The Agile Group models

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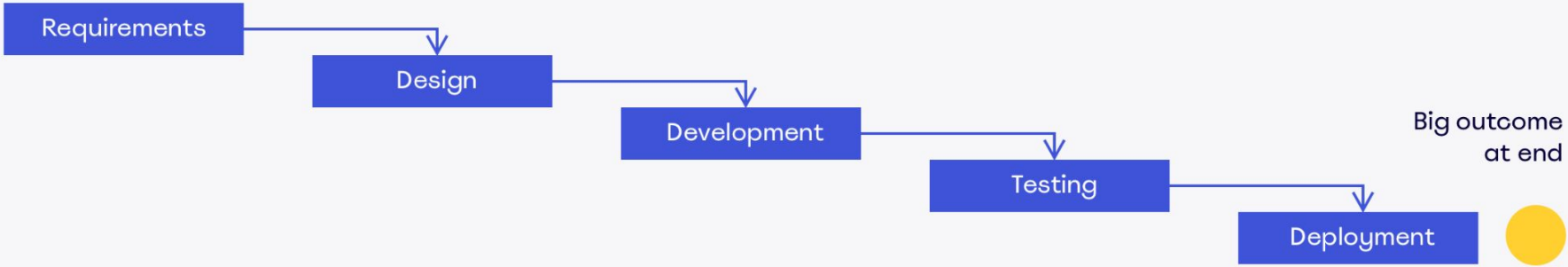
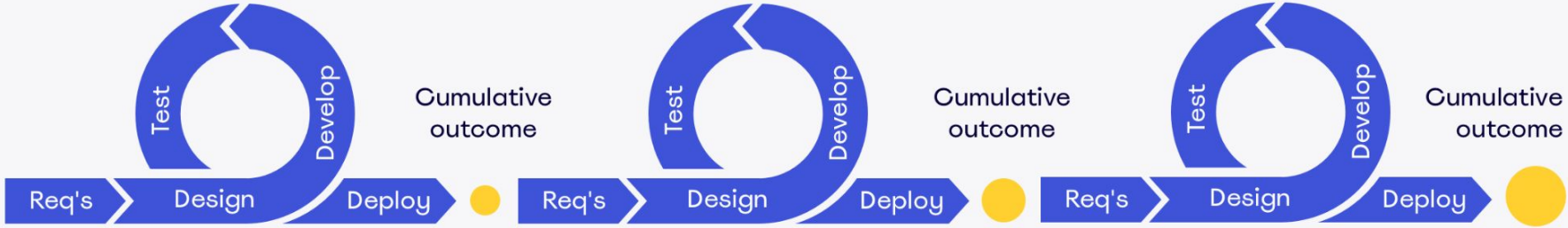
Waterfall



Agile



Agile

Agile is an **iterative approach to project management and software development that helps teams deliver value to their customers faster** and with fewer headaches. Instead of betting everything on a “big bang” launch, an agile team **delivers work in small, but consumable, increments**.

Agile Manifesto

On February 11-13, 2001, at The Lodge at Snowbird ski resort in the Wasatch mountains of Utah, seventeen people met to talk, ski, relax, and try to find common ground – and of course, to eat. What emerged was the Agile “Software Development” Manifesto.

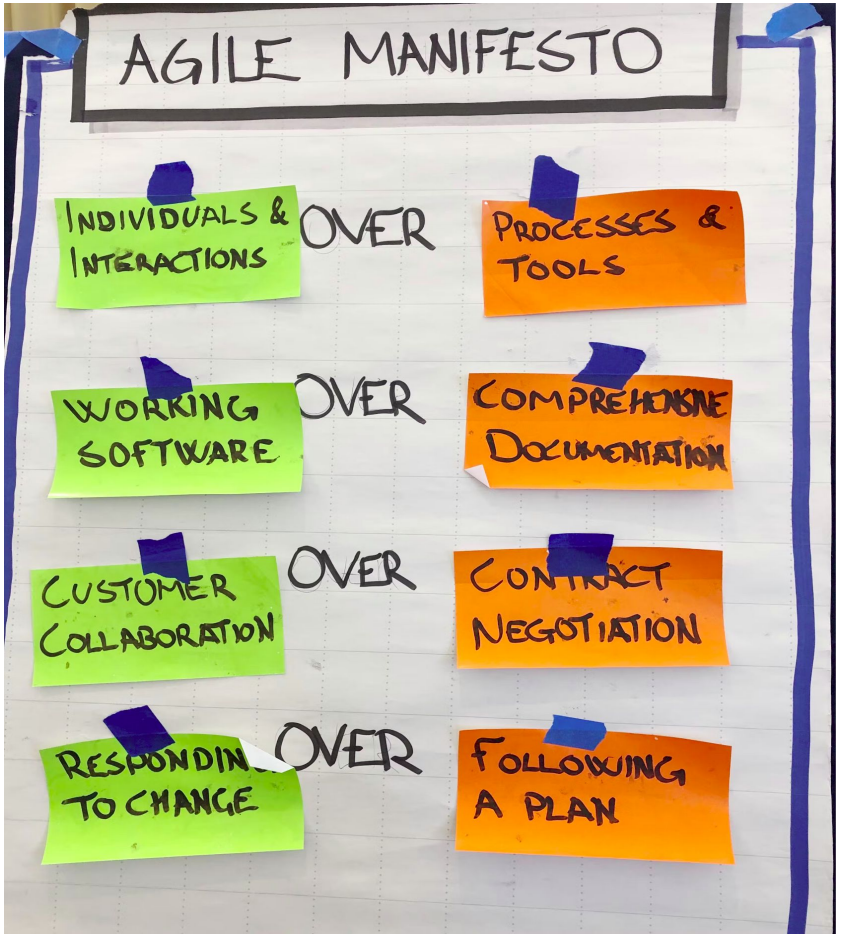
As to gather such a group organizational anarchists (persons who believes that government and laws are not necessary) would be hard, so what emerged from this meeting was symbolic –a Manifesto for Agile Software development –signed by all the participants.

