2890

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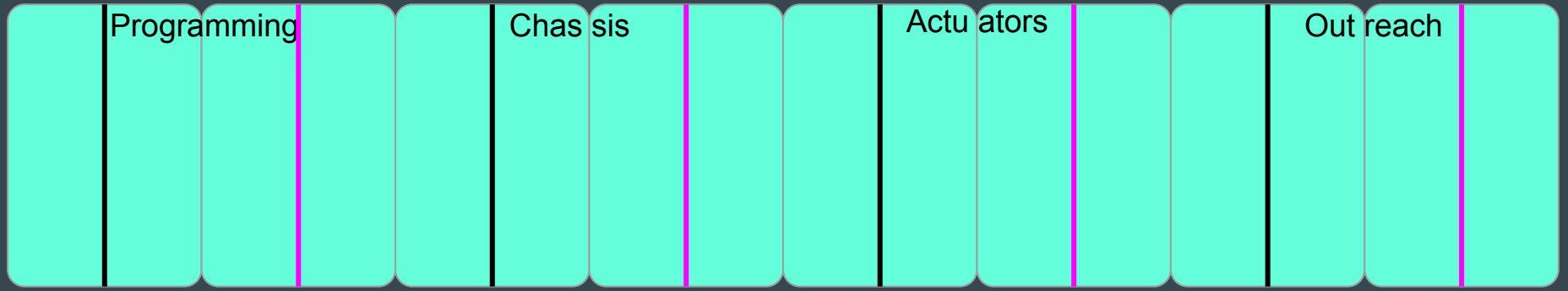
A kind of Agile Development

Agile Development

Agile software development describes an approach to software development under which requirements and solutions evolve through the collaborative effort of self-organizing and cross-functional teams and their customer(s)/end user(s).[1] It advocates adaptive planning, evolutionary development, early delivery, and continual improvement, and it encourages rapid and flexible response to change.[2]

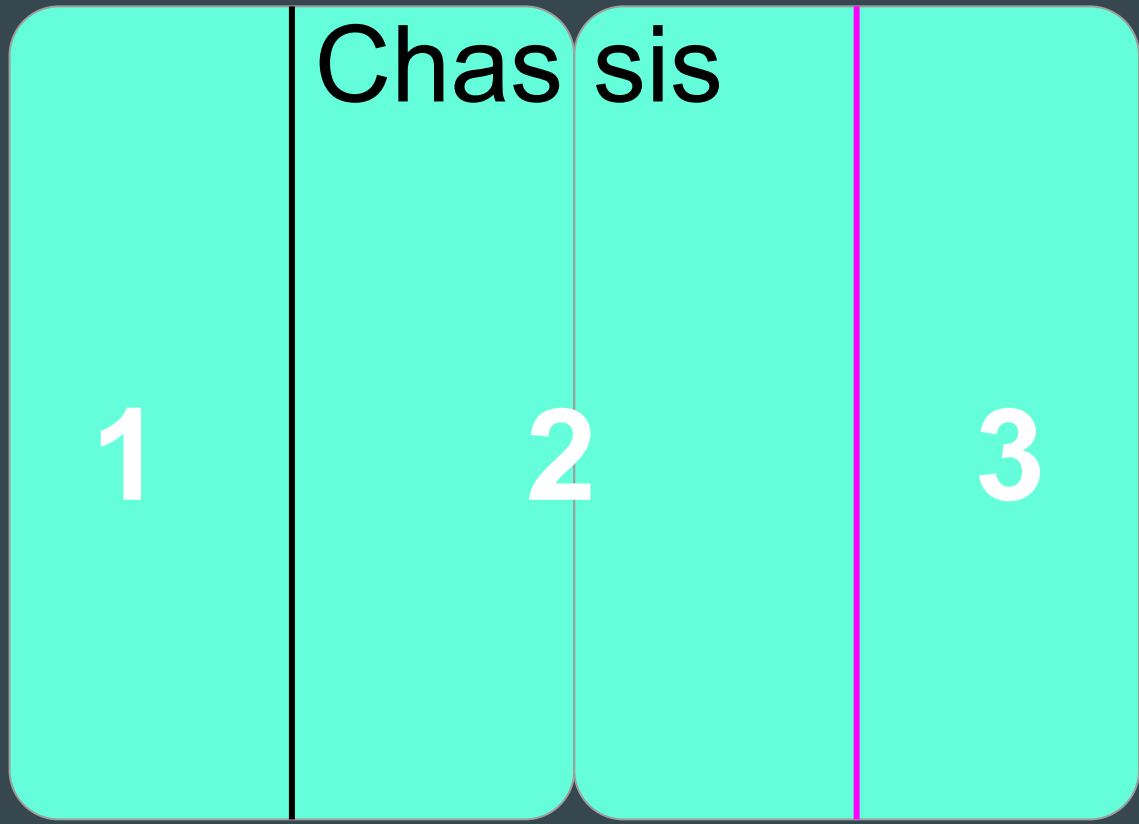
https://en.wikipedia.org/wiki/Agile_software_development



