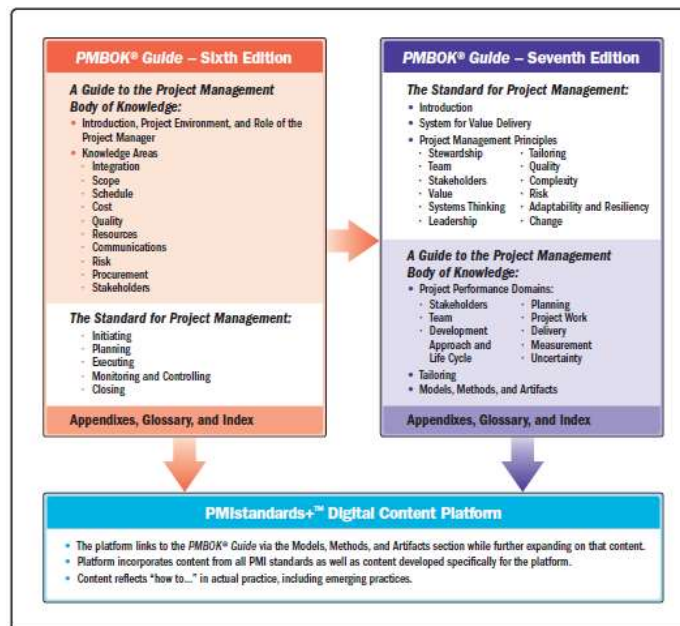
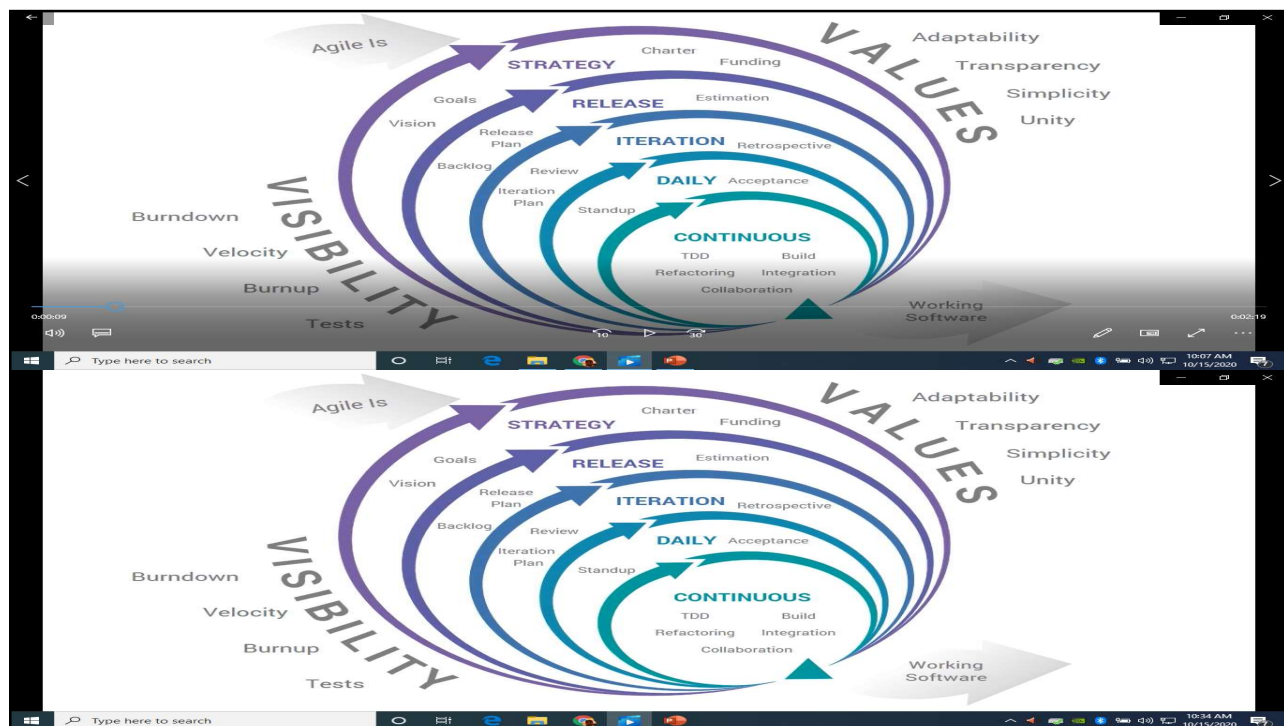


Agile Project Management

ARUNA KOORAGAMGE



Revision to *The Standard for Project Management* and Migration from the Sixth Edition to the Seventh Edition of the PMBOK® Guide and the PMStandards+™ Digital Content Platform



The Agile Development Rhythms

The Agile Development Rhythms

Strategy

Project and product development efforts ideally start with a vision associated with a business need or direction. This vision is then typically farmed in context of a strategy and associated goals and objectives during a management team planning session. The strategy is often accompanied by supporting materials such as a project charter and funding approval.

Release

Release represent the large-grained delivery cycle in agile development. Release typically range between one and six months but may extend longer in some environments. Releases begin with a release planning meeting where product owners or (product managers, project leads, etc.) work to define and prioritize a candidate set of features that are then estimated by the team.

Iteration

Also known as Sprints, iterations are short of releases, generally in the 1-6 weeks time frame. Iterations represent the execution heartbeat of the project. During each iteration, the team's goal is to deliver useful software. Iterations incorporate three key meetings: Iteration planning, Iteration Review, and Retrospective.

Daily

Every day the team focused on completing the highest priority features in the form of working, tested software. As features are delivered within the iteration, they are reviewed and accepted, if appropriate, by the product owner. Each day a short, 15-minute standup meeting facilitates the communication and individual detailed status and any impediments or issues.

Continuous

Agile development teams are constantly driving towards a state of continuous, adaptive planning, collaboration, design, development, testing, and integration. This commitment fosters a dynamic, highly productive environment in which automation is critical and the output is always high-quality, valuable working software.

The Agile Manifesto

Agile VS Traditional

Agile	VS	Traditional
Customer Collaboration		Contract Negotiation
Responding to Change		Following A Plan
Working Solutions		Documentation
Highest Business Value in The Shortest Time		Deferred Business Value Via Longer Delivery Time

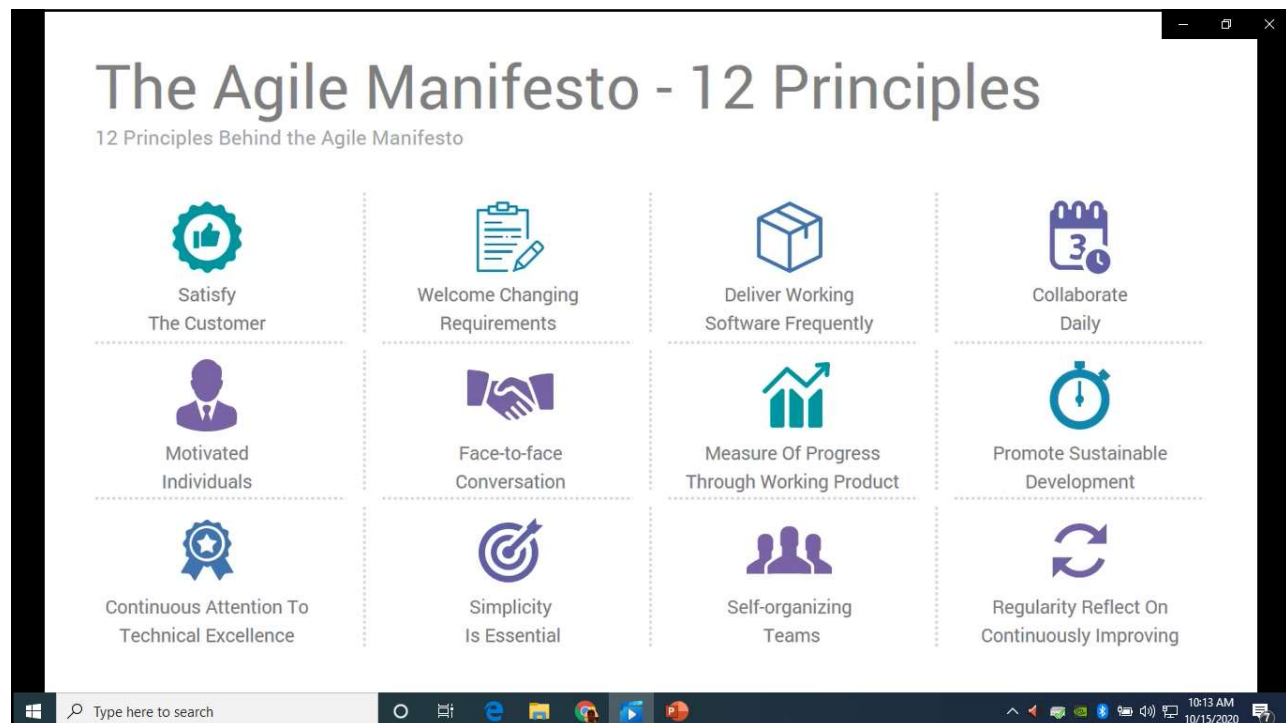
AGILE MYTHOLOGY

Agile is an iterative method of managing product development projects in a highly flexible and interactive manner. The overarching focus of agile development is frequent delivery of high-quality, working, software. Agile ensures optimal business value is delivered through ongoing alignment between technology and the business.

