

A person in a dark suit is holding a large, glowing sphere in their open palm. The sphere has the word 'AGILE' in white capital letters in the center. The sphere is surrounded by a network of glowing blue lines and dots. To the right of the sphere, there are five circular icons connected by lines: a person in a suit, a brain with circuitry, three interlocking gears, and a target with an arrow. The background is dark with some blue light effects.

AGILE

By: Sri Vaishnavi Akkaraju

What is Agile?

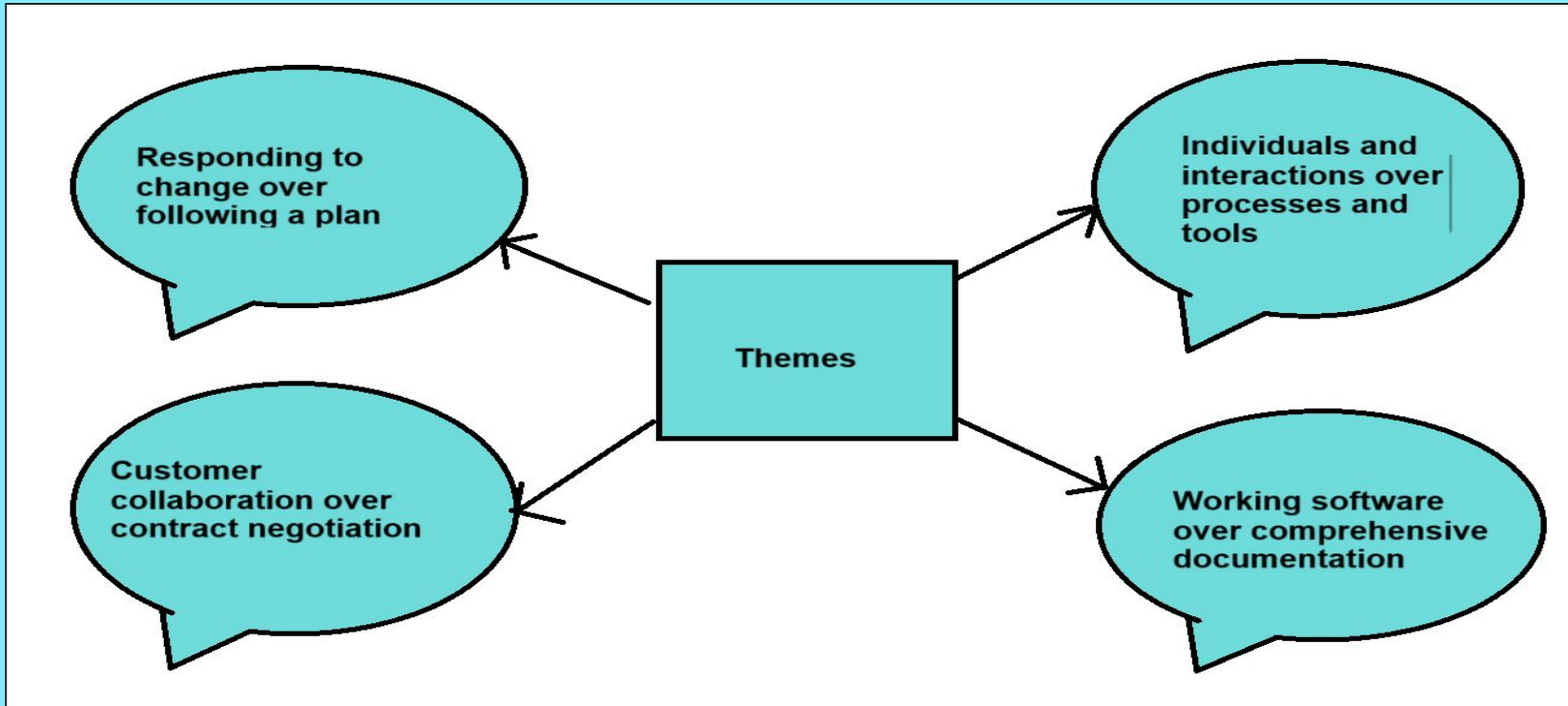
A framework for **iterative** and **incremental** delivery of a product or project

AGILE IS...