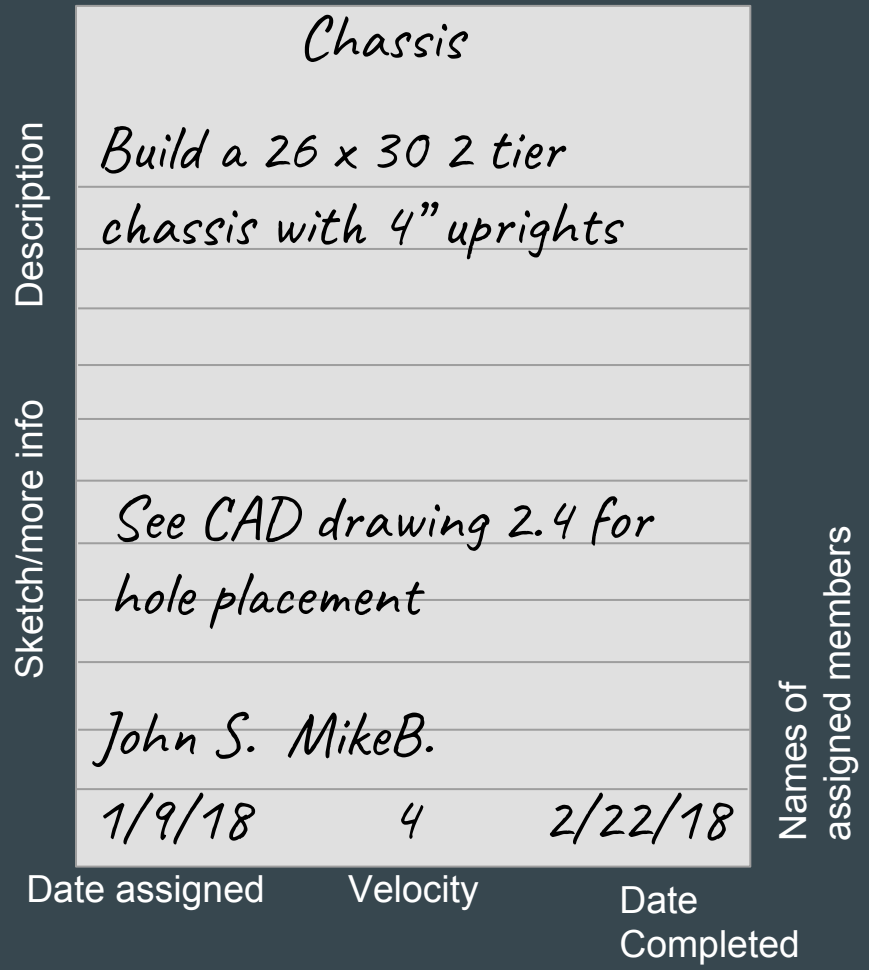
The nuts and bolts of 2890 Agile Development

Each subgroup will be given a pair of doors. The doors will be divided up into three sections

