INTRODUCTION

Problems with non-agile projects

You gave the project manager what he asked for but it’s not what’s needed.

The market changed; What was originally asked for is not needed now.

The requirements document wasn’t understood correctly, and the product doesn’t reflect the

the vision.

Agile projects

Delivers finished features on a regular basis.

Use feature-driven development.

Everyone sees how the product develops over time.

PLANNING

Certainty about requirements is only short term; maybe only two months. It’s hard to predict or know for certain how things will change beyond this time.

Roadmap:

Planned by product manager and product owner.

Includes what is going to be delivered and when.

1–2-month detailed roadmap is ok

Feature release dates are not commitments.

1-month detailed roadmap – 6-month big picture roadmap

RELEASES

More releases allow you to learn more about what it takes to release.

You may need more testing.

Builds may be taking too long.

Builds may require manual intervention.

The more you release, the easier they become.

More internal release 🡪 more internal feedback.

More external release 🡪 more eternal feedback.

DELIVERING VALUE

Deliver one slice at a time to get feedback early.

More narrow slices allow the team release more often.

CREATE A WALKING SKELETON

Think about minimum viable product (MVP).

Add more features as the features have value.

Instead of creating multiple reports, create one report for one type of customer. Create

a prototype. As the team and product owner learn more about the product, refactor and add more capabilities.

AGILE EPICS, THEMES/FEATURES, AND STORIES

Epic 🡪 compound story containing many themes/feature sets.

Theme/Feature Set 🡪 Relate group of stories. Any group of related stories can

be delivered to realize value.

Story 🡪 The smallest possible value. Might not be sufficient to release by itself.

Stories are small but epics and features are not.