The Agile Manifesto

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

Individual and Interactions	↔	Over Processed and Tools
Working Software	↔	Over Comprehensive Documentation
Customer Collaboration	↔	Over Contract Negotiation
Responding to Change	↔	Over Following a Plan



The Agile Manifesto - 12 Principles

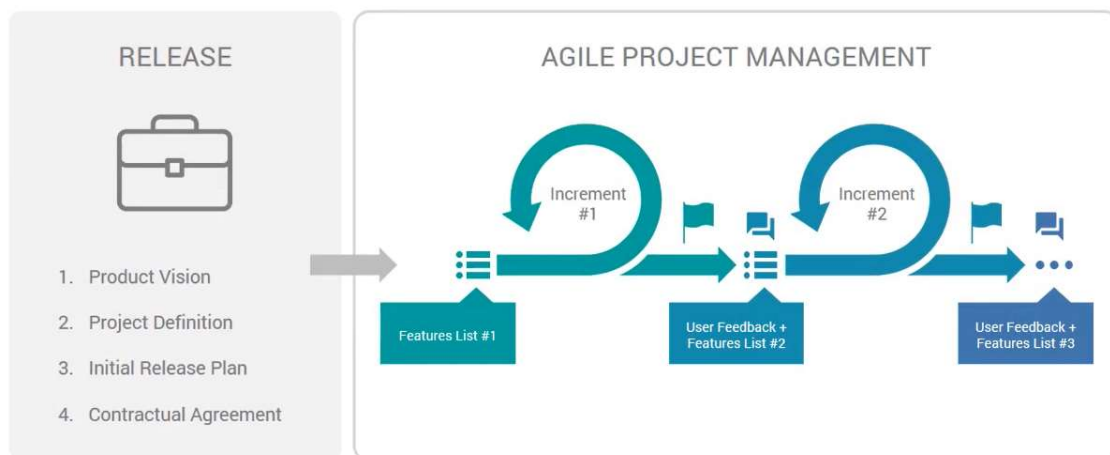
12 Principles Behind the Agile Manifesto

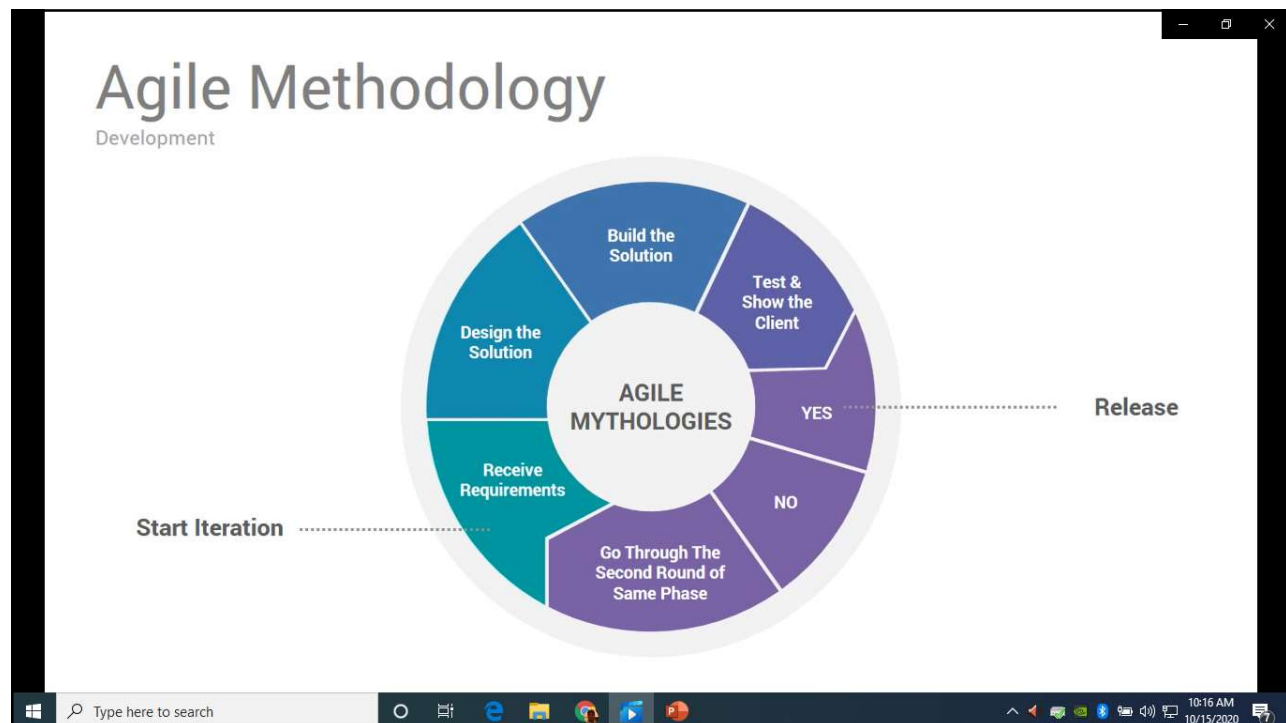
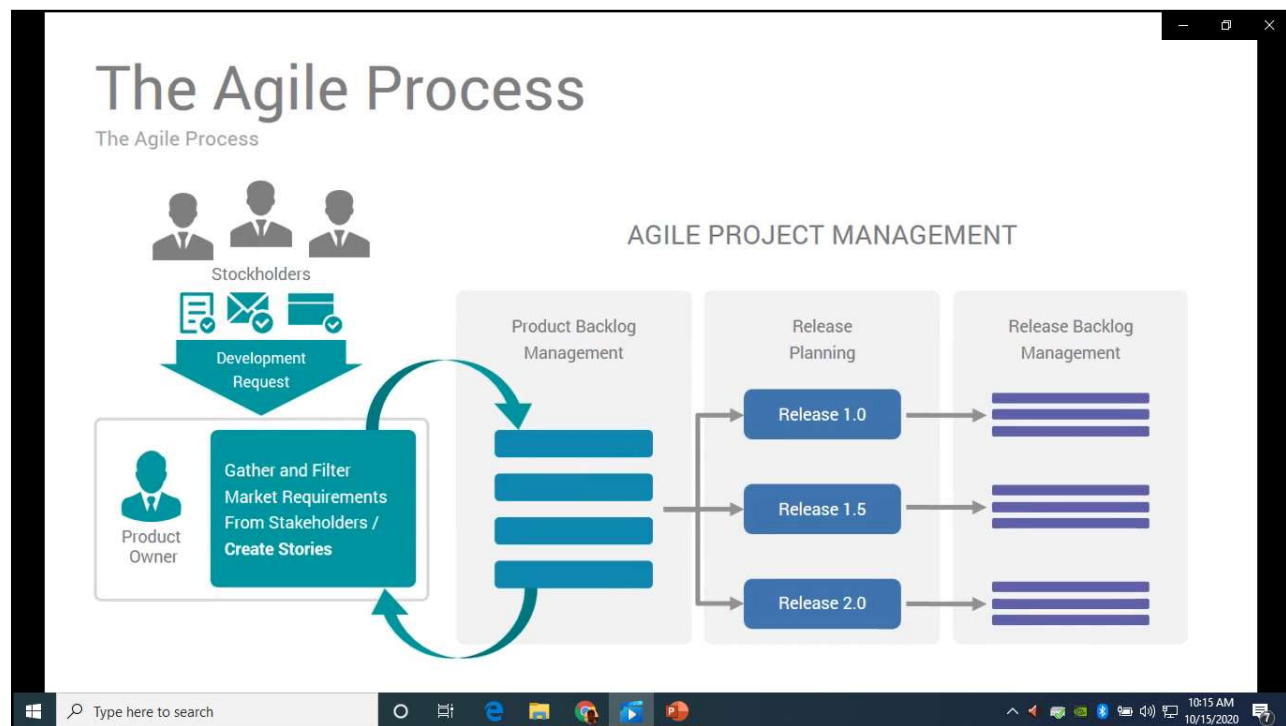
- 1 Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- 2 Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage
- 3 Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- 4 Business people and developers must work together daily throughout the project.
- 5 Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- 6 The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- 7 Working software is the primary measure of progress.
- 8 Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- 9 Continuous attention to technical excellence and good design enhances agility.
- 10 Simplicity—the art of maximizing the amount of work not done—is essential.
- 11 The best architectures, requirements, and designs emerge from self-organizing teams.
- 12 At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