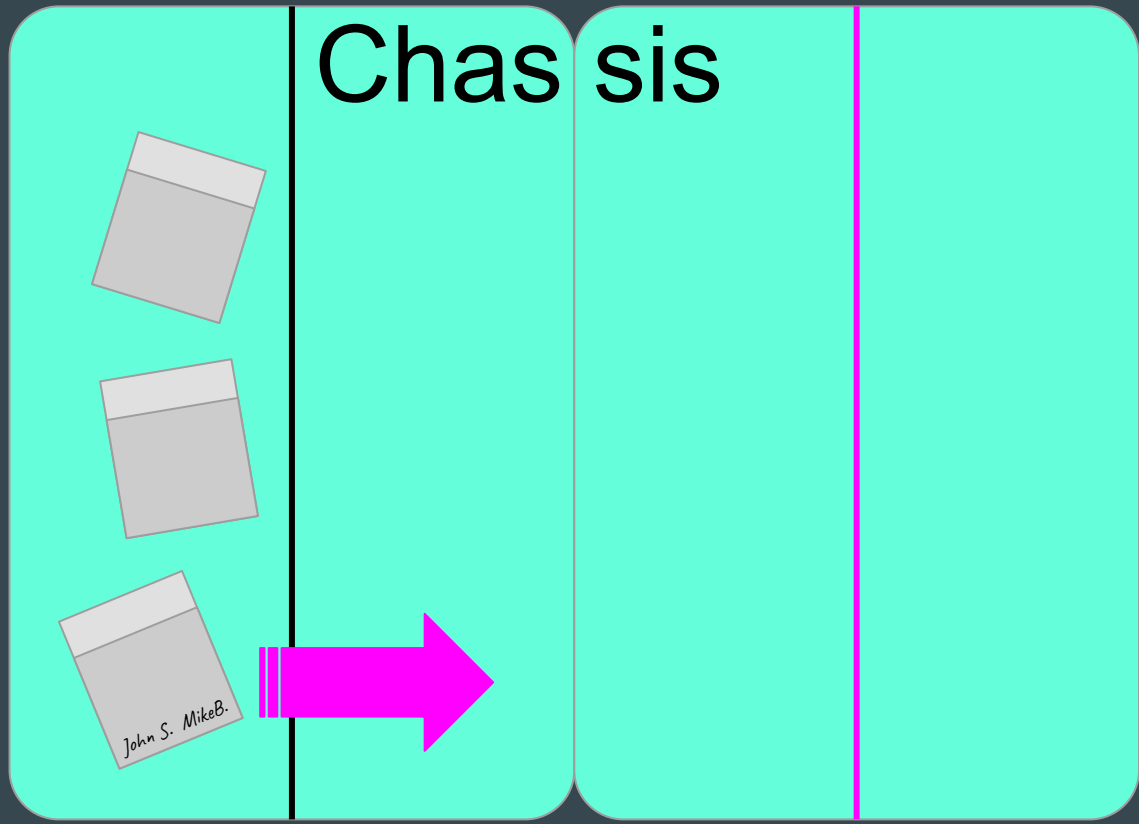
The first section is for jobs that need to be taken on.
Middle section is for tasks in progress
Right is for completed jobs.



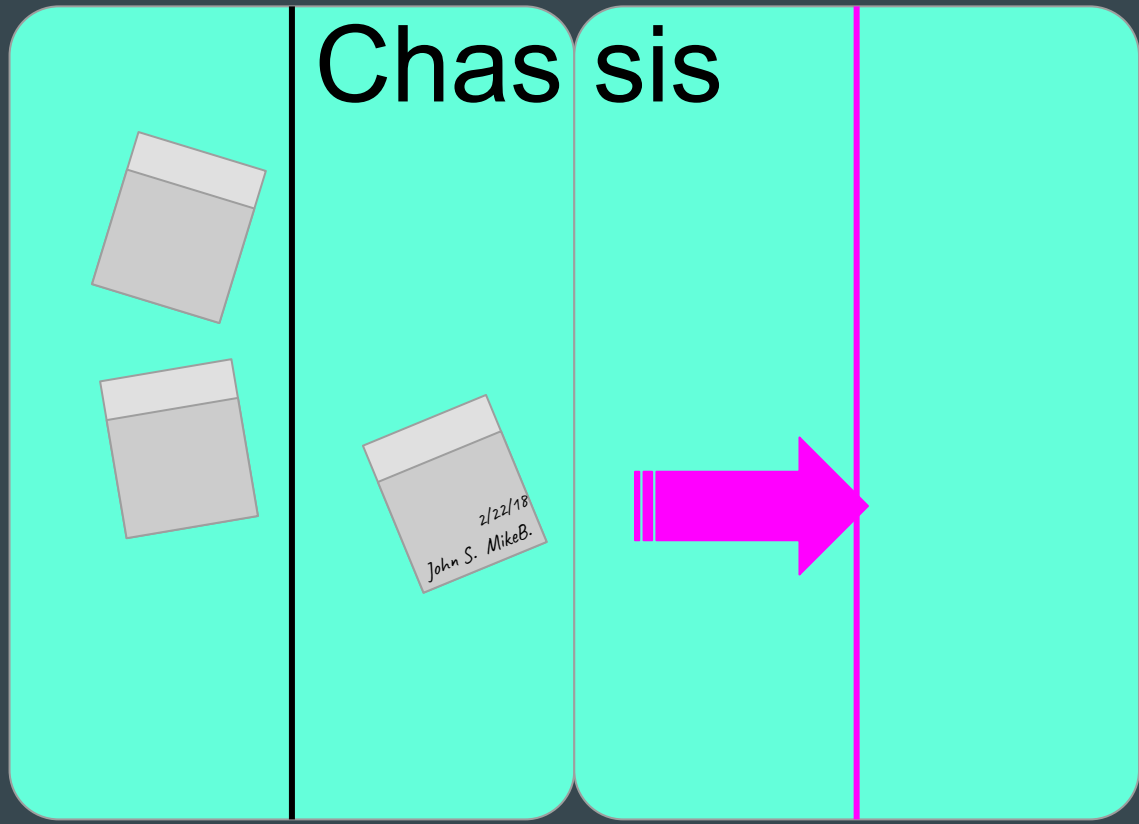
A task will be defined on a large post-it note and posted.