- Simple (not easy to apply)
- Completing **important** tasks first to respect urgency
- About **People, Values, Principles & Practices**
- Focused on **team** communication
- Regularly delivers **value** through **working** software

Agile Manifesto

Themes:



Agile Manifesto

12 Principles of Agile:

The highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Harness change to develop the competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

Development teams communicate frequently. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Working software is the primary measure of progress.

Promote sustainable development. The sponsors, developers, and users should be able to maintain a steady pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity -- the art of maximizing the amount of work not done -- is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Traditional Life Cycle



How the customer explained it



How the Project Leader understood it



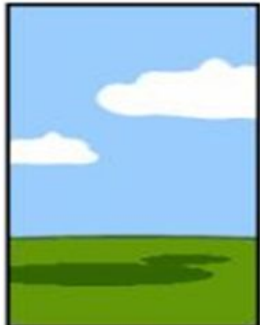
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



How the project was documented



What operations installed



How the customer was billed



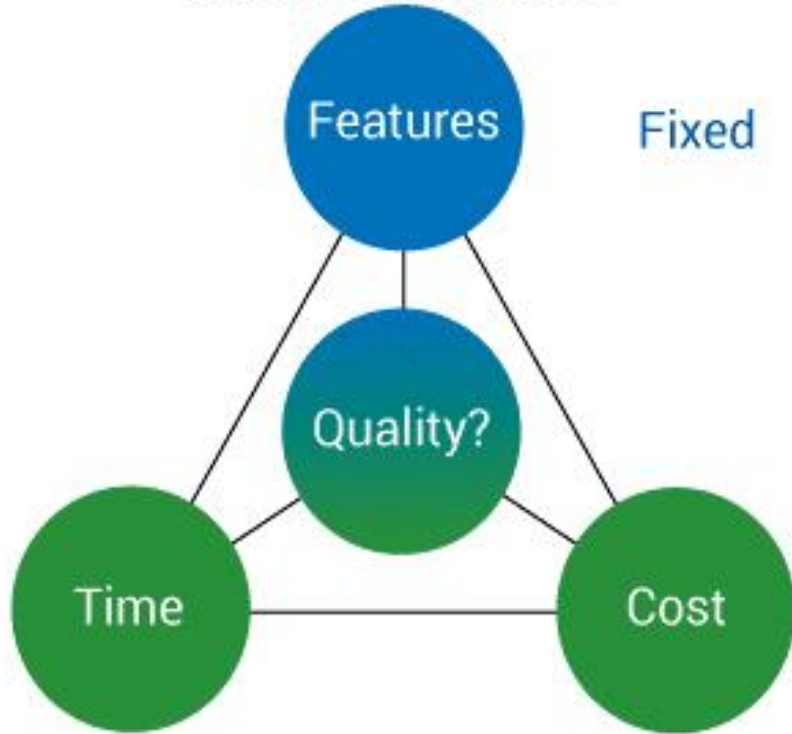
How it was supported



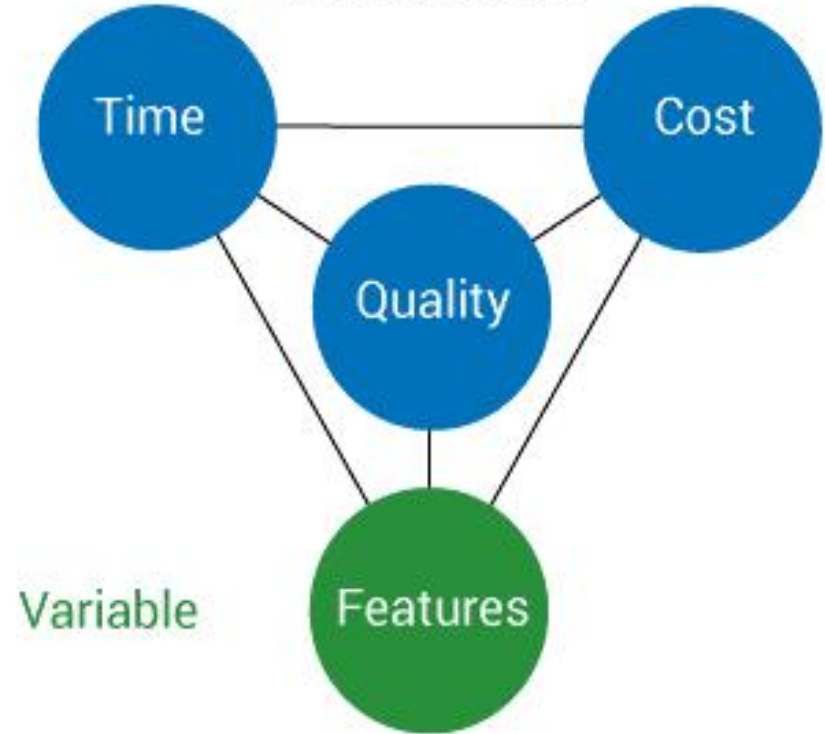
What the customer really needed

Traditional v/s Agile Approach

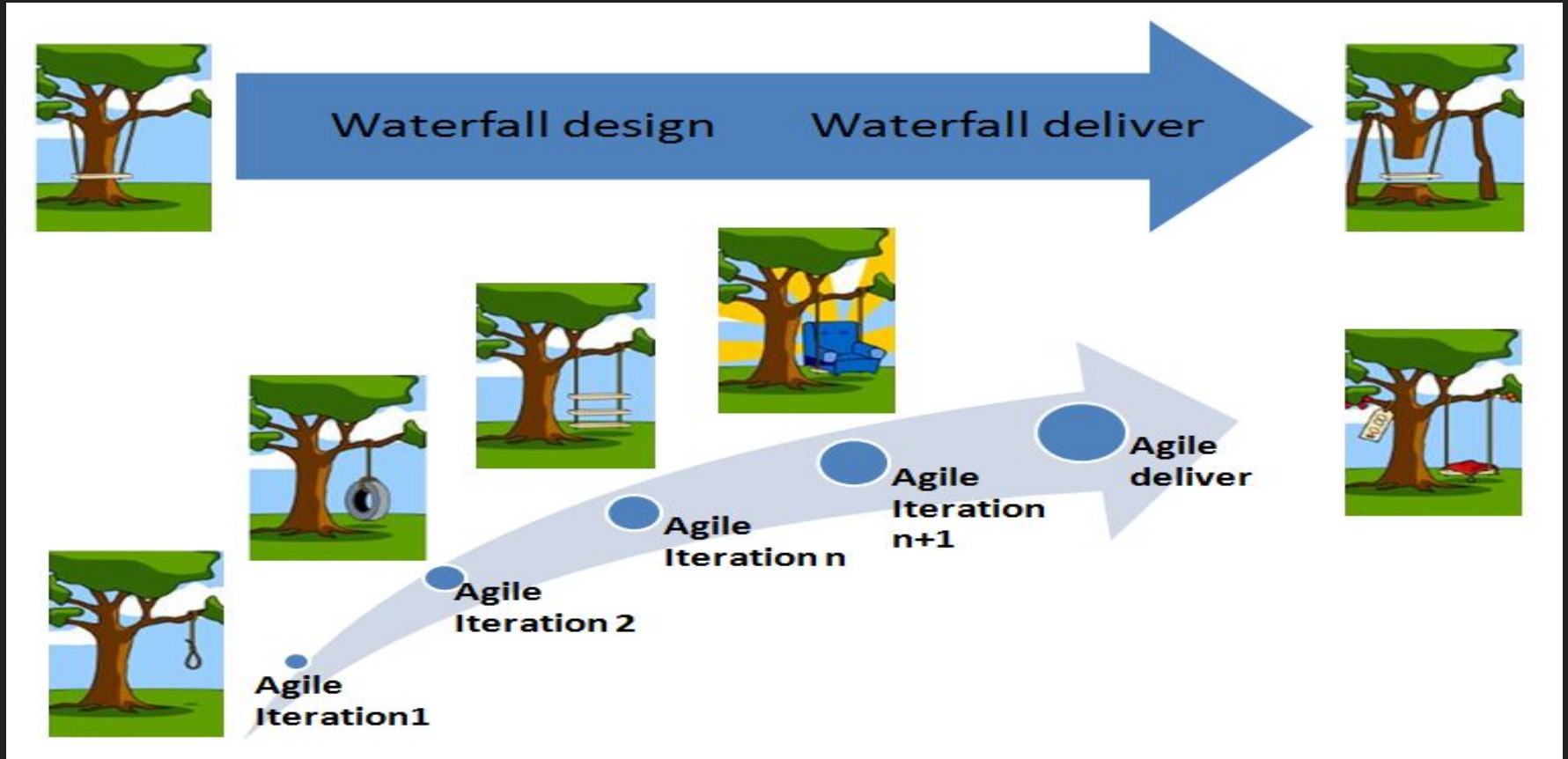
TRADITIONAL APPROACH



AGILE APPROACH



Waterfall v/s Agile



User Stories

User role
(Who?)