The Agile Process

The Agile Process

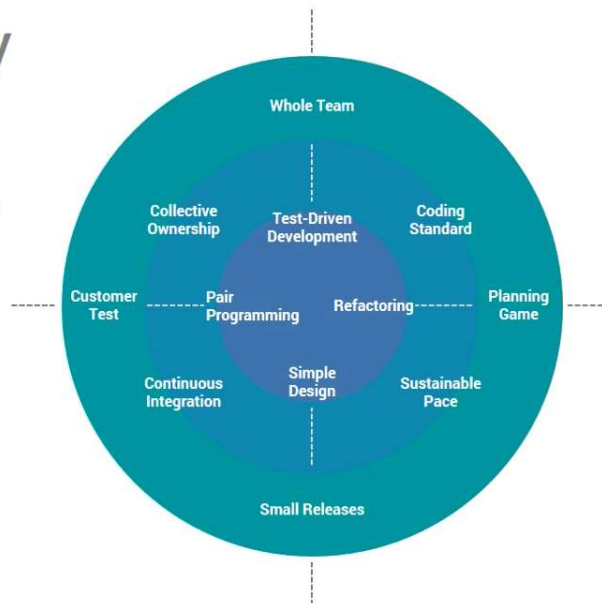




Agile Methodology

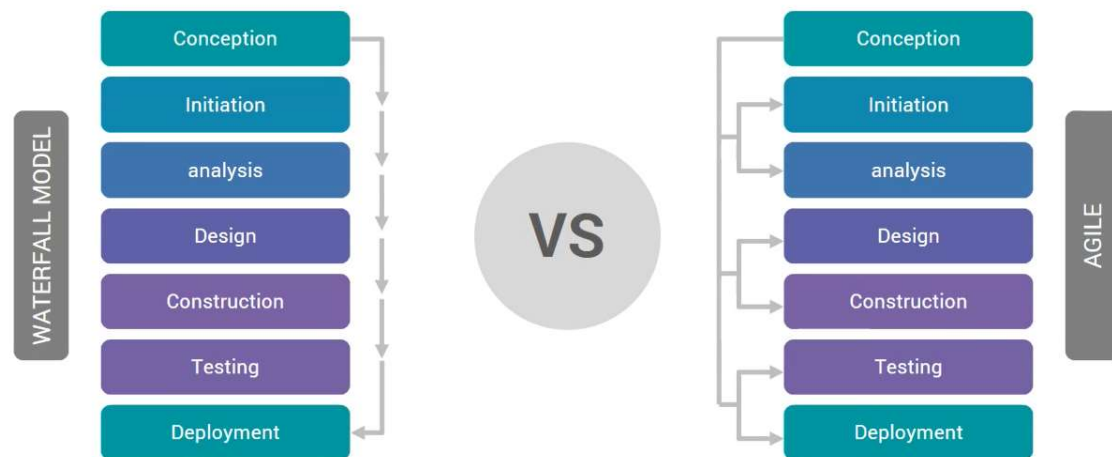
Extreme Programming

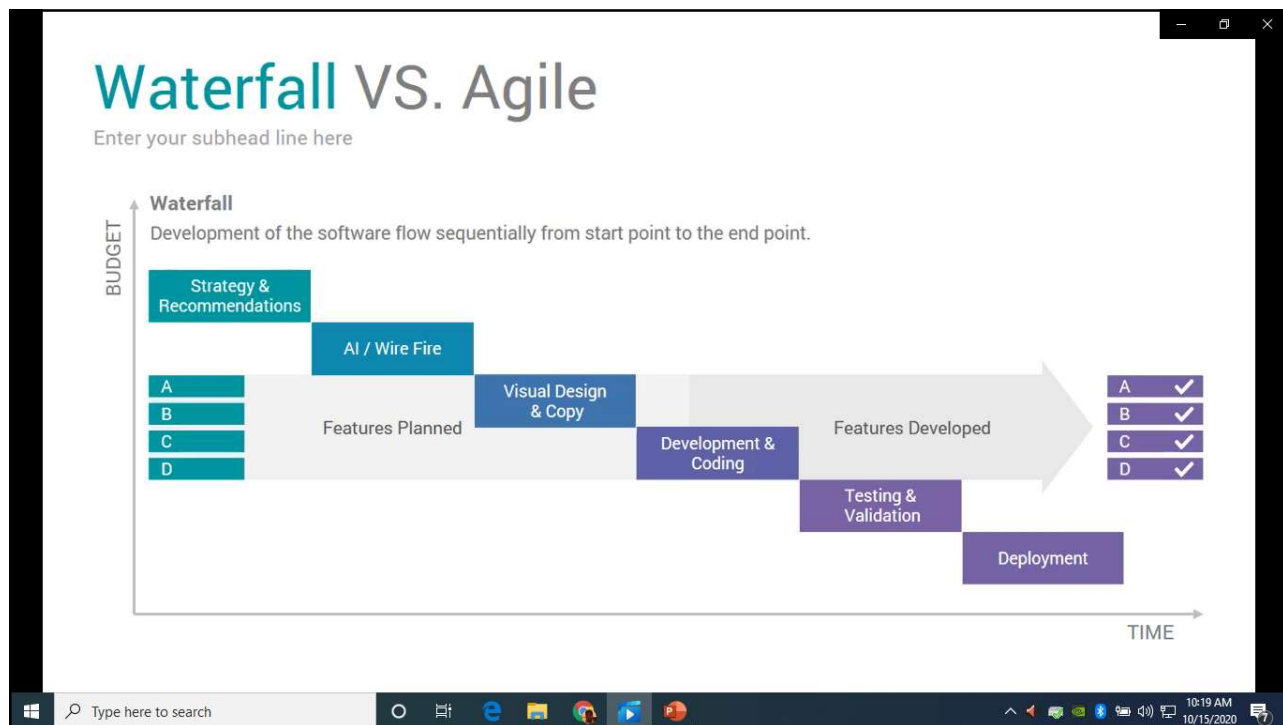
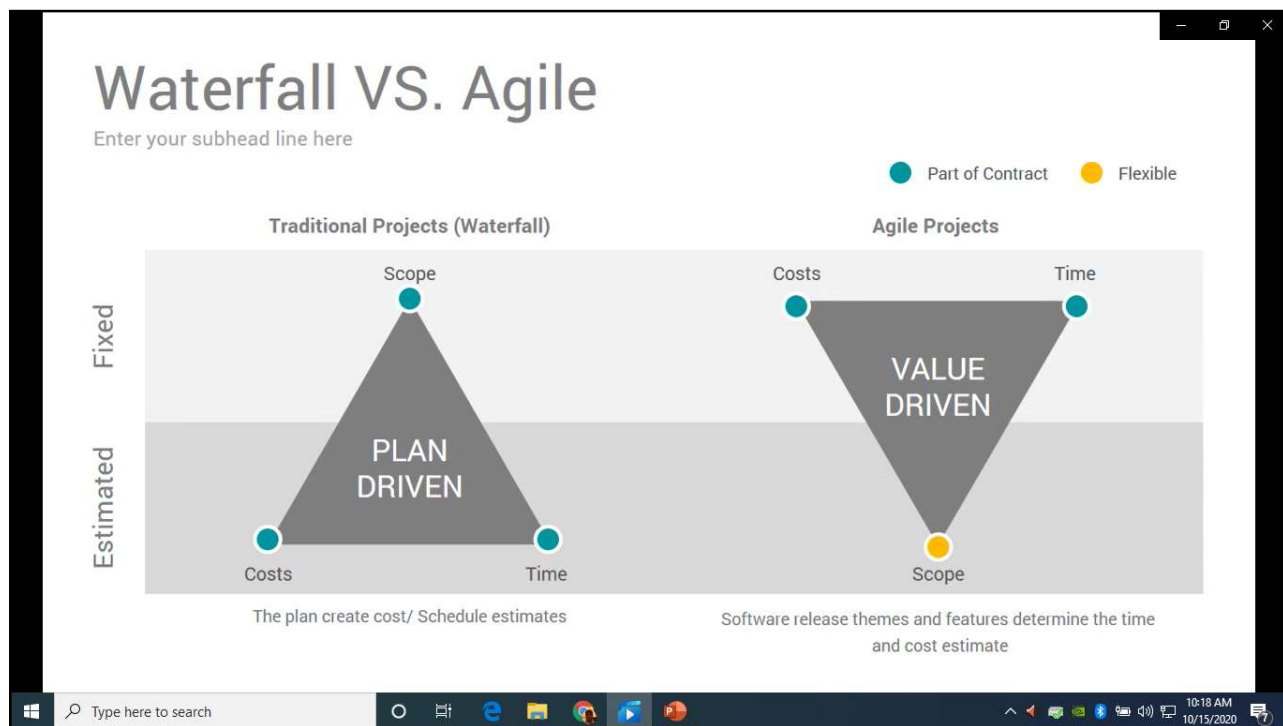
Extreme Programming (XP) is an agile software development framework that aims to produce higher quality software, and higher quality of life for the development team. XP is the most specific of the agile frameworks regarding appropriate engineering practices for software development.



