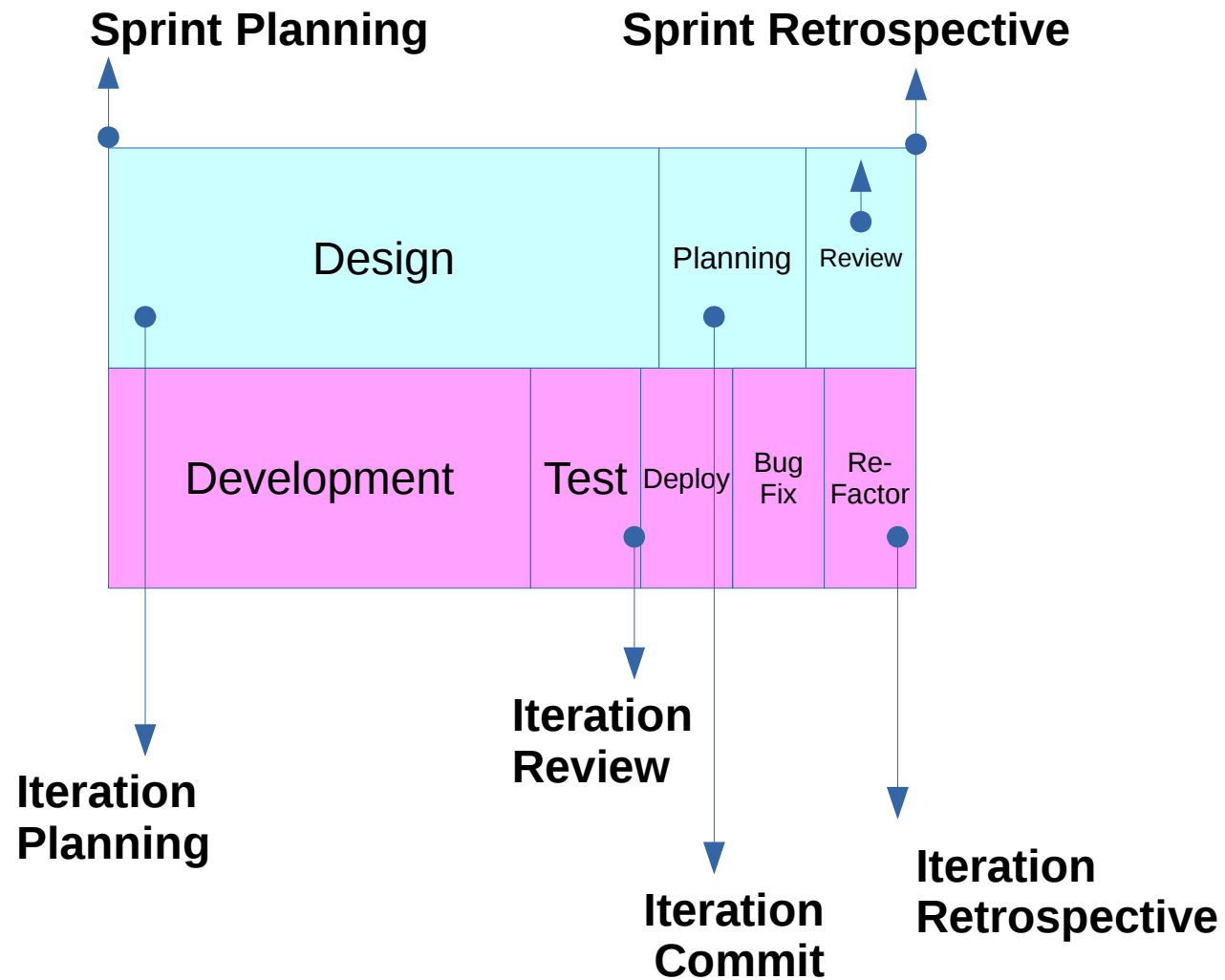
- Leads may agree to cancel a Sprint
- Review scheduling mistakes, setbacks
- This process will change
- Write down any issues & bring to Retrospectives