Desired Function
(What?)

End Result
(Why?)

As a **<type of user>**, I want to **<immediate goal>** so that **<business outcome>**.

Good examples

- As a customer, I need to use a debit card to make purchases so that I only use cash on hand for purchases.
- As a customer, I need to search for health care providers so that I can choose the lowest cost option.
- As a customer, I need to edit my profile information so that I don't have to enter my personal details before each interaction.
- As an end-user, I need to find a pediatrician health care provider in my network in my local area so that I may take my kids to the doctor.

Bad examples

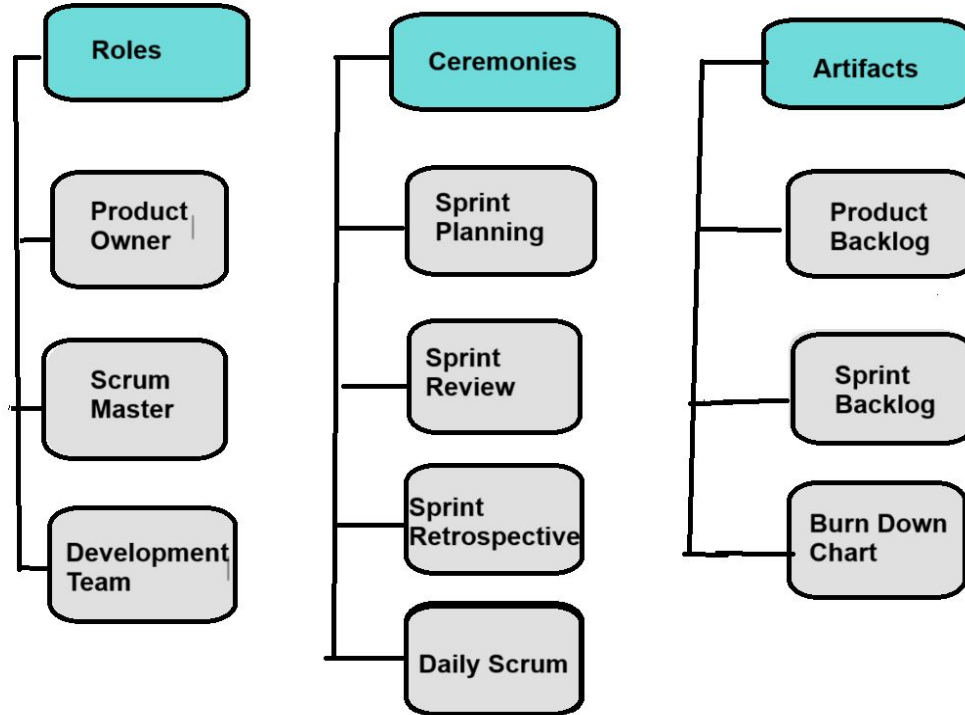
- Our new e-commerce system should take credit cards (no particular viewpoint)
- New users must take the HRA (why?)
- The system must be written in on the .net platform (no business value)
- A user must find the website easy to use (not testable)
- Show pediatricians by zip code (for whom and why?)

