Unit 5

Iterations

Iterations
(Text book 2 : Chapter 9 and 10)

- working as a team –

- design documentation –

- working with the product owner –
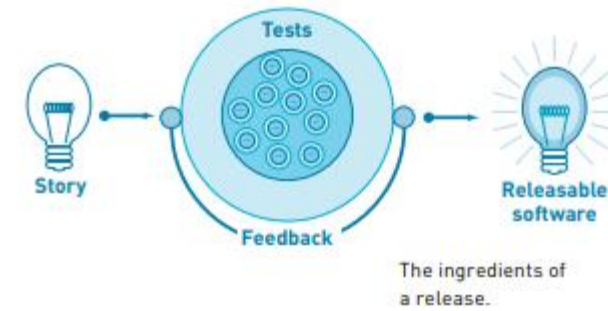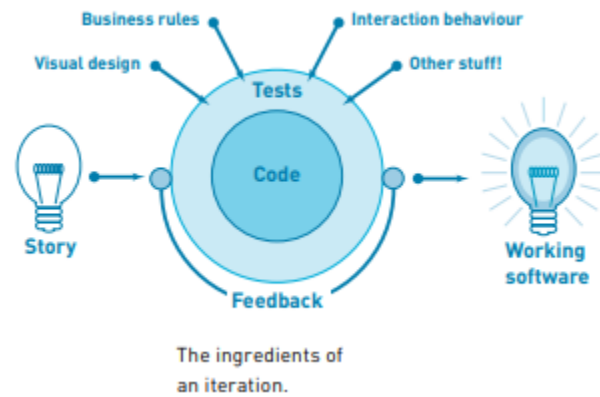
- working in iterations –

- continuous improvement

Iteration

- Iterations, or sprints, are at the heart of an agile project.
- They're short, timeboxed periods in which the team organise and manage themselves.
- In essence, there are three parts to each iteration:
- The product owner asks for something of value to be done.
- In a short period of time, it is done.
- It is shown to the product owner to confirm that it's been done to his satisfaction
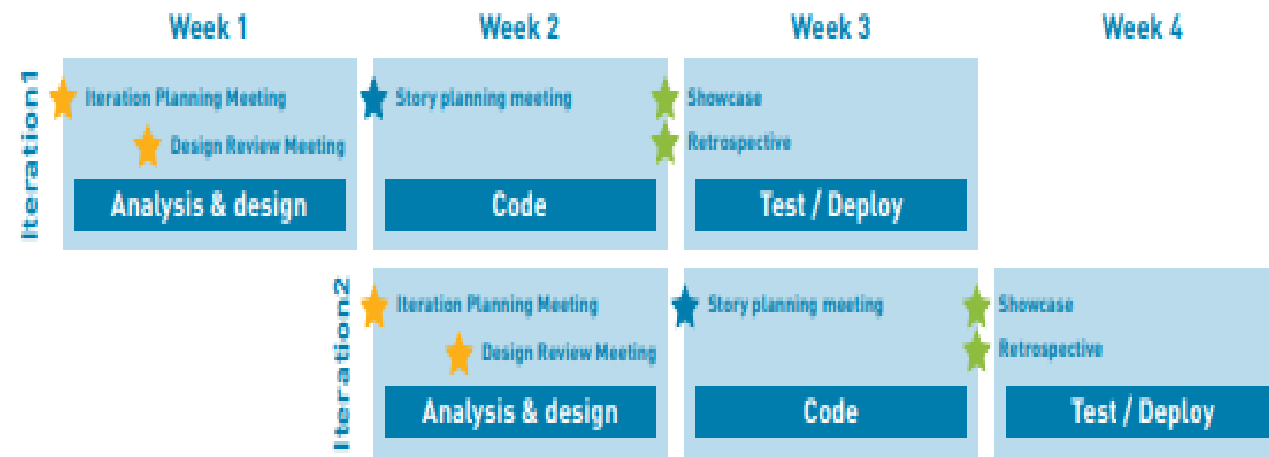
Iteration

- Itertion Zero :
- With the identified story-mapped backlog of user stories now ready to start turning them into a product.
- The project starts with iteration zero, an opportunity for the developers to get themselves set up and for the designers (visual and experience) to start work with the business analyst (BA) to flesh out stories in preparation for iteration one.
- During iteration zero, the team should take care of logistical issues, especially ensuring that the team have an appropriate workspace and technology. This is when you set up hardware, software environments, source control, and project WIKI, as well as any tools you may need, such as development, tracking, and test tools.
- The visual designers will have been working on creative options during the elaboration phase.
- At this point, they'll be looking for agreement on the high creative direction for the project.
- Finally, coding is at the centre of the process
- Throughout the development of the story there is continual feedback.

