# Baseline Questions Summary Poster Engineering Practices

Please mark your related questions from your individual survey to this chart using Tally Marks / Hash Marks / Five-bar Gate / Herringbone. This is to speed up the session. Please complete all the Summary Posters.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | 1 Not in our control | 2 Never | 3 Sometimes | 4 When possible | 5 Always |
| D | Non-functional, Monitoring & Security requirements are determined early enough to influence design and testing. |  |  |  |  |  |
| F | Team members are ready and equipped to support their products 24/7 with appropriate priority. |  |  |  |  |  |
| Q | Technical Debt is made visible to both Team members and Stakeholders. We incorporate refactoring into our daily work to reduce Technical Debt. |  |  |  |  |  |
| T | Team members pair program regularly? |  |  |  |  |  |
| Y | When people get feedback that the system is not deployable (such as failing builds or tests), they make fixing these issues their highest priority. |  |  |  |  |  |
|  | **Total Marks** |  |  |  |  |  |

# Baseline Questions Summary Poster Agile Basics

Please mark your related questions from your individual survey to this chart using Tally Marks / Hash Marks / Five-bar Gate / Herringbone. This is to speed up the session. Please complete all the Summary Posters.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | 1 Not in our control | 2 Never | 3 Sometimes | 4 When possible | 5 Always |
| A | Team members collaboratively choose their tasks to work on. |  |  |  |  |  |
| B | All bugs found during development are reviewed by the Product Owner to decide if they are to be fixed or placed on the product backlog for a future fix. Bugs reviewed by the Product Owner to be fixed are swarmed on by the team. |  |  |  |  |  |
| J | Cross team collaboration between Team members is performed in an effective and consistent manner. With minimal reliance on other teams to perform delivery. |  |  |  |  |  |
| K | Team members (Developers and QA), including the Product Owner, are engaged in the planning process in a way that ensures the appropriate level of detail. |  |  |  |  |  |
| L | The team has regular retrospectives in which the team evaluates how they are doing and discuss continuous improvement actions. |  |  |  |  |  |
| M | Team members who perform testing are involved and productive right from the start of each iteration. |  |  |  |  |  |
| O | Stand-up meetings are effective. |  |  |  |  |  |
|  | **Total Marks** |  |  |  |  |  |

# Baseline Questions Summary Poster Operations

Please mark your related questions from your individual survey to this chart using Tally Marks / Hash Marks / Five-bar Gate / Herringbone. This is to speed up the session. Please complete all the Summary Posters.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | 1 Not in our control | 2 Never | 3 Sometimes | 4 When possible | 5 Always |
| C | The entire system is built automatically at least once per day. |  |  |  |  |  |
| I | When creating releases the team members collaborating with the Release Management team. |  |  |  |  |  |
| N | Team members deploy to environments using standardised tooling. |  |  |  |  |  |
| P | Automated unit and acceptance tests are run as part of each automated build. |  |  |  |  |  |
| X | Team members have an option to start a series of automated tests as they see fit. |  |  |  |  |  |
|  | **Total Marks** |  |  |  |  |  |

# Baseline Questions Summary Poster Elaboration

Please mark your related questions from your individual survey to this chart using Tally Marks / Hash Marks / Five-bar Gate / Herringbone. This is to speed up the session. Please complete all the Summary Posters.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | 1 Not in our control | 2 Never | 3 Sometimes | 4 When possible | 5 Always |
| R | The Product Owner is readily available to discuss work-in-progress. |  |  |  |  |  |
| U | Product Owners actively participate in the creation of the Acceptance Criteria for each feature and team has pre-defined and agreed-upon criteria for considering a feature done. |  |  |  |  |  |
| V | Trade-offs and prioritisation are data driven based on impact to delivery. |  |  |  |  |  |
|  | **Total Marks** |  |  |  |  |  |

# Baseline Questions Summary Poster IT Security

Please mark your related questions from your individual survey to this chart using Tally Marks / Hash Marks / Five-bar Gate / Herringbone. This is to speed up the session. Please complete all the Summary Posters.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | 1 Not in our control | 2 Never | 3 Sometimes | 4 When possible | 5 Always |
| E | Findings from Security testing are entered into the product backlog and escalated with an impact overview to the Product Owner and Security team. |  |  |  |  |  |
| G | Our compliance constraints have been translated into our requirements. |  |  |  |  |  |
| H | Security training is available where needed for specific roles and issues. |  |  |  |  |  |
| S | We have an engaged member of the Security team for all development and production activities. |  |  |  |  |  |
| W | We use code analysis tools as part of our code review / CI practice. |  |  |  |  |  |
|  | **Total Marks** |  |  |  |  |  |

# Baseline Survey

Instructions: For every item below, rate how frequently you see the behaviour in your team, according to the five-point scale below. Write the number in the blank space before the item.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Not in our control | Never | Sometimes | When possible | Always |

1. Team members collaboratively choose their tasks to work on.
2. All bugs found during development are reviewed by the Product Owner to decide if they are to be fixed or placed on the product backlog for a future fix. Bugs reviewed by the Product Owner to be fixed are swarmed on by the team.
3. The entire system is built automatically at least once per day.
4. Non-functional, Monitoring & Security requirements are determined early enough to influence design and testing.
5. Findings from Security testing are entered into the product backlog and escalated with an impact overview to the Product Owner and Security team.
6. Team members are ready and equipped to support their products 24/7 with appropriate priority.
7. Our compliance constraints have been translated into our requirements.
8. Security training is available where needed for specific roles and issues.
9. When creating releases the team members collaborating with the Release Management team.
10. Cross team collaboration between Team members is performed in an effective and consistent manner. With minimal reliance on other teams to perform delivery.
11. Team members (Developers and QA), including the Product Owner, are engaged in the planning process in a way that ensures the appropriate level of detail.

# Baseline Survey

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Not in our control | Never | Sometimes | When possible | Always |

1. The team has regular retrospectives in which the team evaluates how they are doing and discuss continuous improvement actions.
2. Team members who perform testing are involved and productive right from the start of each iteration.
3. Team members deploy to environments using standardised tooling.
4. Stand-up meetings are effective.
5. Automated unit and acceptance tests are run as part of each automated build.
6. Technical Debt is made visible to both Team members and Stakeholders. We incorporate refactoring into our daily work to reduce Technical Debt.
7. The Product Owner is readily available to discuss work-in-progress.
8. We have an engaged member of the Security team for all development and production activities.
9. Team members pair program regularly?
10. Product Owners actively participate in the creation of the Acceptance Criteria for each feature and team has pre-defined and agreed-upon criteria for considering a feature done.
11. Trade-offs and prioritisation are data driven based on impact to delivery.
12. We use code analysis tools as part of our code review / CI practice.
13. Team members have an option to start a series of automated tests as they see fit.
14. When people get feedback that the system is not deployable (such as failing builds or tests), they make fixing these issues their highest priority.