Role Assignments and Ceremonies

Sprint Ceremonies Cadence

| Team Events / Ceremonies | Purpose | Facilitator | Participants | Frequency | Duration |
|--|--|-------------------------|---|--|----------|
| Sprint Planning | Team selects refined and READY User Stories (passed Definition of Ready) based on prioritization, commits for the sprint and come out with the sprint goal. | Scrum Master | Scrum Masters, Architects, Product Owners, POD Team | First Wednesday | 2 Hrs |
| Daily Stand-up | POD Team members will sync-up with each other on the progress of the sprint goal | Scrum Master | POD Team Scrum Master, Product Owners | Daily (except 1 st and last day) | 15 Mins |
| Backlog Refinement for upcoming sprint (Functional & Technical) | User Stories will be presented by Product Owner and Architects to the team, stories are refined with more details as required, and estimated with story points | Technical Product Owner | Scrum Masters, Architects, , Product Owners, POD Team | 3 times in a sprint 1 st and 2 nd Monday, 2 nd Wed | 1 Hr |
| Sprint Retrospective | Team comes together to understand areas of success and improvements and take action items | Scrum Master | Scrum Masters, Architects, Product Owners, POD Team | Last Tuesday | 1 Hr |
| Sprint Review / Demo | Team demonstrates the user stories completed during the sprint and gathers feedback which is then added back to the backlog and prioritized for future sprints | Product Owner | Scrum Masters, Architects, , Product Owners, Product managers, Release managers, Stakeholders, POD Team | Once in a sprint (Last Tuesday) | 2 Hrs |
| Defect Triage | Understand the list of current defects based on severities and assign/ plan for defect closures | QA Lead | POD Team, Product Owners <i>Optional: Architects</i> | Once in a sprint 2 nd Wednesday | 1 Hr |

Scrum-Roles, Ceremonies and Artifacts



Daily Stand up

Purpose: Inspect & Adapt event

- The team inspects progress towards the sprint goal and adapts accordingly

Attendees: Scrum Team

Rules:

- 15 min time box
- Everyone stands
- Same time & place every day
- Everyone answers three questions

What did you do yesterday?

What will you do today?

Is anything in your way?



Scrum Roles



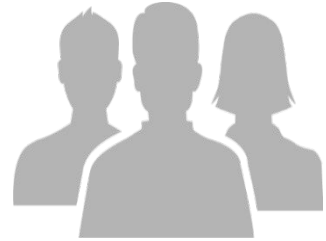
Product Owner

The voice of
the customer



Scrum Master

The Agile coach



Team

The ones who make it
happen

Product Owner

- Maximize the value of the Product backlog and work of the team
- The PO is sole responsible person for managing the Product Backlog
- The PO may be assisted by Technical POs to manage the Product Backlog, but PO remains accountable
- Creating and clearly communicating Product Backlog items (Epics/Features/User Stories)
- Prioritize Features and stories according to the market value
- Accepts or rejects the work
- Decides what is desired in a release after consulting all the stakeholders



Scrum Master

- Is a Change Agent - Gathers support from everyone to make sure that change is accepted
- Is a Coach – Train, mentor and make the team speak the same language
- Is a Protector – Protects the team from the outside interferences
- Is a Problem Solver – Works with stakeholders to escalate / resolve impediments so that the team achieve the sprint goal
- Is a Process Owner – Teach Scrum to everyone and ensure that the right things are done the right way
- Is a true leader who serve the Scrum Team and the larger organization

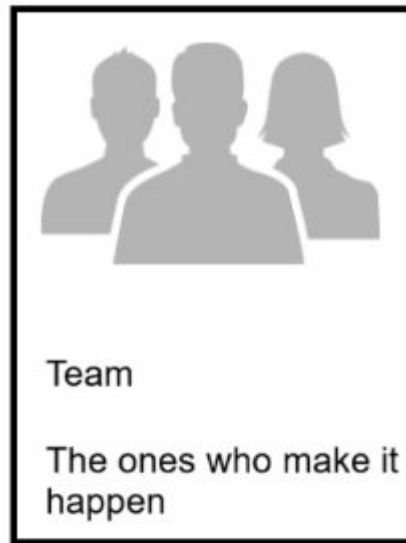


Scrum Master

The Agile coach

The Team

- A cross functional and self-managing team
- Empowered and autonomous
- Creating a plan for the Sprint, the Sprint Backlog;
- Instilling quality by adhering to a Definition of Done;
- Adapting their plan each day toward the Sprint Goal; and,
- Holding each other accountable as professionals.



Scrum Values



COURAGE

Everyone on the team must have the courage to speak out to ensure the project moves in the right direction.

The ScrumMaster must have the courage to get people to stick to the Scrum framework. The ScrumMaster must also have the courage to not let anyone interfere in the work the team is doing during the Sprint.

