Comparing Time Spent on Work

Work finished between September 2014 and February 2015

Includes *Keyblade and Infrastructure*

**Excludes** *Ashburton and PineCone*

Work Type	Number of Cards	Total Days Spent	Average Days Spent
Bug	4	18	4.5
Story	40	558	13
Grand Total	**44**	**576**	

Work finished between September 2015 and March 2016

Work Type	Number of cards	Total Days spent	Average days spent
Bug	9	52	5.8
Failure Demand	3	23	7.7
Investigation	12	38	3.2
Operational Demand	1	9	9.0
Story	61	595	9.8
Grand Total	**86**	**717**	

Observations

- Cycle time has been reduced: previously a story would take nearly 3 weeks, now it's taking 2 (given a 5-day week).
- Time spent in Accept is very similar, however the time spent in Build and Over Production has reduced significantly.
- Looking at number of cards, the team is also completing more work in a similar time period (or perhaps just visualizing more).
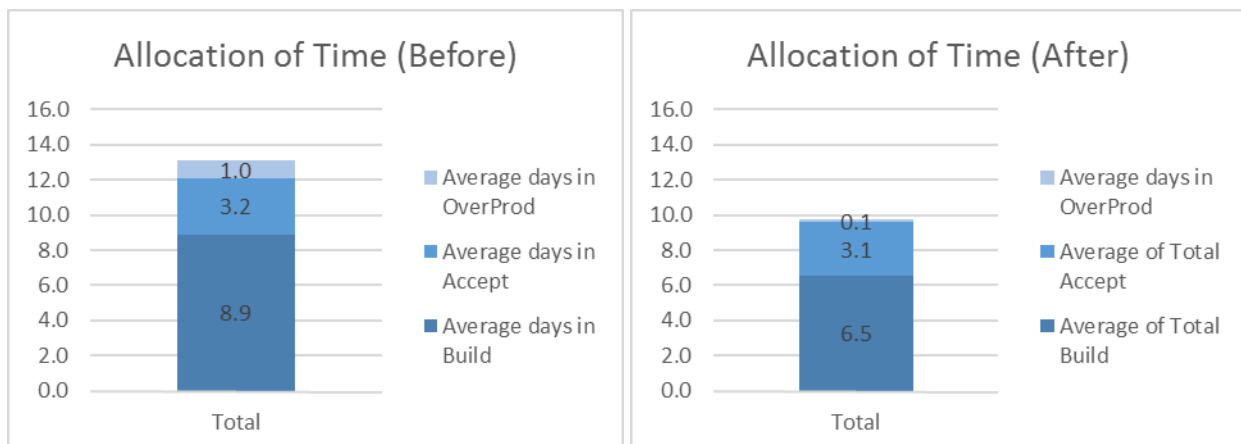
Comparing Productivity of Time in Build

Work finished between September 2014 and February 2015

Includes *Stories only (yellow cards)*

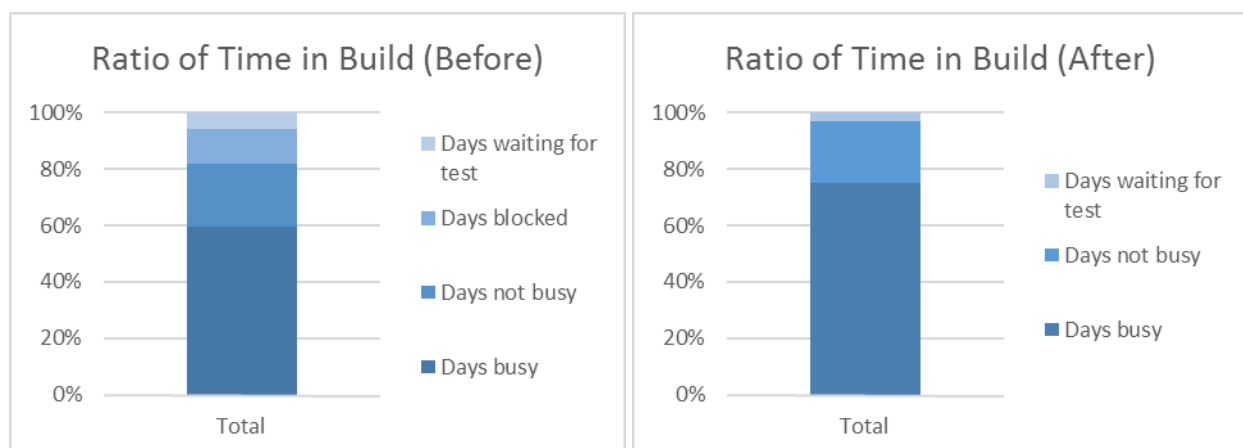| Work Stream	Days busy	Days not busy	Days blocked	Days waiting for test	Total days in Build
Infrastructure	121	19	44	7	191
Treasury	106	66	3	15	190
Grand Total	**227**	**85**	**47**	**22**	**381**
	60%	**22%**	**12%**	**6%**	

Work finished between September 2015 and March 2016

Includes *Stories only (yellow cards)*

Days busy	Days not busy	Days waiting for test	Total Days in Build
299	88	12	399
75%	**22%**	**3%**	

Observations

- Comparing previous with current we can see that the ratio of busy to not busy has moved considerably from 60% to 75%.
- "Blocked" time is no longer tracked, so one could assume the 2015/2016 Days not Busy (22%) would include blocked time.
- Time spent waiting for testing has reduced by 100%.