The term Agile is coined by Martin Fowler. They named themselves “**The Agile Alliance**” this group of independent thinkers about software development, and sometimes competitors to each other.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler
James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
2001 February + 'The Lodge' at Snowbird Ski Resort + 17 Thinkers = Agile Manifesto
Brian Marick
Bob Martin
Stephen Mellor
Jeff Sutherland
Ken Schwaber
Dave Thomas

Fundamental Values of Agile Software Development

Those 17 thinkers agreed on a set of values that defined a culture.



Principles behind the Agile Manifesto

Agile Manifesto in short

- Customer Satisfaction
- Welcome changing requirements
- Deliver working software frequently
- Business and Devs works together daily
- Build project around motivated individuals
- Face-to-face conversations
- Working Software = Progress measure
- Promotes sustainable development
- Continuous attention to technical excellence and good design enhances agility
- Simplicity is essential
- The best emerge from self-organizing teams
- Regularly reflect on becoming more productive, then tune and adjust behaviour accordingly

The Agile Group Model

How an Agile team works

Agile breaks goals down into several independent products that can be developed, released, and iterated upon quickly instead of a traditional project management, which is directed towards major final deliverable.

Two main styles of Agile project management are **Scrum** and **Kanban**, which both utilize a board to visualize tasks in columns of to-do, in progress, and done.

Few Defining characteristics of an Agile workflow:

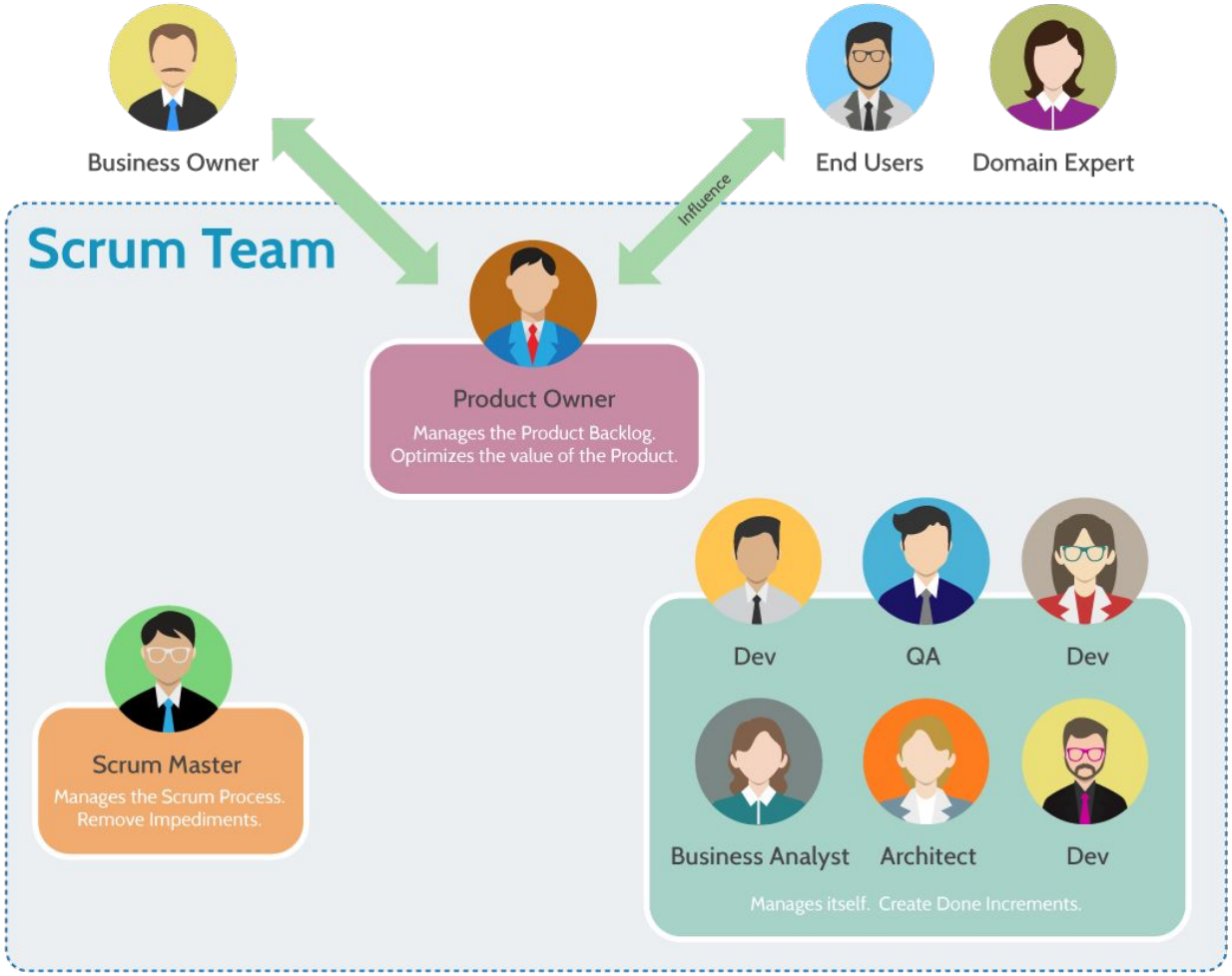
- **Daily standup** – A daily meeting to discuss what work was done yesterday, what they're working on today, and any questions that come up in b/w **contributors and managers**.
- **Sprints** – Short spans in which products are planned, developed, reviewed, and released. They are projects within the projects.
- **Regular reviews and retrospective** – An Agile team manages itself, but there are built-in measures to make sure work is being delivered at a consistent quality. **Peer reviews and reviews by managers** occur before tasks get completed and after the sprint is over.