Waterfall VS. Agile

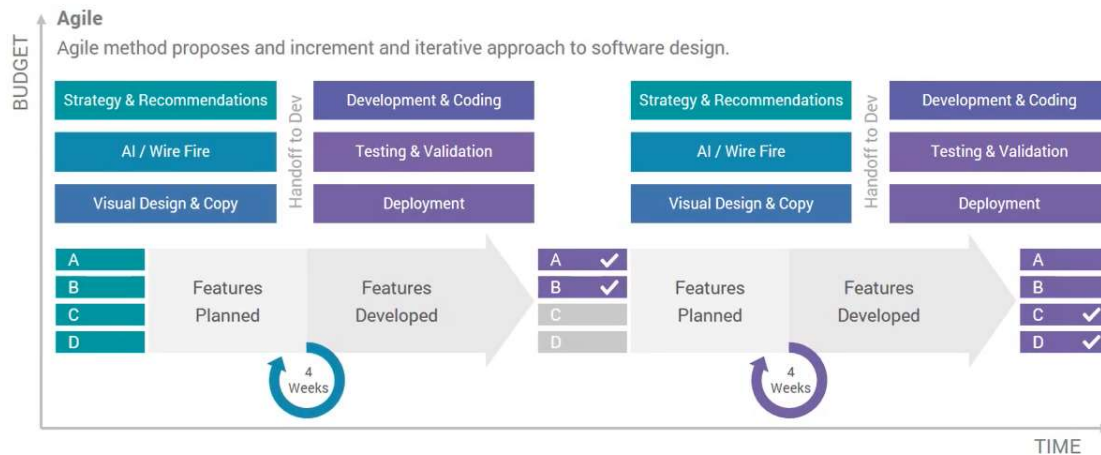
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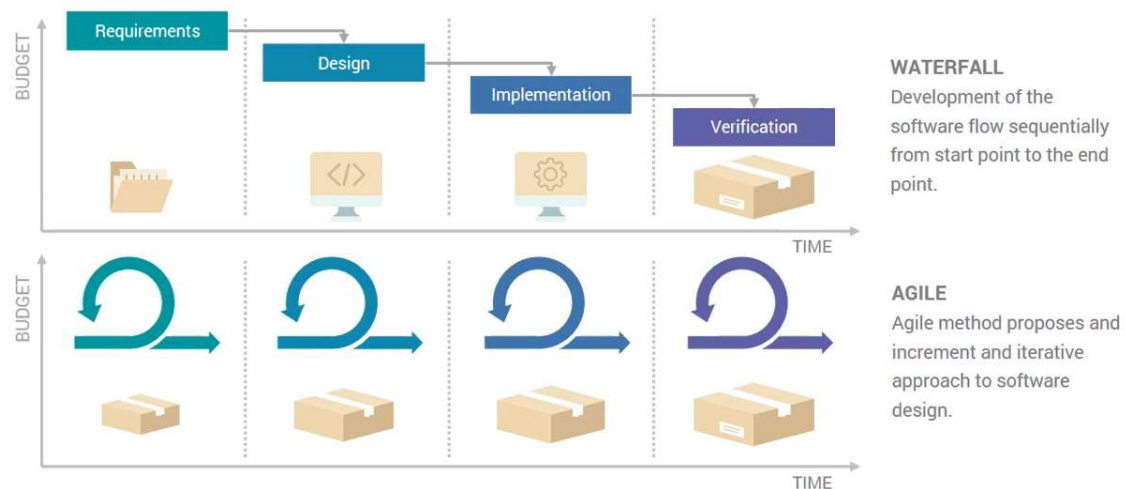
Waterfall VS. Agile

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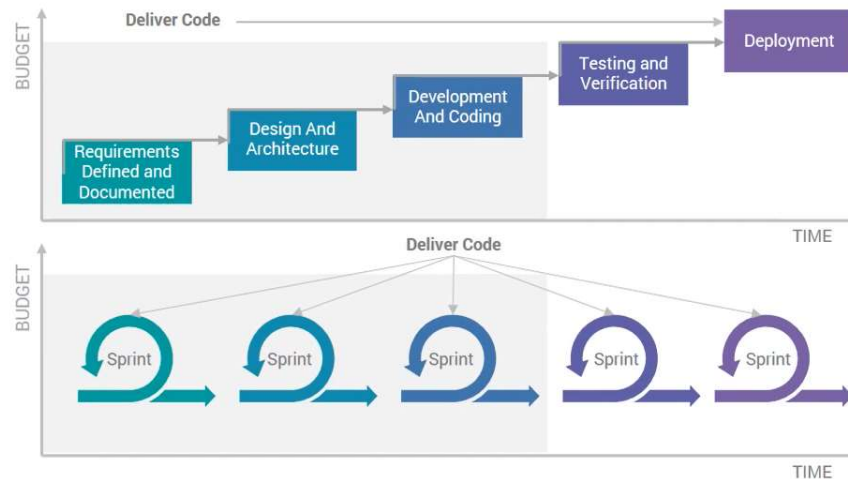
Waterfall VS. Agile

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Waterfall VS. Agile

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WATERFALL

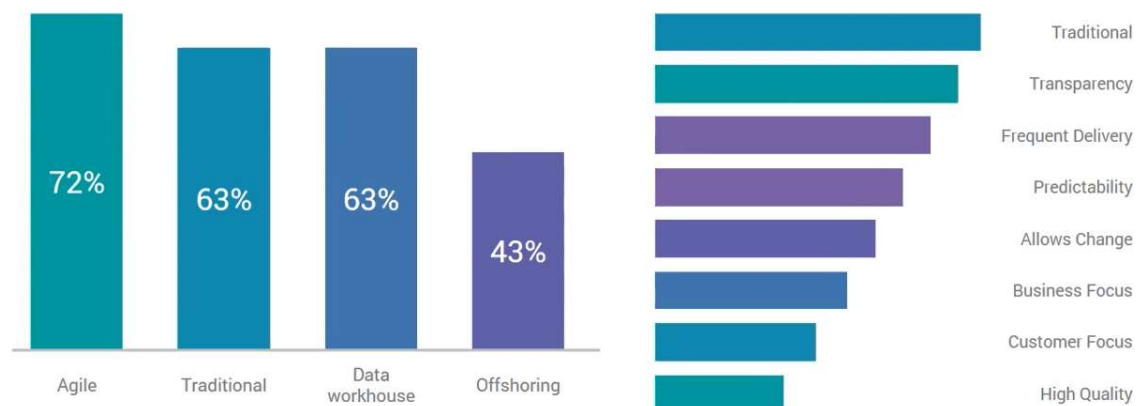
Development of the software flow sequentially from start point to the end point.