Iteration

Business rules
Interaction behaviour
Visual design
Other stuff!
Tests
Code
Story
Working software
Feedback

The ingredients of an iteration.

Tests
Story
Releasable software
Feedback

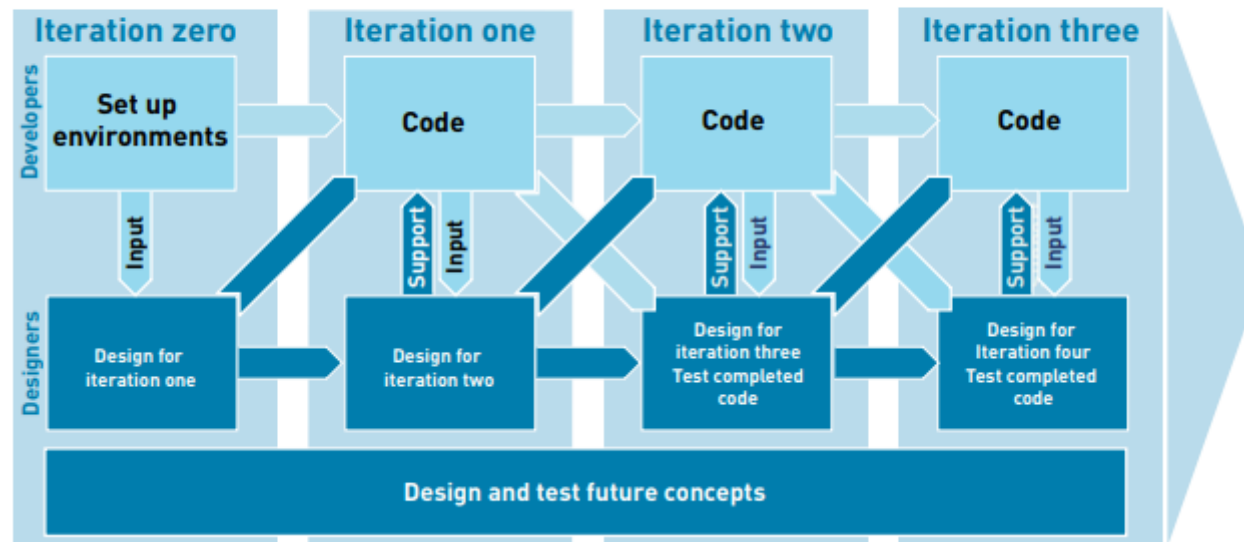The ingredients of a release.

Iteration

Core iteration activities.

Iteration

Design works just ahead of development, supporting development, testing ideas, and validating future concepts.[1]

Working as a team

- one in front: Providing design and defining interaction behaviour for the stories.

- clarifying: Supporting the developer in the iteration with the design.

- testing: Testing the story with customers.

- design spikes and the evolving vision: Defining and driving the vision to ensure design coherence and creative integrity

design documentation –

- Prototype: A prototype provide the team with a facsimile vision, and reduce the need for rework based on changes to the UI.

- Design in browser: visual designer design with wireframes and produce layouts in the form of PSDs or Illustrator files. He also needs to keep the project style guide document up to date to ensure a degree of consistency.

- Living prototype : The living prototype is an interactive HTML prototype that has the benefits of prototypes but also shares common code that the developers can with.

- The front-end developer writes HTML to support the basic data structure:

working with the product owner –

- Experience designer pairs with the product owner to:
- Bring the voice of the customer to the process (the real customer, not the agile customer!).
- Ensure that delivery is pursuing the vision.
- Maintain the focus on customer goals over independent features.
- Set creative direction and ensure that it's followed.

working in iterations

- Pairing:
- Testing:
- debt and refactoring:
- stand-ups:
- backlog :
- burn-up : A burn up chart tracks the amount of work to be completed as one straight line across the top of the graph. A second line is then used to track work completed, starting at zero and increasing to the right as more tasks are finished.
- Showcases :
- Retrospectives :

Continuous improvement

Continuous improvement

- Join the dots between lean startup, continuous design, agile, and continuous delivery, and embrace the concept of continuous improvement

- continuous improvement covers all the bases :

    - business: It explores the business case for product development by understanding the value proposition in light of market opportunities and threats.

    - customers: It injects customer context and insights, allowing product concepts to be validated with customers from the outset and throughout the process.

    - technology: It helps us determine the most appropriate development and delivery method for the organisation, taking into account the brand, the IT organisation, and technical environment with a view to getting to market as quickly as possible.