Teams within each subgroup will choose a task, sign them, and move them to the center (in progress) area.



When the Job is completed, date it, and move it to the far right side.



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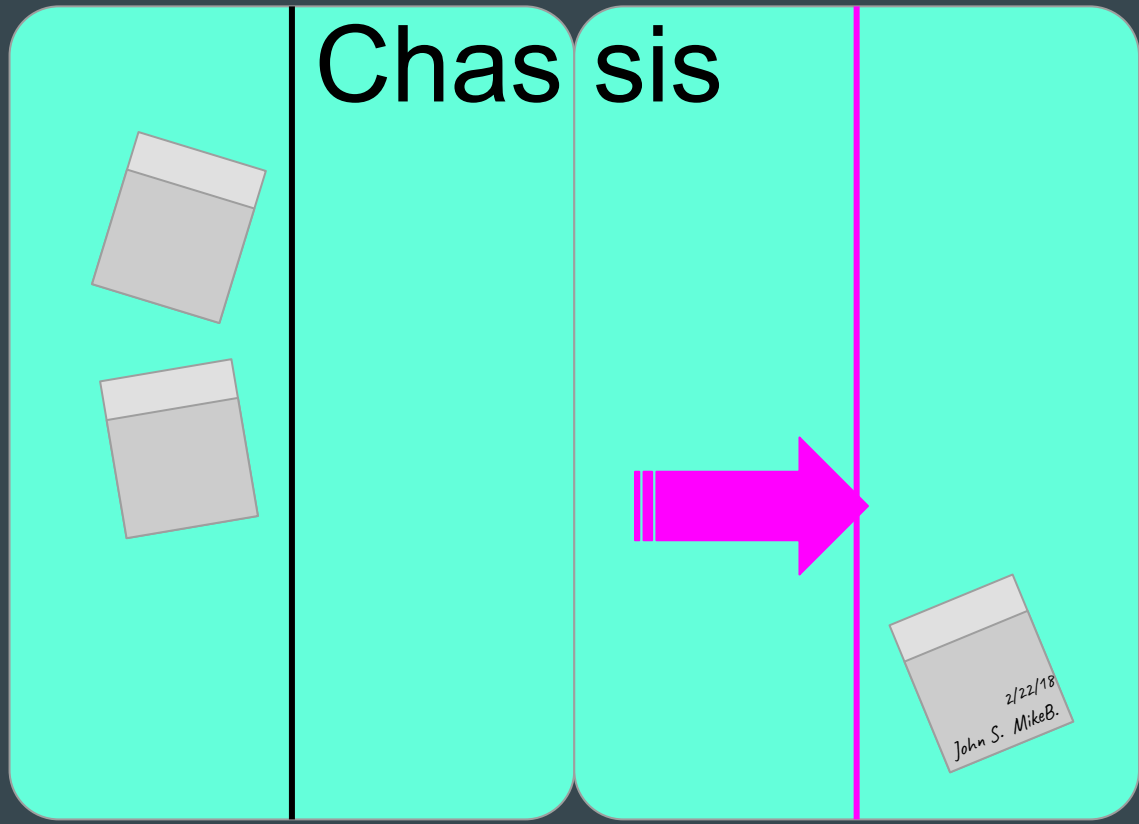
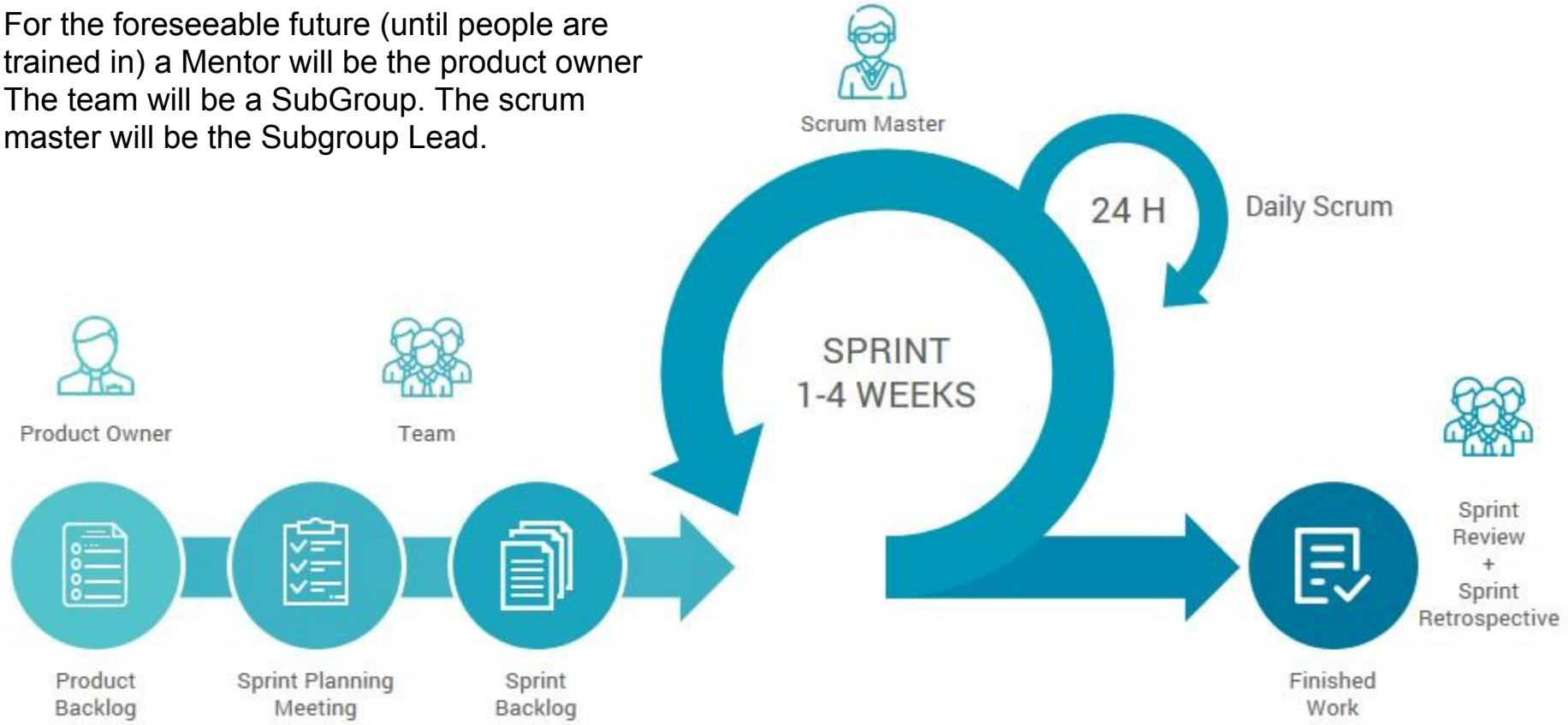