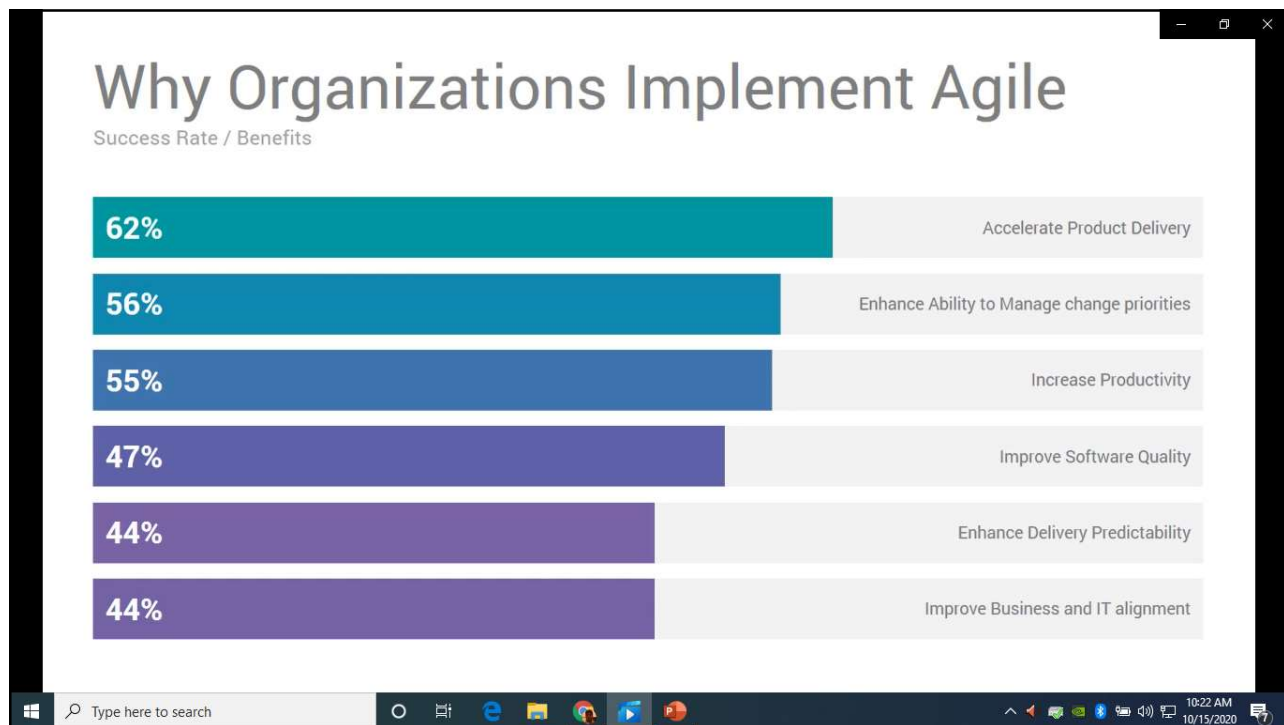
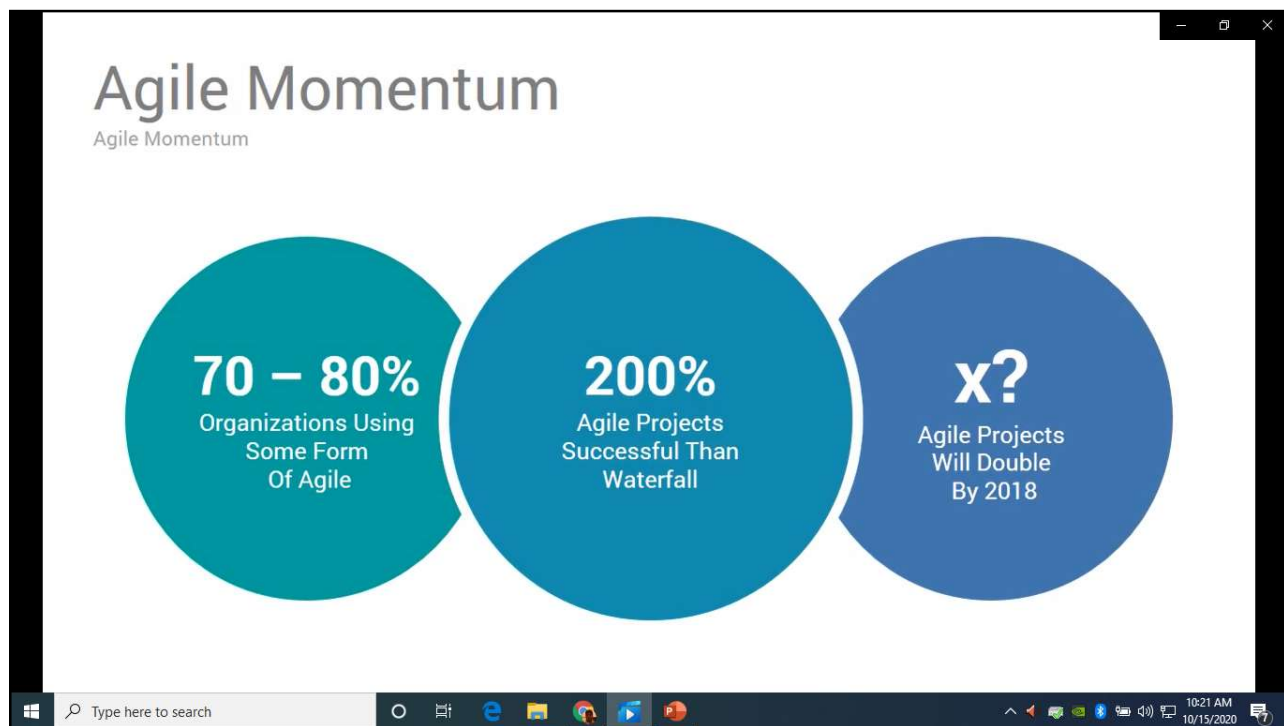
AGILE