Many meetings small



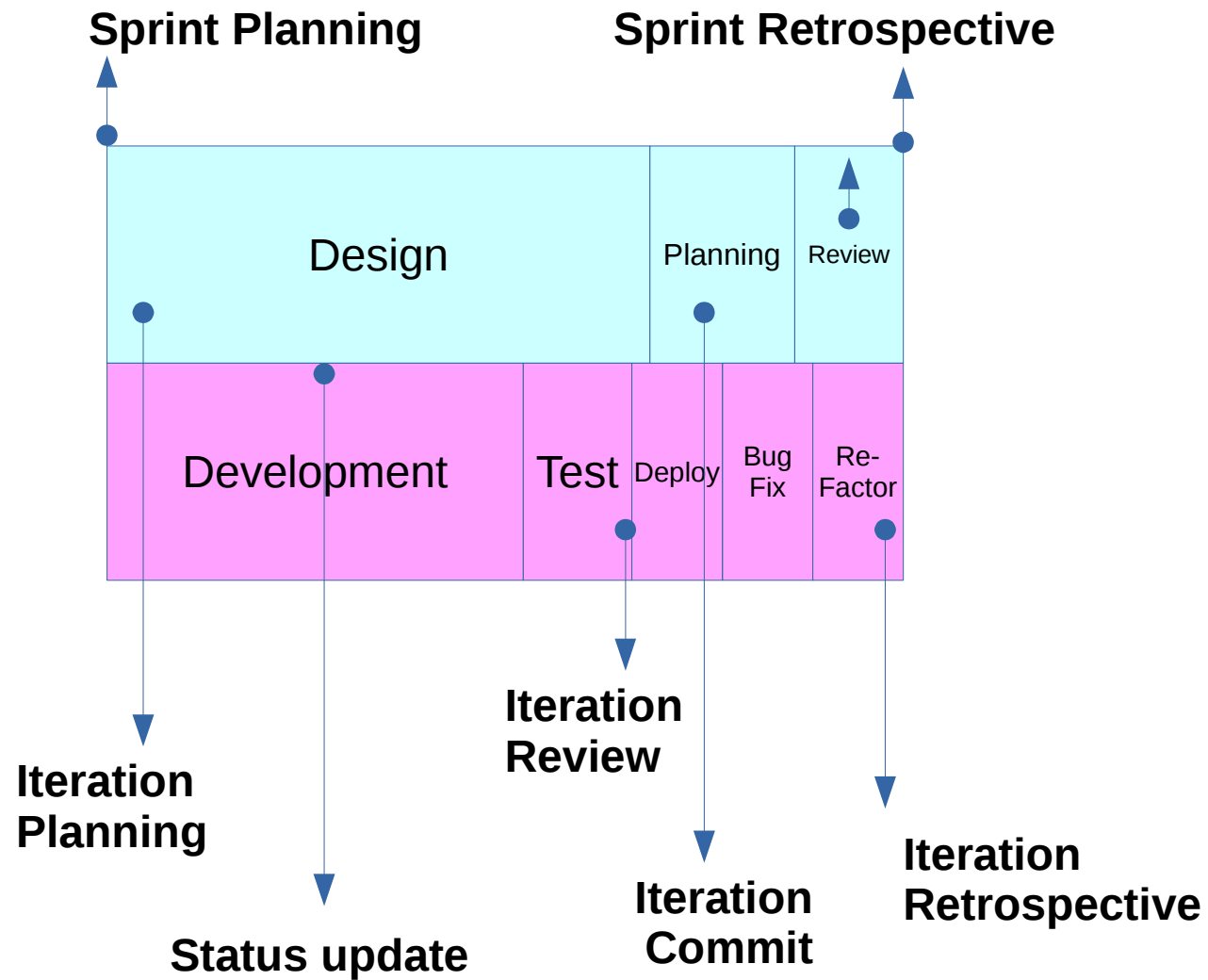
- Everyone

Many meetings small



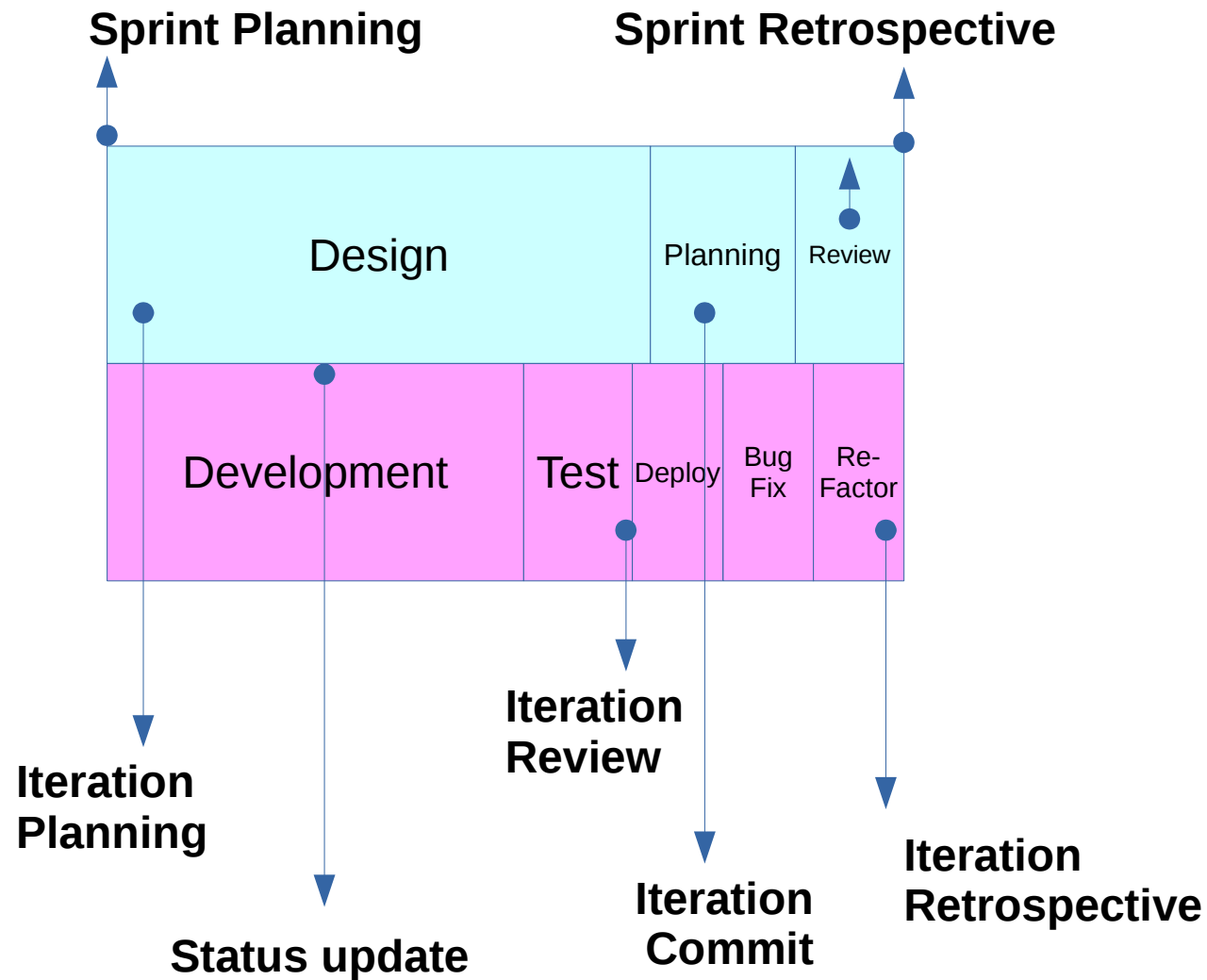
- PjMs
- Leads
- Architects

Many meetings small



- Leads
- Architects

Many meetings small



Per month

- Devs, Designers: 6
- PjMs: 14
- Leads, Architects: 16

Per week

- Devs, Designers: 1.5
- PjMs: 3.5
- Leads, Architects: 4

Every X days

- Devs, Designers: 3.3
- PjMs: 1.4
- Leads, Architects: 1.25

From Dev to Engineer

- Ask why & understand real needs
- Suggest alternatives
- Estimate & communicate time
- Estimate & communicate risk
- Communicate setbacks (to PjM & Team)
- Automate tests for user stories

Resources

- <http://www.agilemodeling.com/artifacts/userStory.htm>
- <https://dev.acquia.com/blog/a-professional-software-engineers-checklist/30/11/2016/17291>