Comparing Productivity of Time in Accept

Work finished between September 2014 and February 2015

Includes *Stories only (yellow cards)*

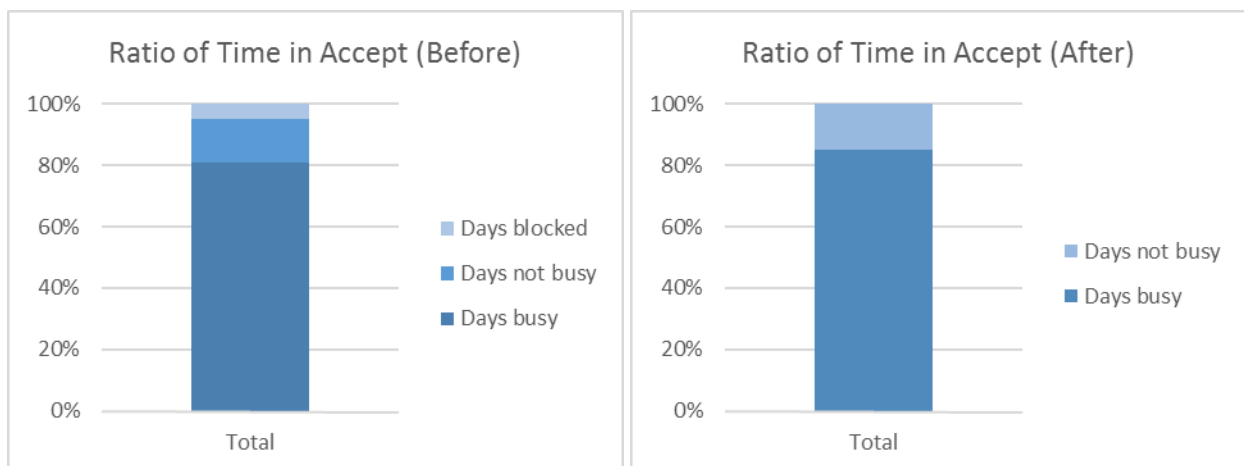| Work Stream	Days busy	Days not busy	Days blocked	Total days in Accept
Infrastructure	50	4	6	60
Treasury	61	15	1	77
Grand Total	**111**	**19**	**7**	**137**
	81%	**14%**	**5%**	

Work finished between September 2015 and March 2016

Includes *Stories only (yellow cards)*

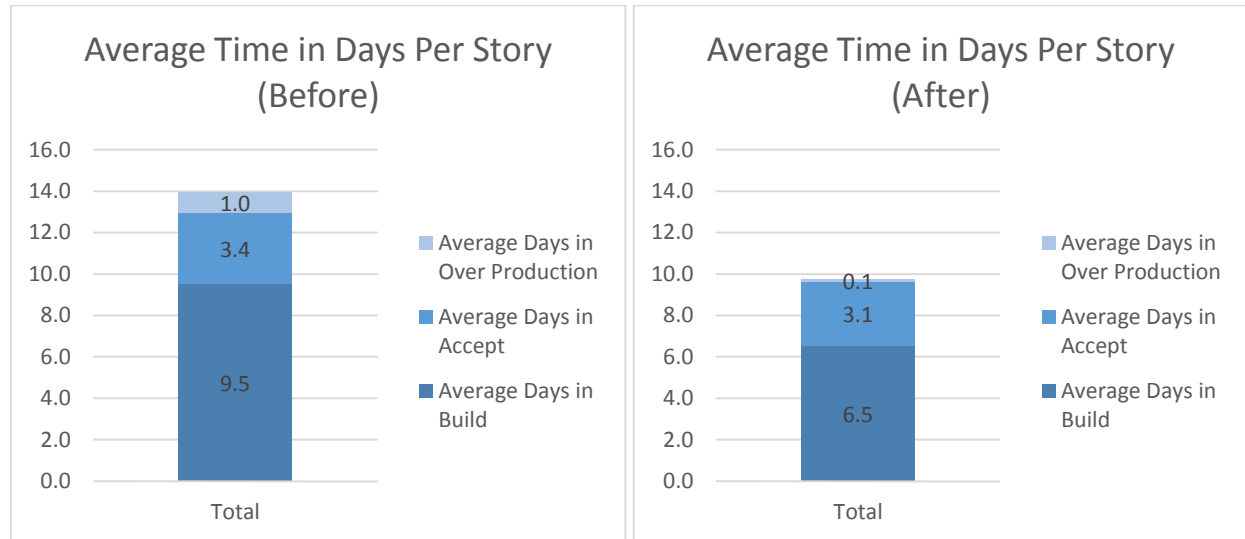| Days busy	Days not busy	Total days in Accept
159	28	187
85%	**15%**	

Observations

- Comparing previous with current we can see that the ratio of busy to not busy has improved slightly from 81% to 85%.
- "Blocked" time is no longer tracked, so one could assume the 2015/2016 Days not Busy (15%) would include blocked time.

Comparing Cycle Time

Simplified Comparison

Includes *Stories only (yellow cards)*

Average Time in Days Per Story (Before)

- 1.0 — Average Days in Over Production
- 3.4 — Average Days in Accept
- 9.5 — Average Days in Build

Average Time in Days Per Story (After)

- 0.1 — Average Days in Over Production
- 3.1 — Average Days in Accept
- 6.5 — Average Days in Build

Complete Comparison

Includes *Stories only (yellow cards)*

Average Time in Days per Story (Before)

- Over Production (Not Busy)
- Over Prod (Busy)
- Accept (Blocked)
- Accept (Not Busy)
- Accept (Busy)
- Build (Waiting for Accept)
- Buid (Blocked)
- Build (Not Busy)

Average Time in Days per Story (After)

- Over Production (Not Busy)
- Over Prod (Busy)
- Accept (Not Busy)
- Accept (Busy)
- Build (Waiting for Accept)
- Build (Not Busy)
- Build (Busy)