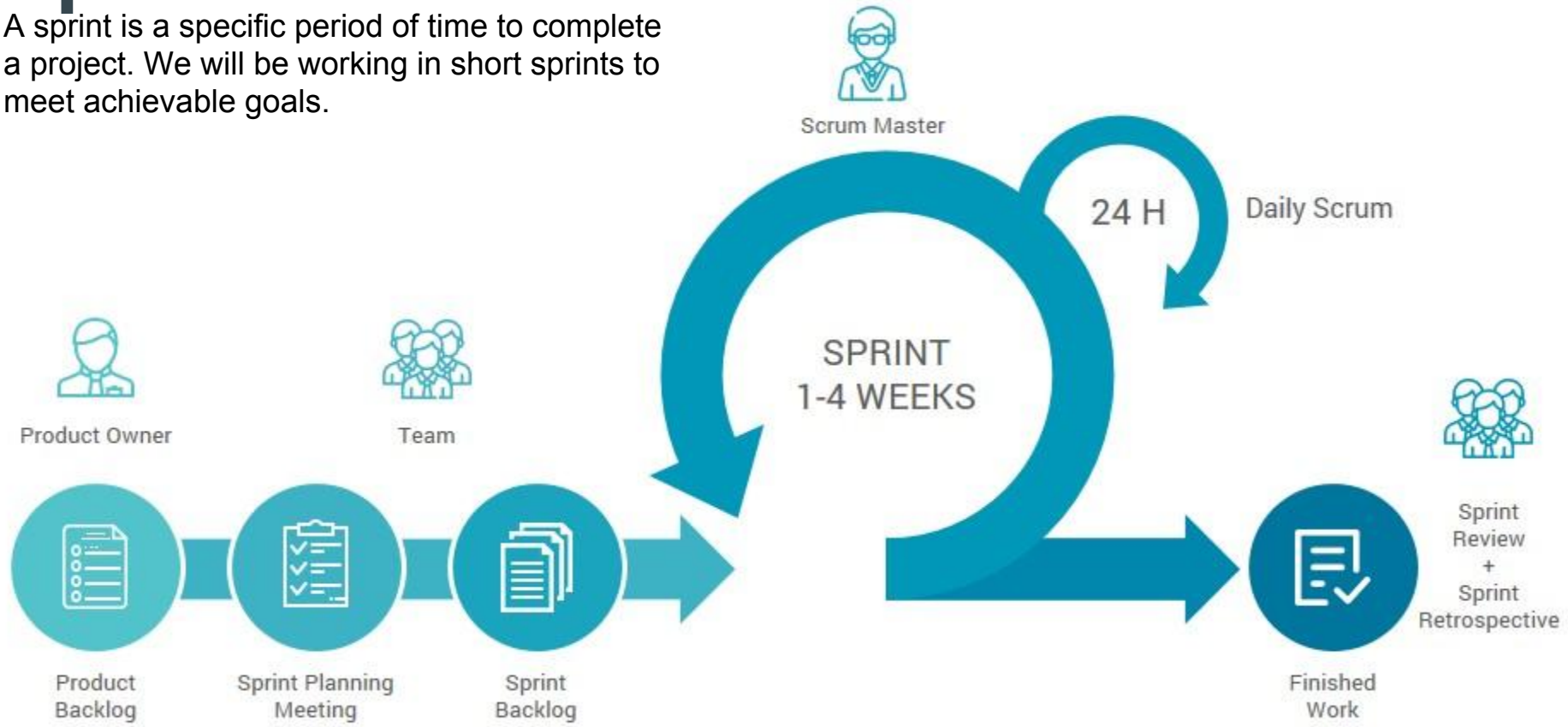
Structure

For the foreseeable future (until people are trained in) a Mentor will be the product owner
The team will be a SubGroup. The scrum master will be the Subgroup Lead.



Sprints

A sprint is a specific period of time to complete a project. We will be working in short sprints to meet achievable goals.



Scrum

Each SubGroup will have a short meeting (10-15 min) at the beginning of each day (while eating snacks). This Subgroup lead, or scrum master will get each Sub Group member to answer the following questions.

1) What I have done with since the last Scrum Meeting.
2) What I plan to do before the next Scrum Meeting
3) What issues I have run into that need help to resolve

Agile - Into the weeds

Velocity and Efficiency

Chassis

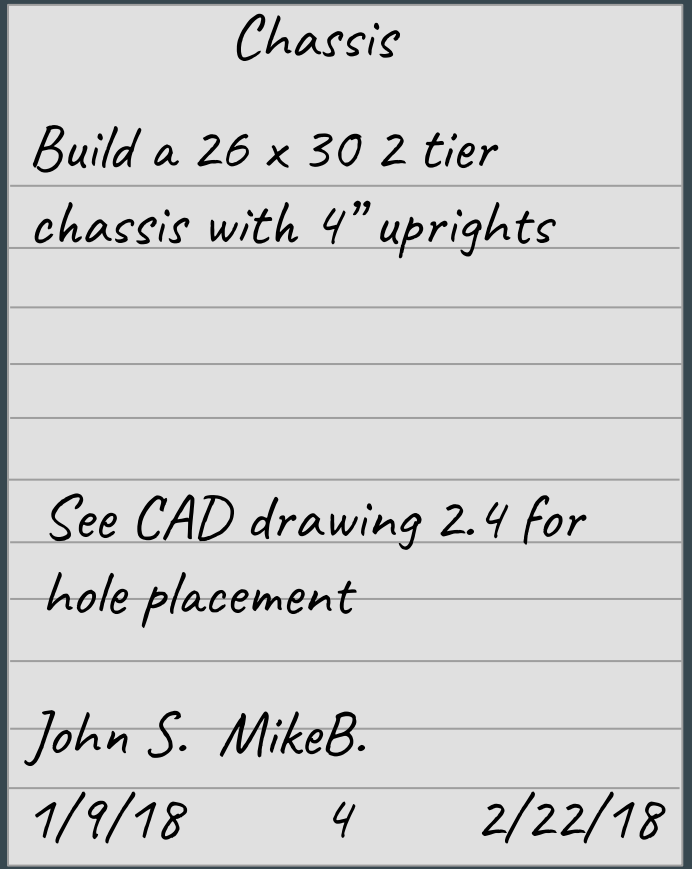
Build a 26 x 30 2 tier chassis with 4" uprights

