Kanban

implement agile and DevOps software development

Kanban is a method for managing the creation of products with an emphasis on continual delivery while not overburdening the development team. Like Scrum, Kanban is a process designed to help teams work together more effectively.

This frame work is highly productive and effective to run

- Ad-hoc Requests,
- Unplanned works,
- Production Support

etc.

Its a Method of Visualize the flow of work. in order to balance demand with available capacity and spot bottlenecks

Movie Theater.
2 Hours Show

Show Duration : **2 Hours Each.**

Max Seat Capacity : **50**

Show Start and End on **Scheduled date and Time**

People for Future Show

People Watching Current Show

People Recently watched a Show

People watched a Show earlier

Sprint of 2 Weeks

Sprint Duration : **2 Weeks**

Max Capacity : **Team Capacity in Hours**

Sprint Start and End on **Scheduled date and Time**

Backlog, Multiple Stories

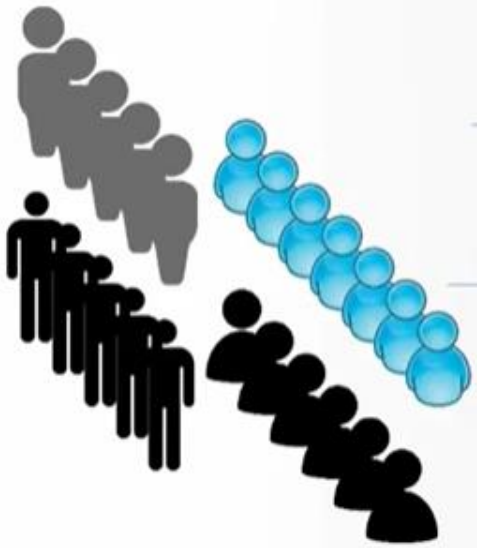
Planned stories are in execution

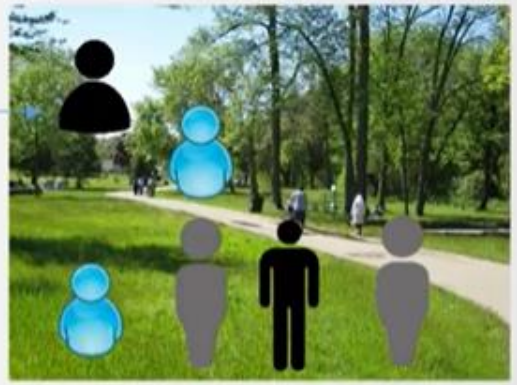
Past Sprint

Past Sprint

SCRUM

Public Park - Open 24 Hrs





Show Duration : **No Defined Show Time**

Max Capacity : **Unlimited**

Start and End on : **No Defined start and End Time**

Park Rule : **Max 6 Persons at a time**

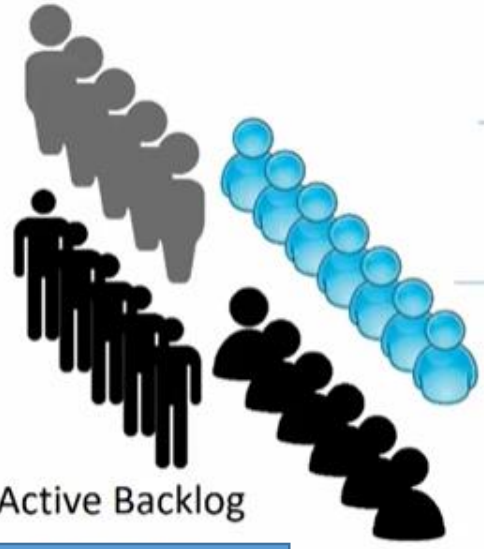
Public Waiting outside to get in the park