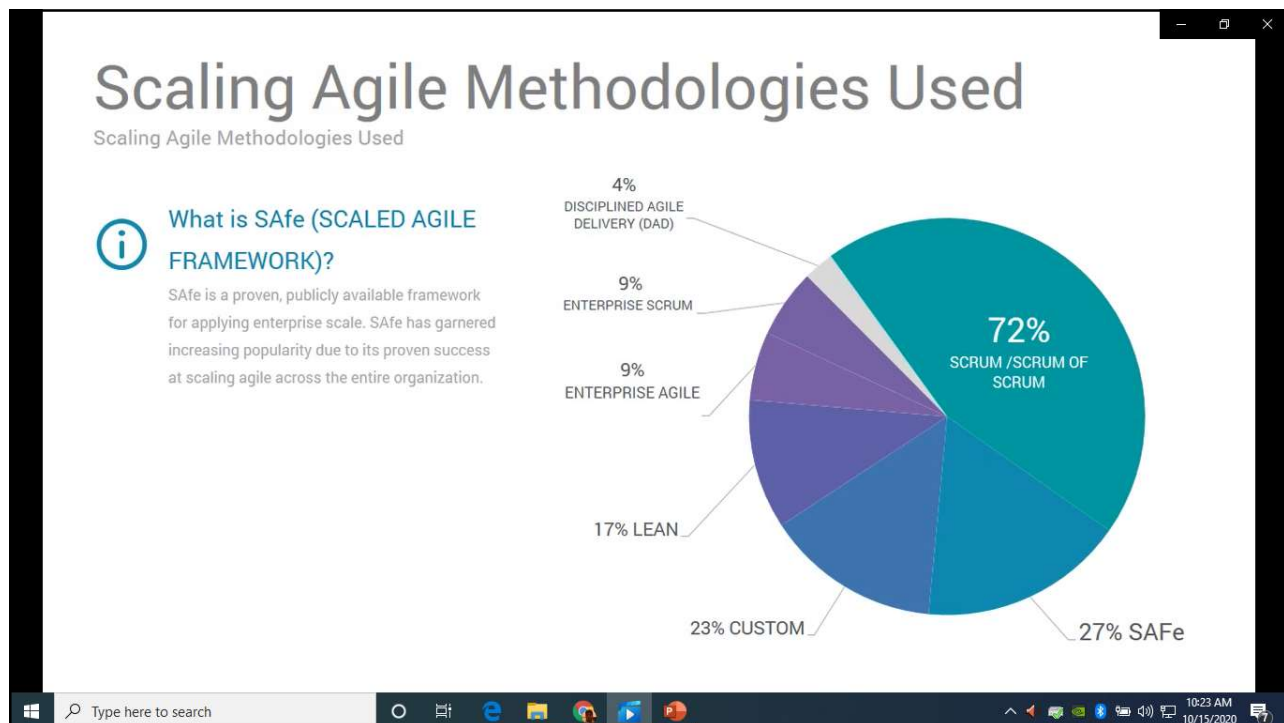
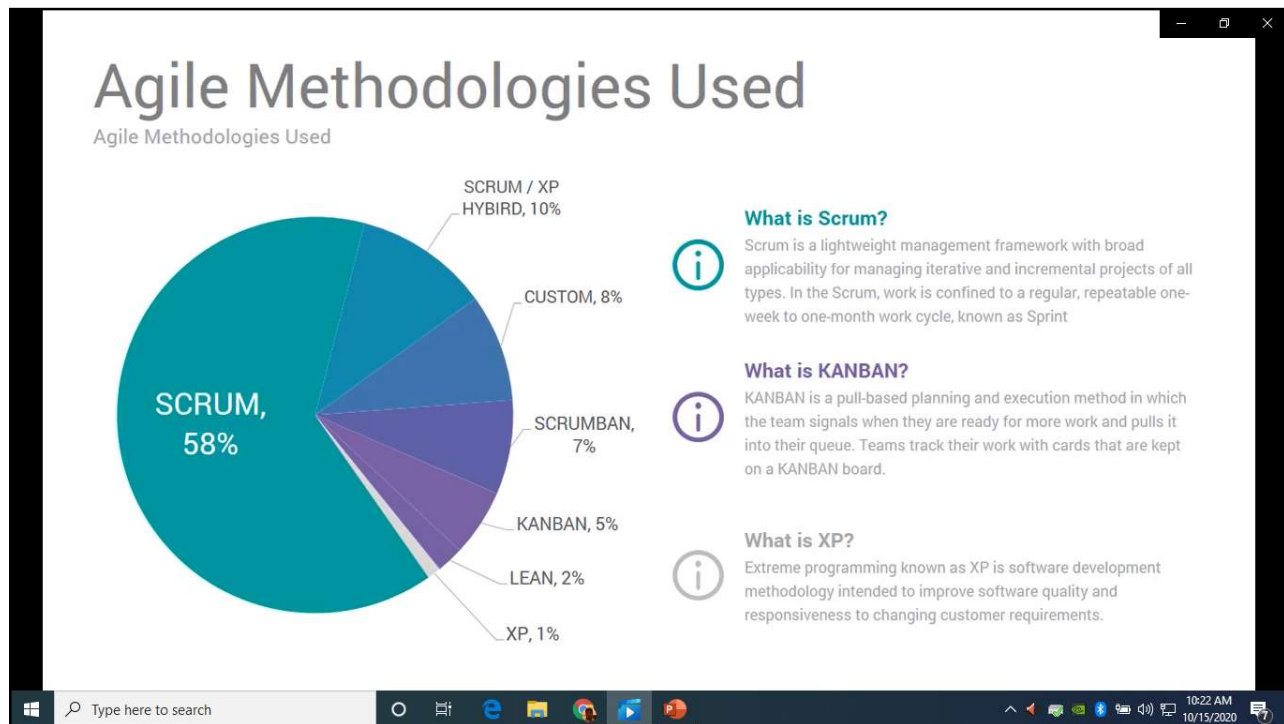
Agile method proposes and increment and iterative approach to software design.

