

Agile Huddle 2019

Welcome

Today

- Introduction to what's going to happen over the next two weeks
- Ball Point Game
- Test Driven Development
- Three Amigos & User Stories
- Team Charter

Introductions

Name

Programming Experience

Agile Experience

What you hope to gain from the next two weeks

The Project

A smart plant watering & monitoring system

Schedule - 1st week

Time	Mon	Tues	Wed	Thur	Fri
9:00	Arrive & Introduction	Dojo	Dojo	Dojo	Dojo
10:30		Planning & Coding	Coding	Coding	Planning & Coding
11:30					
13:00	Lunch	Lunch	Lunch	Lunch	Lunch
14:00	Project introduction		UX Introduction	Demo, Review & Retrospective	
15:30	3 Amigos		Coding	3 Amigos	
16:00					
17:00	Home	Home	Home	Home	Home

Schedule - 2nd week

Time	Mon	Tues	Wed	Thur	Fri
9:00	Dojo	Dojo	Dojo	Dojo	Employer demo
10:30	Coding	Coding	Planning & Coding	Coding	
11:30					
13:00	Lunch	Lunch	Lunch	Lunch	Feedback
14:00		Demo, Review & Retrospective			
15:30		3 Amigos			
16:00					
17:00	Home	Home	Home	Home	Home

The Agile Manifesto

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

<http://agilemanifesto.org/>

Ball Point Game - Rules

- To score a point
 - Each ball must be touched at least once by every team member
 - Each ball must have air time in between players
 - Each ball must return to the same person who introduced it into the system
 - No ball can be passed to your direct neighbour (to you immediate left or right)
- There are going to be 5 iterations
 - Each iteration will be 2 minutes
 - There will be a 1 minute break to discuss improvements in between iterations

Ball Point Game

What happened?

Which iteration felt best (most relaxed)?

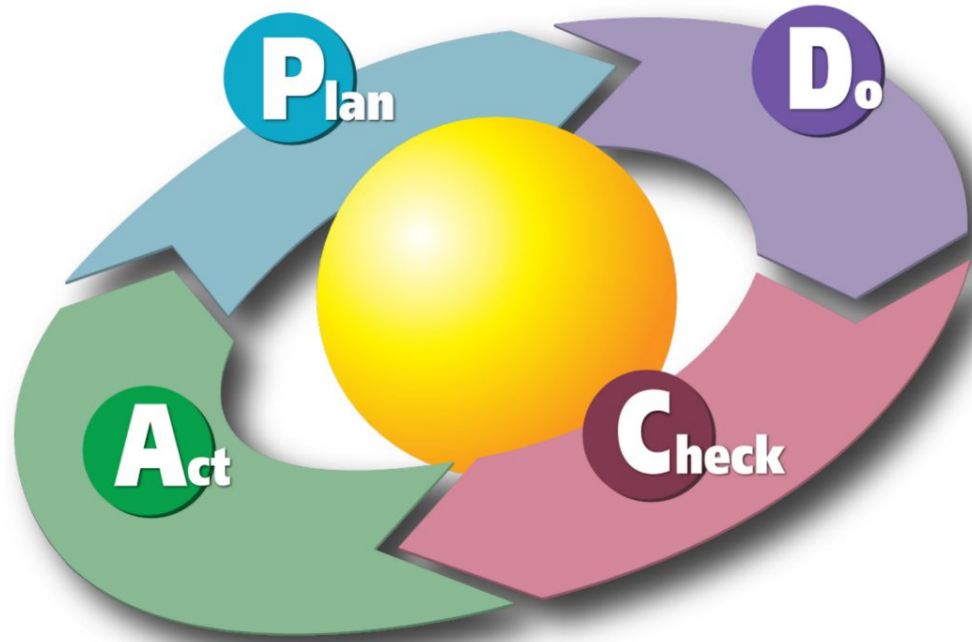
Why?