See CAD drawing 2.4 for hole placement

John S. MikeB.

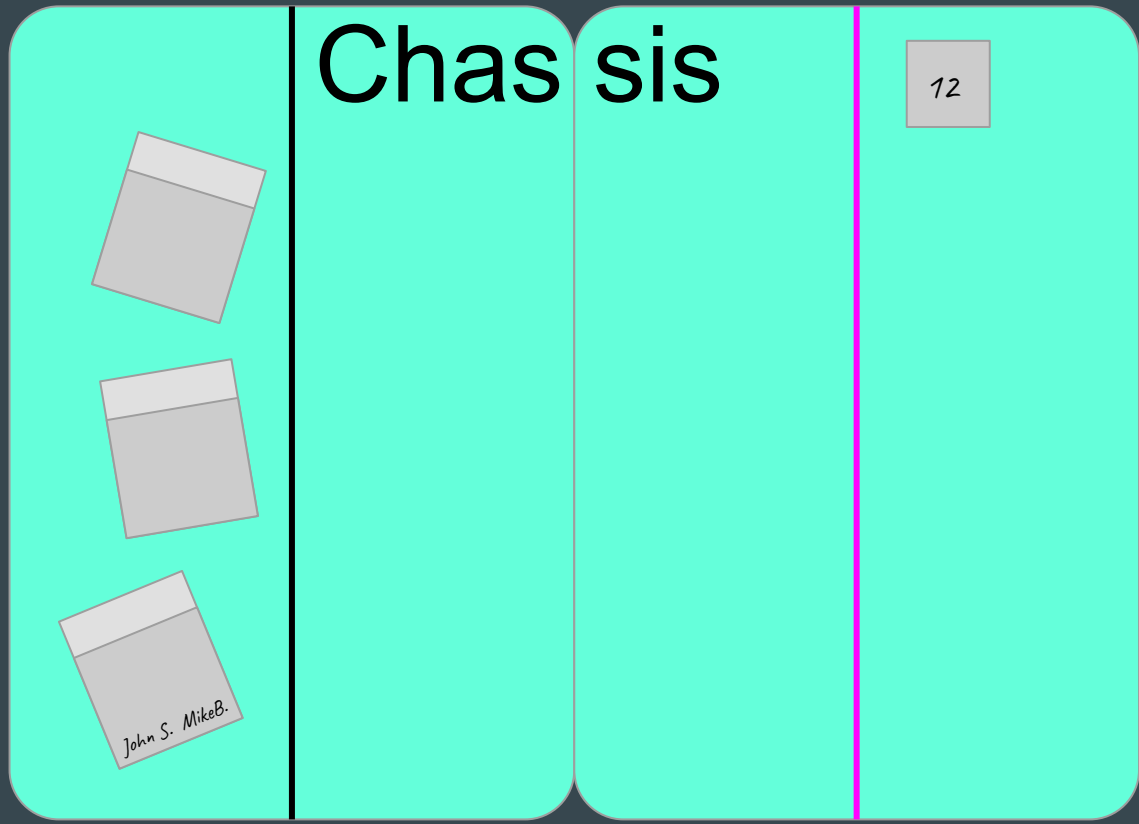
1/9/18 4 2/22/18

Not all task are created equal. So they are given a difficulty factor by the SubGroup. This number is will be on different scales for different SubGroups.