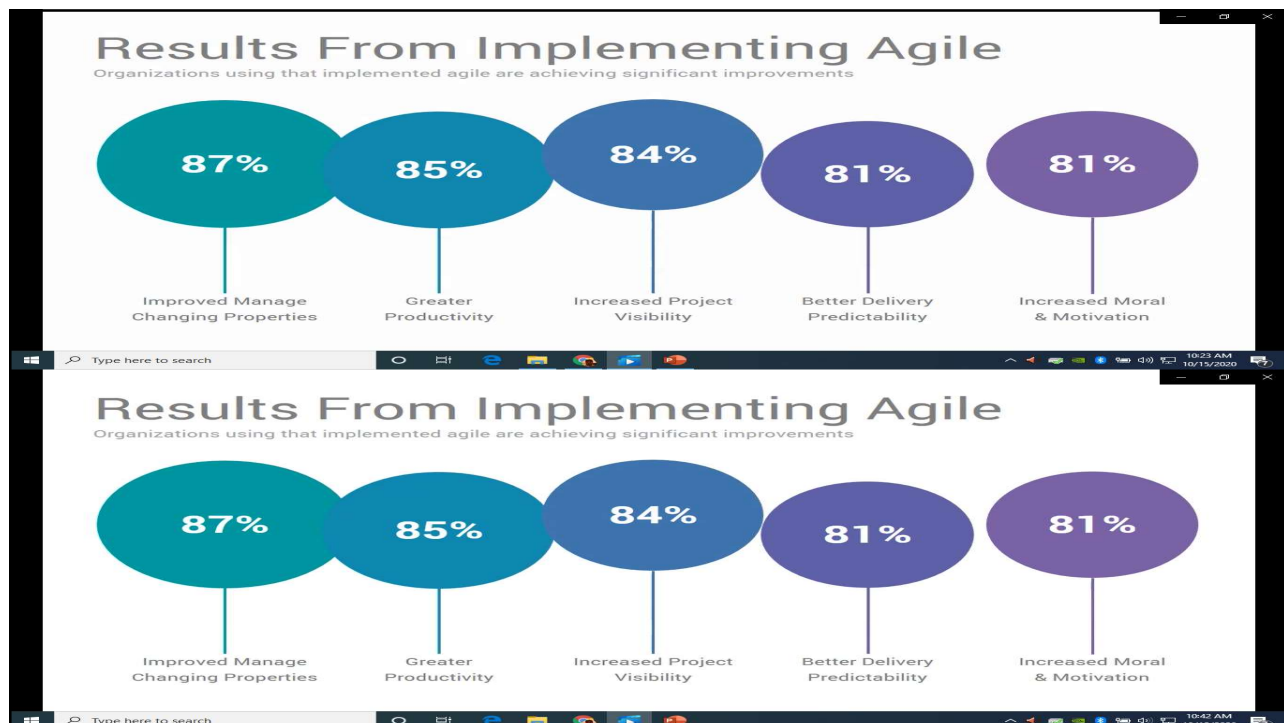
Agile Methodology

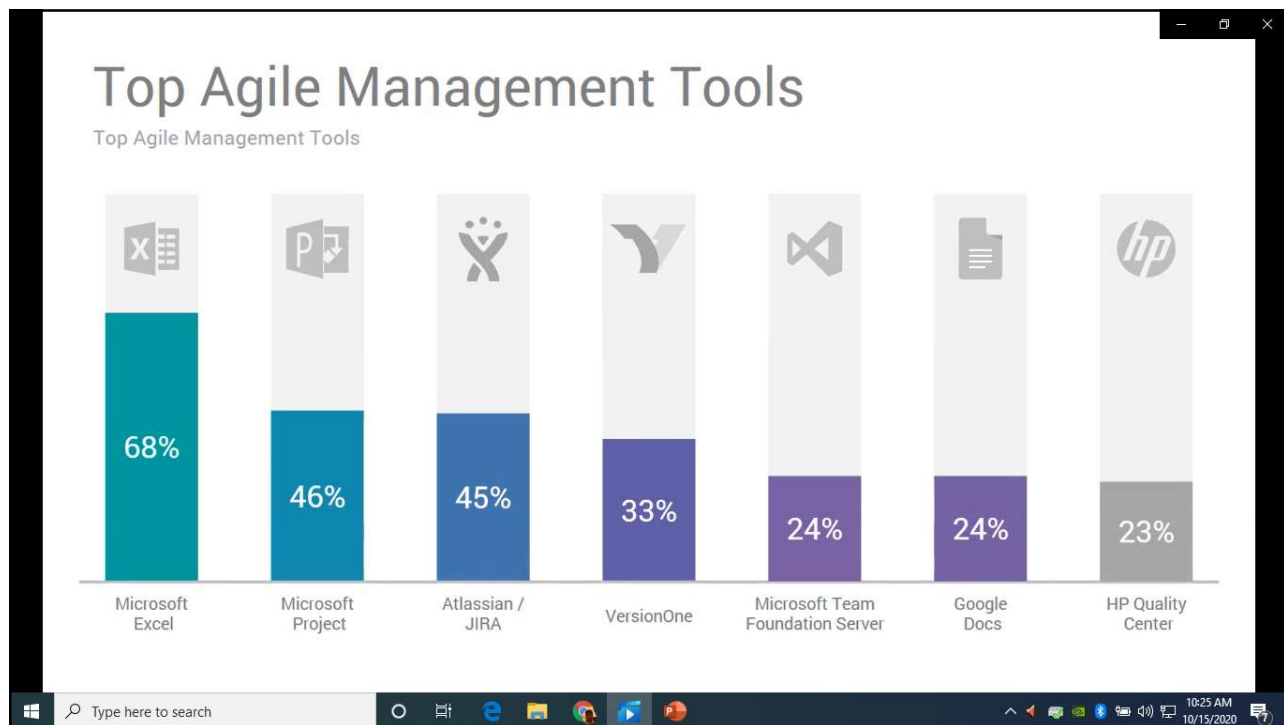
Success Rate / Benefits



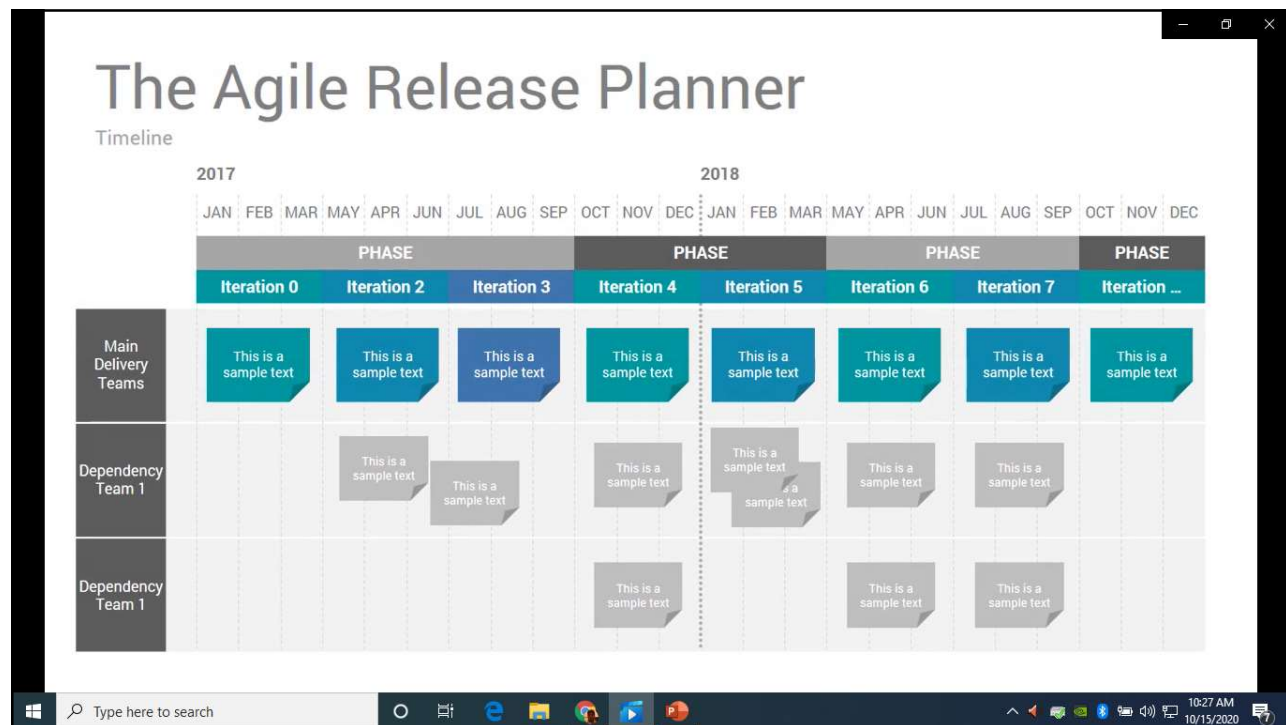
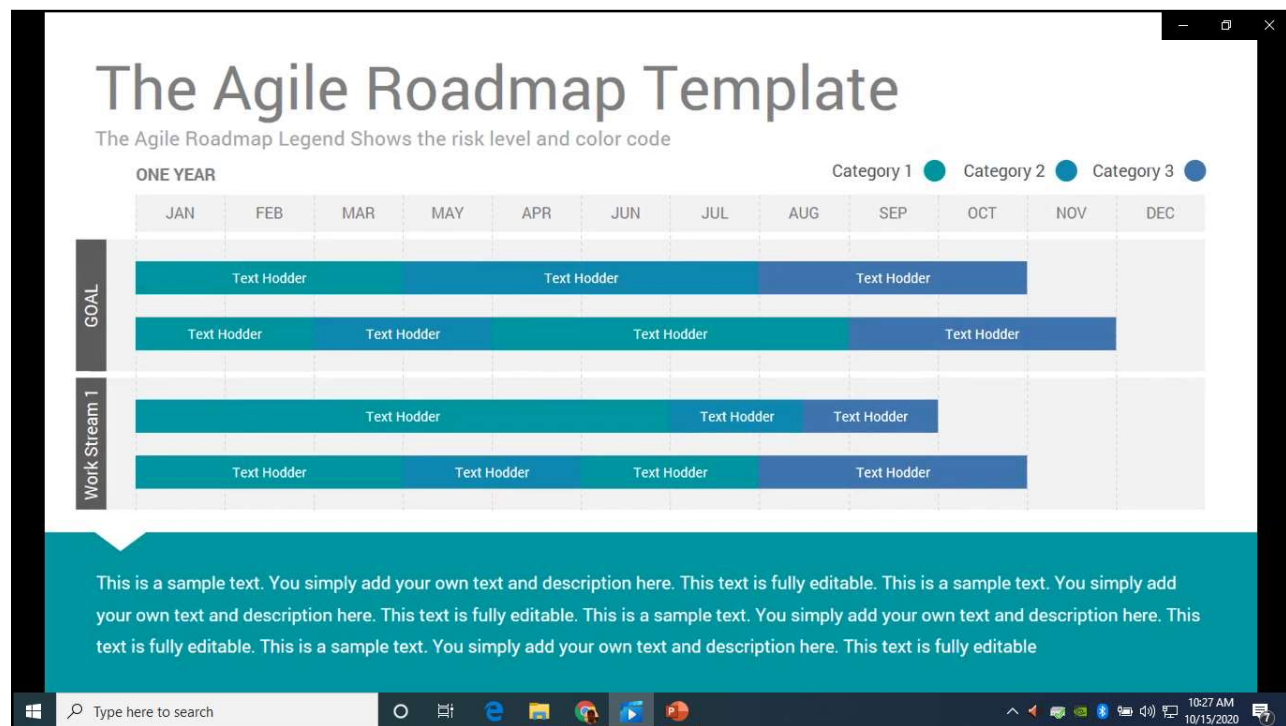












Agile Project Plan Template

Agile Project Plan Template

Project Name	Product Release	Task Name	Responsible	Start	End	Days	Status
Project Manager	AJ	Sprint 1	AJ	9/3	9/13	10	Complete
Project Deliverable		Feature 1	FM	9/3	9/7	4	Complete
Scope Statement:		Feature 2	NA	9/7	9/12	5	Complete
Start Date	3-Sep	Feature 3	LK	9/9	9/13	4	Overdue
End Date	5-Oct	Sprint 2	AJ	9/16	9/24	8	In progress
Overall Progress	20%	Feature 4	FM	9/16	9/17	1	In progress
		Feature 5	NA	9/17	9/21	4	Not started
		Feature 6	AJ	9/22	9/24	2	Not started
		Sprint 3	FM	9/25	10/5	10	Not started
		Feature 7	NA	9/25	9/29	4	Not started
		Feature 8	LK	9/24	10/2	8	Not started
		Feature 9	AJ	10/2	10/5	3	Not started

Agile Release Plan Template

Agile Release Plan Template

Sprint	Task Name	Feature Type	Story Point	Start	End	Duration	Status	Release Date	Goal
1	Task 1	Description 1	20	2/5/2018	2/8/2018	3	Planned	2/12/2018	Goal Description 1
1	Task 2	Description 2	5	2/12/2018	2/20/2018	8	Released	2/24/2018	Goal Description 2
1	Task 3	Description 3	10	2/19/2018	2/26/2018	7	Ongoing	3/1/2018	Goal Description 3
1	Task 4	Description 4	18	2/22/2018	2/29/2018	7	Planned	3/8/2018	Goal Description 4
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Agile Sprint Backlog Template