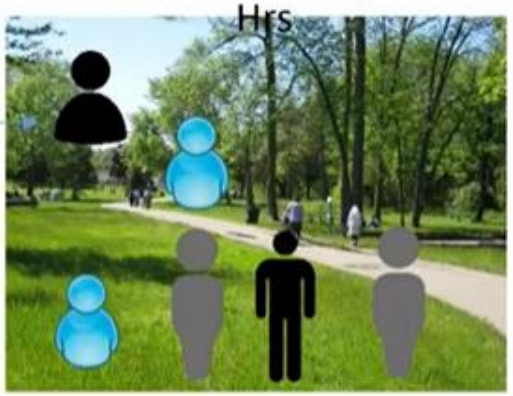
~~6 People waiting out side~~

6 People inside the Park

People already visited the park

Kanban Board - Open 24 Hrs





Board Duration : **No Defined Show Time**

Max Capacity : **Unlimited**

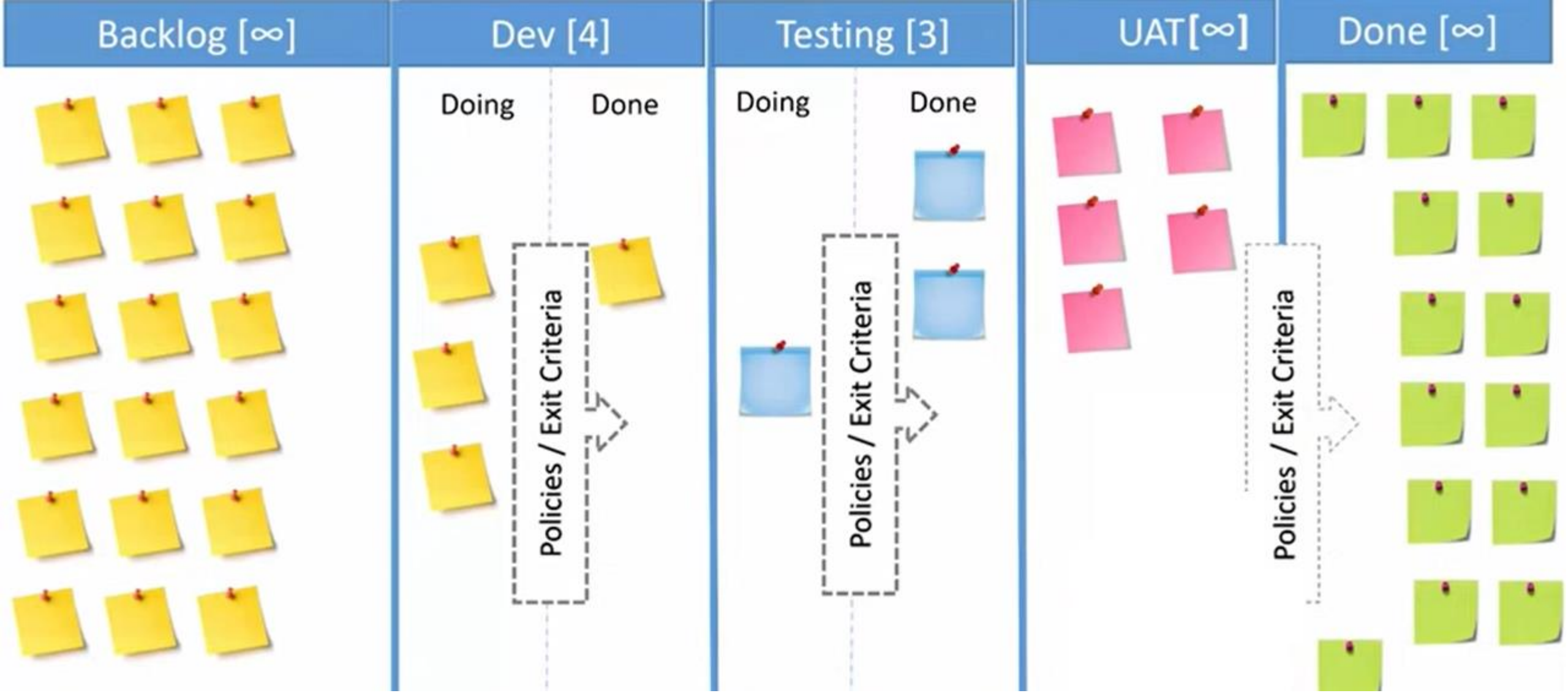
Start and End on : **No Defined start and End Time**

Board Rule : **Max 6 stories at a time.**

Active Backlog

6 Top priority Story in Progress

Stories Completed


Backlog [∞]
Dev [4]
Doing
Done
Policies / Exit Criteria
Testing [3]
Doing
Done
Policies / Exit Criteria
UAT[∞]
Policies / Exit Criteria
Done [∞]

Understand Kanban – Scrum Vs Kanban

	Scrum	Kanban
Cadence / Delivery	Regular Time box in Sprints	Continuous Flow
Release Frequency	At the end of each time box or later	Continuous delivery
Roles	Scrum Master, Product Owner, Development Team	No defined Roles except the development team, Some team consult with Agile Coach
key Metric	Velocity	Cycle Tyme
Scope	Scope planned at Sprint Planning, in a batch with bundle of works	Work pull into the system , one by one
Change Mechanism	Scope planned at Sprint Planning, No Changes allowed mid sprint	Changes can be made any time.
Applicability	More appropriate in situations where work can be prioritized in batches that can be left alone	More appropriate in operational environments with a high degree of variability in priority