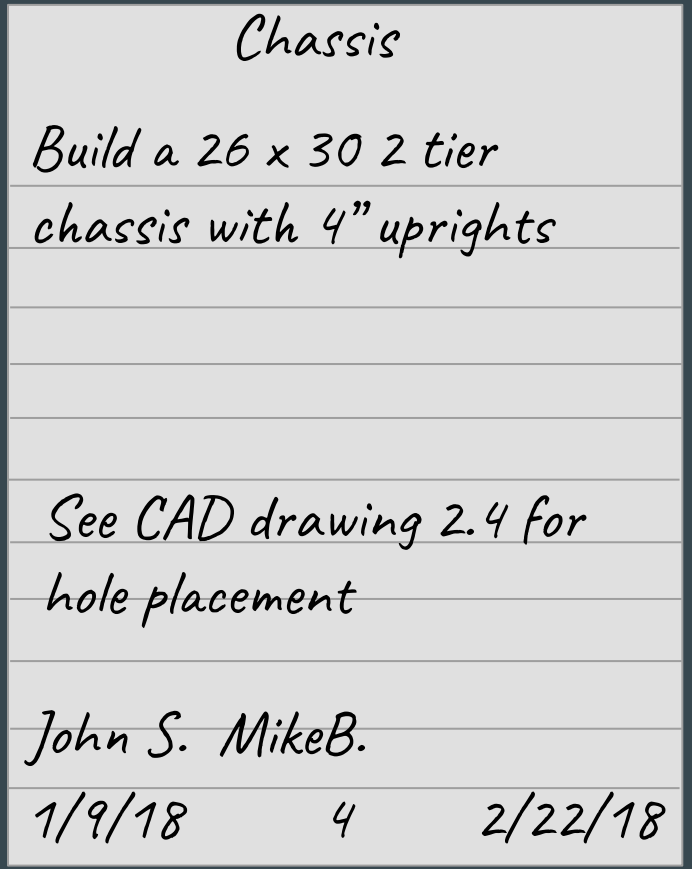


Velocity

Your SubGroup Lead will assign a group velocity. This is the cumulative number that each subgroup has to maintain. It will be reviewed on a scheduled basis and reported back to the TacticalLeads and mentors. It will be posted at the top of the completed section.

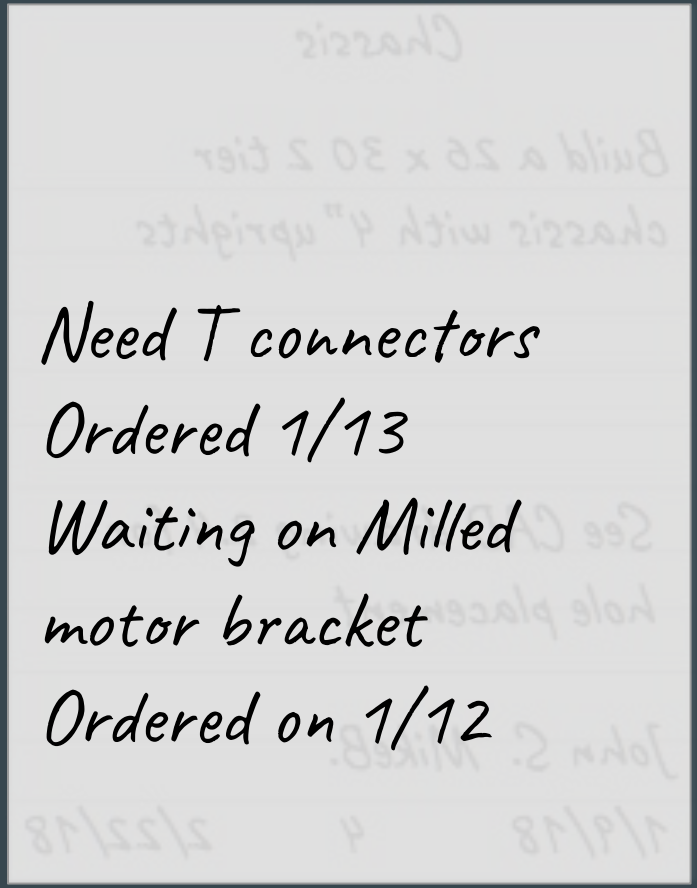


If your SubGroup does not meet is velocity numbers, the Leadership might take action as simple as external evaluation, coaching, and in extreme situations reassignment of team members.



Velocity

Some tasks have dependencies that can delay its completion. If encountered a note should be made on the back.



Velocity

Some task turn out to be too big, and have to be subdivided, an assigned a new lower velocity