The Product Owner must have the courage to tell the stakeholders, "No."

The Development Team must have the courage to try new things and not be afraid to fail.



OPENNESS

There should be transparency and trust among all the members of the team. The team should be open to feedback from the ScrumMaster, Product Owner, individual members of the Development Team, and from stakeholders.



RESPECT

Team members should respect everyone's ideas and the various viewpoints and perspectives. There should also be respect for other team members' diversities and backgrounds.



COMMITMENT

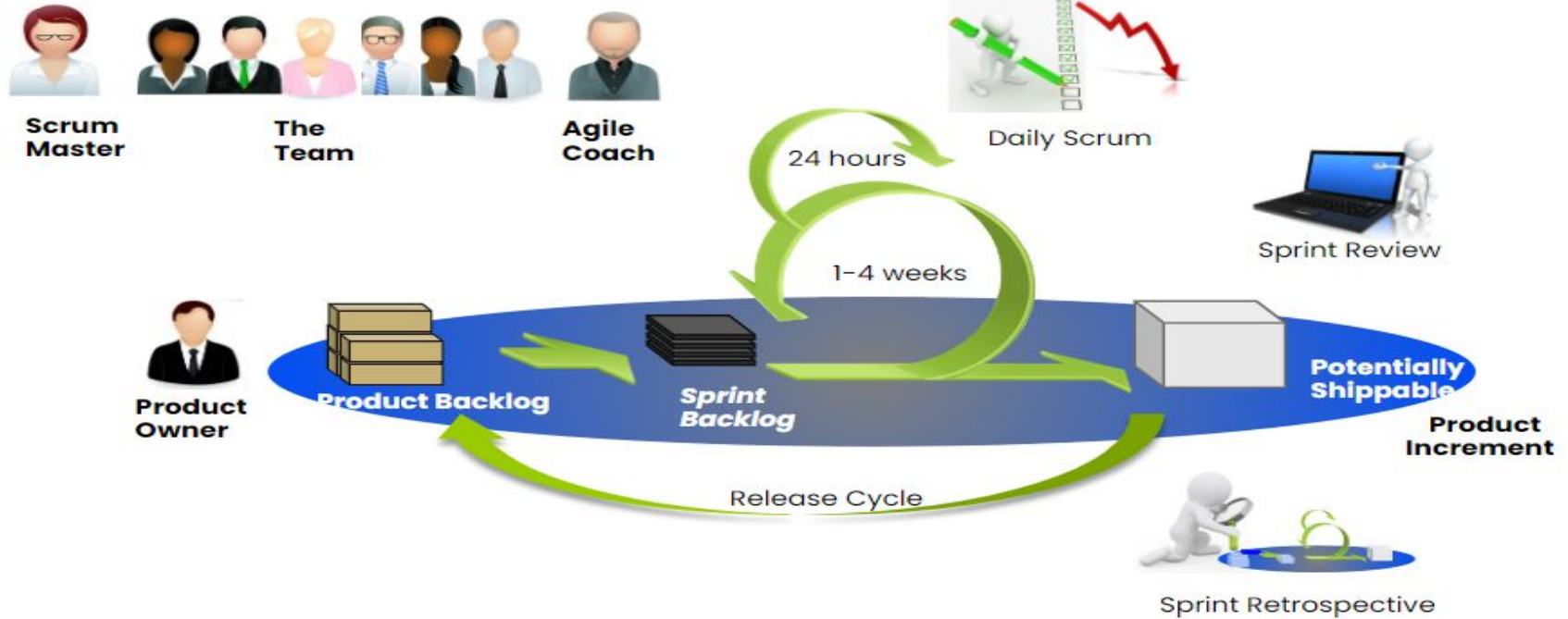
Team members must commit to the project and to the goals of every Sprint. Team members also must commit to each other to ensure that they succeed together in accomplishing their goals.



FOCUS

The team needs to stay focused on the goal of every Sprint. They must work together to focus on creating a product that has value to the organization and its stakeholders.

Scrum Framework



Scrum Events

DAILY SCRUM MEETING



SPRINT PLANNING MEETING



SCRUM CEREMONIES

SPRINT REVIEW MEETING



SPRINT RETROSPECTIVE MEETING