Scrum

Scrum is an agile project management framework that teams use to developer, deliver, and sustain complex products. Scrum is about continuous shipping value to customers. It's a **framework for getting work done**.

Scrum **helps teams start thinking in a more agile way** and practice building agile principles into work communication and teams work.

With Scrum, a **product is built in a series of iterations** called sprints. They breakdown big, complex projects into bite-sized pieces.


Business Owner
End Users
Domain Expert
Influence
Scrum Team
Product Owner
Manages the Product Backlog.
Optimizes the value of the Product.
Dev
QA
Dev
Scrum Master
Manages the Scrum Process.
Remove Impediments.
Business Analyst
Architect
Dev
Manages itself. Create Done Increments.

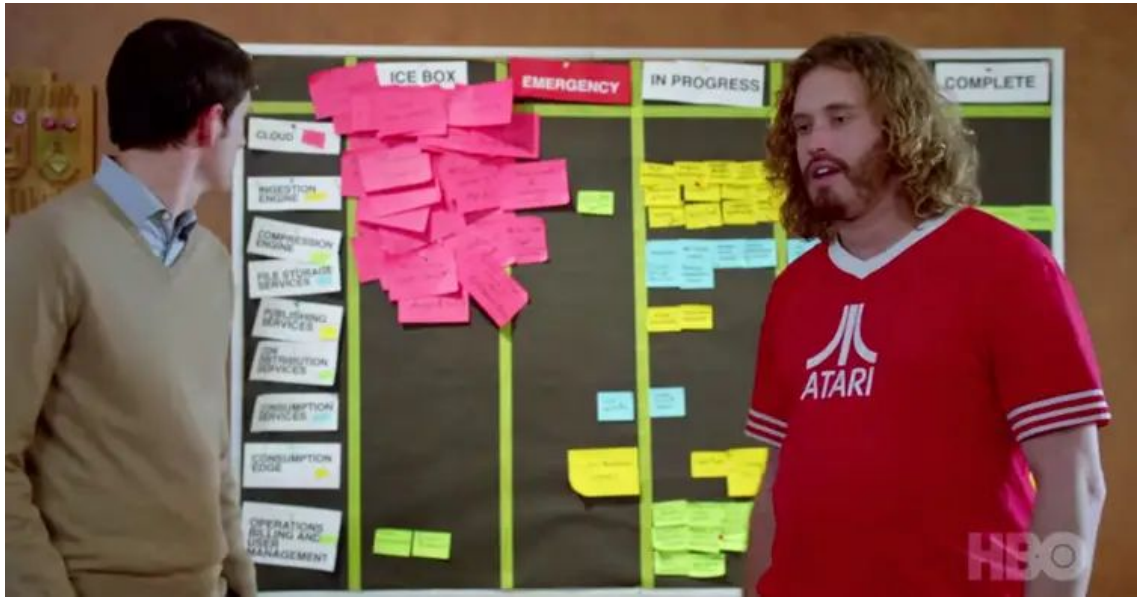
Kanban

Kanban is a popular framework used to implement agile and DevOps software development. It requires real-time communication of capacity and full transparency of work.

Work items are represented visually on a kanban board, allowing team members to see the states of every piece of work at any time.

In agile development, work in progress (WIP) limits set the maximum amount of work that can exist in each status of a workflow. Limiting the amount of work in progress makes it easier to identify inefficiency in a team's workflow.

If not performed well it leads to a mess



Agile Project Management Tools

ActiveCollab

Pivotal Tracker

Jira Software

Trello

wrike

Thank You