Ball Point Game

Iterations/Sprints
(Deming Cycle)

Fast feedback

Fail fast



Ball Point Game

Every system has a natural velocity

Flow will happen if

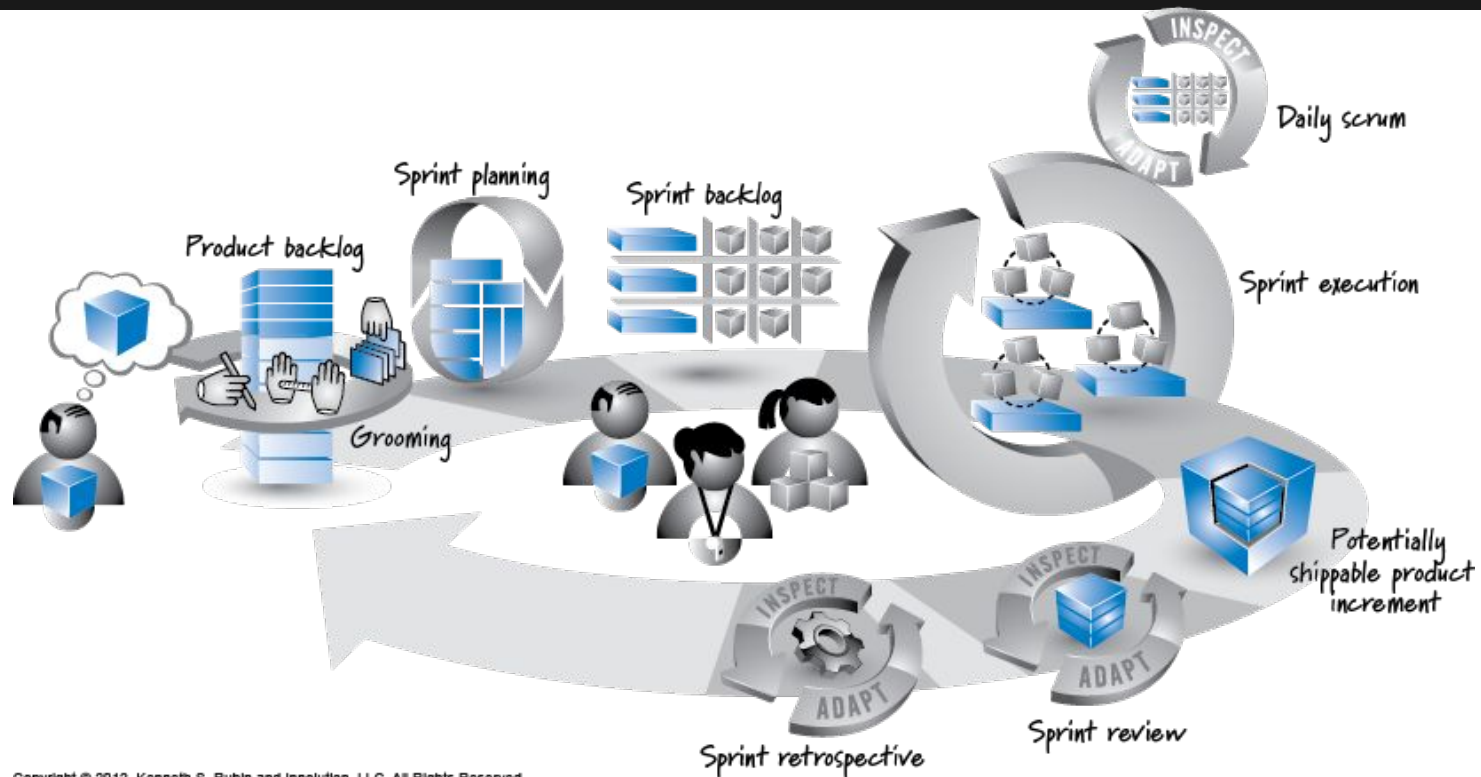
- The challenge is doable

- People are not disturbed during the iteration

- The work has meaning

- The team are not overloaded

Scrum



Events	Artifacts	Processes & Practices
<ul style="list-style-type: none"> • 3 Amigos • Stand up • Review (Customer Demo) • Retrospective 	<ul style="list-style-type: none"> • User Stories <ul style="list-style-type: none"> ○ Conditions of Satisfaction ○ Business Value ○ Rules vs Examples (Scenarios) ○ Planning Poker • Domain Model • C4/Class Diagram/CRC Cards • Sequence Diagrams • Burndown Chart/Cumulative Flow • Risk analysis • Wiki 	<ul style="list-style-type: none"> • Pair programming • TDD • Git • Code Review • Testing • Build (Continuous Integration) Server • Demo to Team • Building Release • Regression Testing

Processes, Practices & Tools

Test Driven Development (TDD)