Agile Sprint Backlog Template

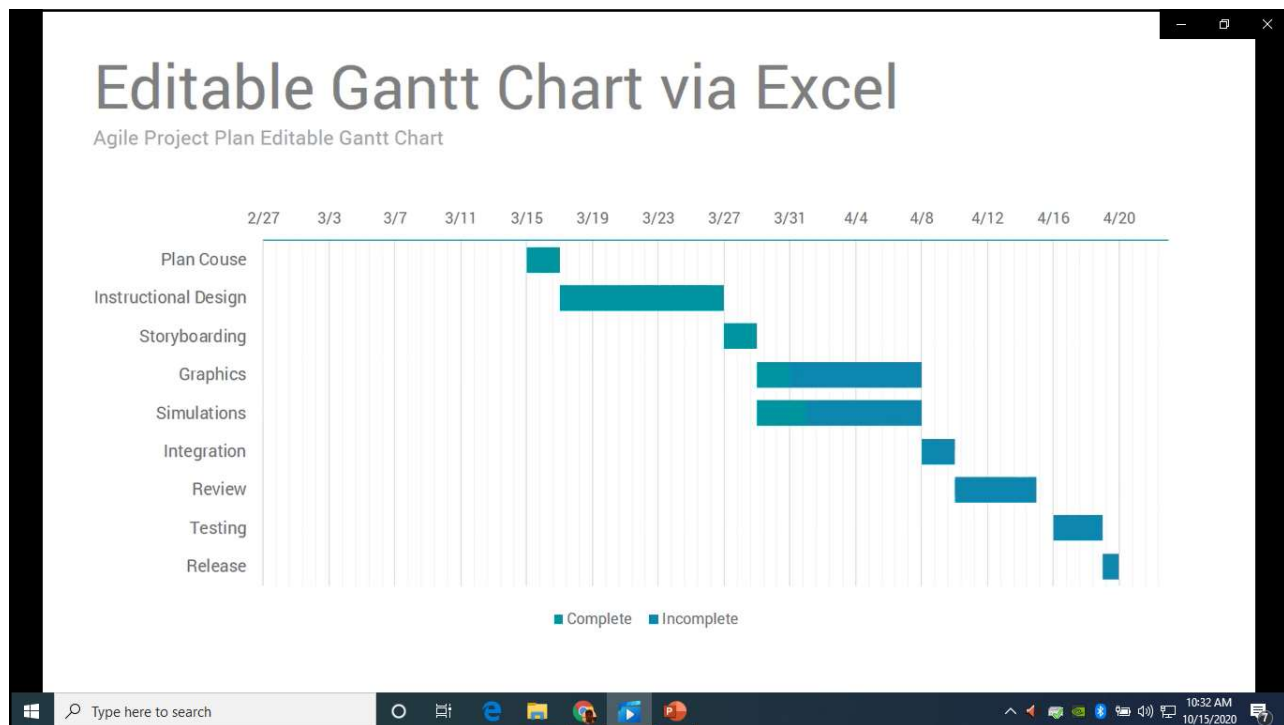
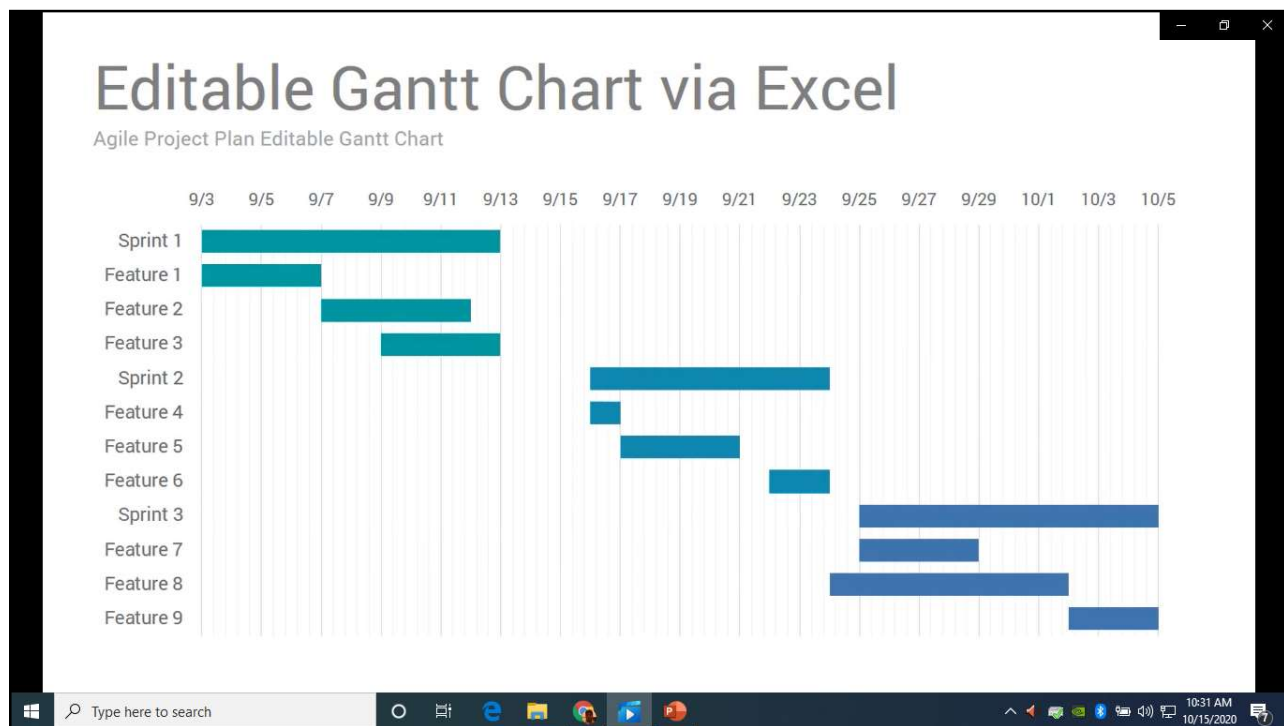
Priority	Backlog Item	Story Points	Responsible	Status	Original Estimate	Day 1	Day 2	Day 3	Day 4	Day 5	Sprint Review
	User Story #1	8									
	Task				7	5	3	0	0	0	0
	Task				3	1	1	5	0	1	0
	Task				1	0.5	0	3	0	0	0
	Task				0.5	1	2	3	1	0	0
	User Story #2	1									
	Task				3	3	0.5	0.5	0	0	2
	Task				3	5	5	1	1	1	0
	Task				2	2	5	0	1	0	1
	Task				5	5	9	5	1	0	1
	User Story #3	5									
	Task				8	6	0	0	0	0	0
	Task				3	1	3	3	3	0	0
	Task				1.5	1	0.5	0.5	1	1	0
	Task				2	0.5	0	0	0	0	3
	User Story #4	8									
	Task				9	4	2	2	1	1	0
	Task				6	6	3	3	3	1	1
	Task				6	2	8	8	1	0	1
	Task				0.5	0.5	0.5	0.5	0	0	0
	User Story #5	3									
	Task				2	1	1	1	0.5	1	1
	Task				6	6	6	0.5	3	9	0
	Task				9	9	9	4	3	3	3
	Task				0.5	0.5	0.5	1	0.5	0	1
	Total				78	60	59	41	20	18	14

Agile Product Backlog Template

Agile Product Backlog Template

Priority	Task Name	Story	Sprint Ready	Status	Story Points	Assigned to Sprint
High	Sprint 1	No	No	In Progress	24	No
Medium	Task 1	Yes	Yes	Complete	8	Yes
Medium	Task 2	Yes	Yes	Complete	16	Yes
Medium	Task 3	Yes	Yes	Complete	0	Yes
Medium	Sprint 2	Yes	Yes	In Progress	96	Yes
Low	Task 4	Yes	Yes	Complete	32	Yes
Low	Task 5	Yes	Yes	Complete	48	Yes
Medium	Task 6	No	No	Not Started	16	No
Medium	Sprint 3	Yes	No	In Progress	32	No
Low	Task 7	Yes	No	In Progress	8	No
Medium	Task 8	No	Yes	In Progress	8	No
Medium	Task 9	Yes	No	In Progress	16	No
Medium	Sprint 4	Yes	Yes	In Progress	64	Yes
Low	Task 10	Yes	No	In Progress	32	No
Low	Task 11	Yes	Yes	Complete	32	Yes
Medium	Task 12	Yes	Yes	Complete	0	Yes
Low	Sprint 5	No	No	Not Started	64	No
Low	Task 13	No	No	Not Started	48	No
Low	Task 14	No	No	Not Started	8	No

21



Backlog		To Do	In Progress	Testing	Done
Feature 10 hrs HIGH	Bug Fix 2 hrs Medium				
Update 4 hrs Low	Research 3 hrs Medium				
Content 2 hrs HIGH					