

# Morning Routine

Daily Journal:

Write down *everything* you did from waking up till getting to class.

# Morning Routine

Step 2:

Get together into groups of five and batch similar tasks together under a common goal (e.g. Hygiene, Eating, Homework). Make a post-it note for each goal.

# Morning Routine

Step 3:

On the wall, order the goals in sequence from left to right, earlier to later, like a story of your morning.

# Morning Routine

Step 4:

Within each goal, place the activities in order of importance, most critical at the top and most optional at the bottom.

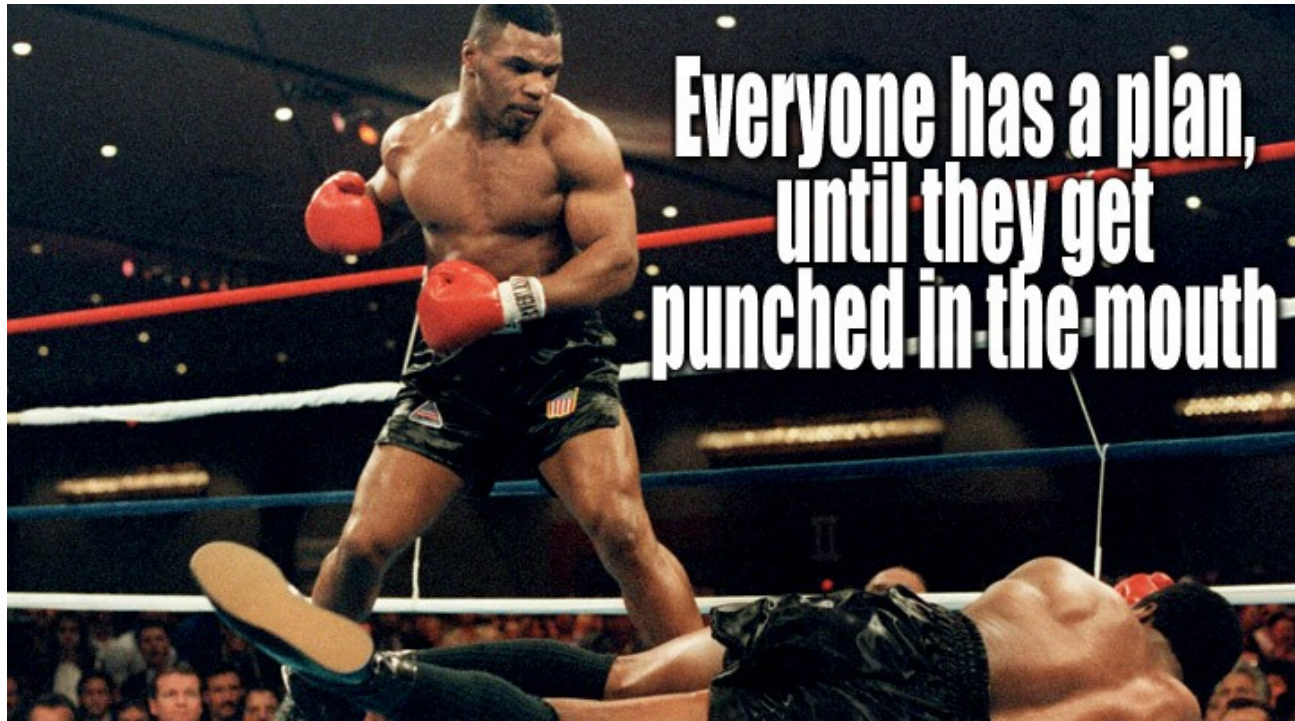
# Morning Routine

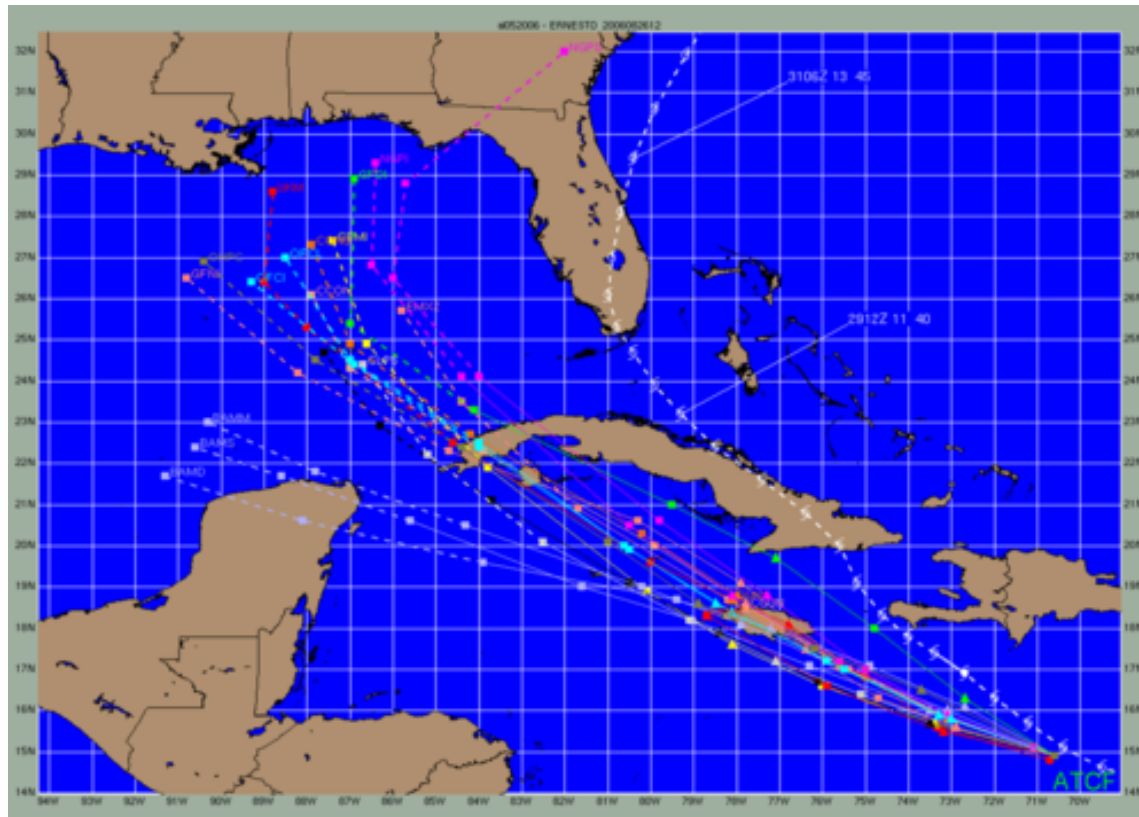
Step 5:

Here's the problem: your alarm didn't go off. You need to figure out how to change your plan to make it to class in 15 minutes. Rearrange your notes to reflect your new plan.

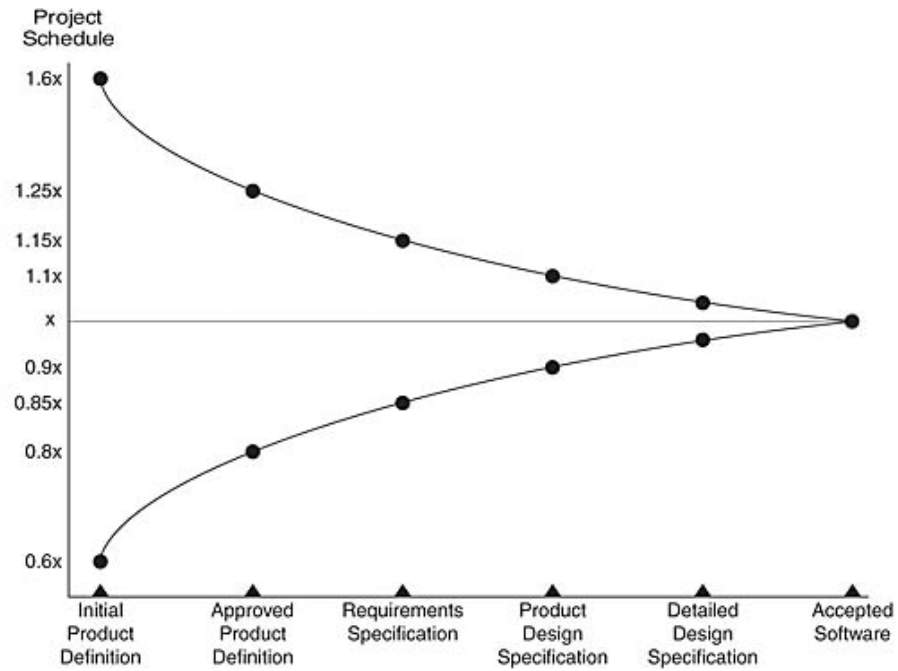
"Planning is everything.

Plans are nothing."





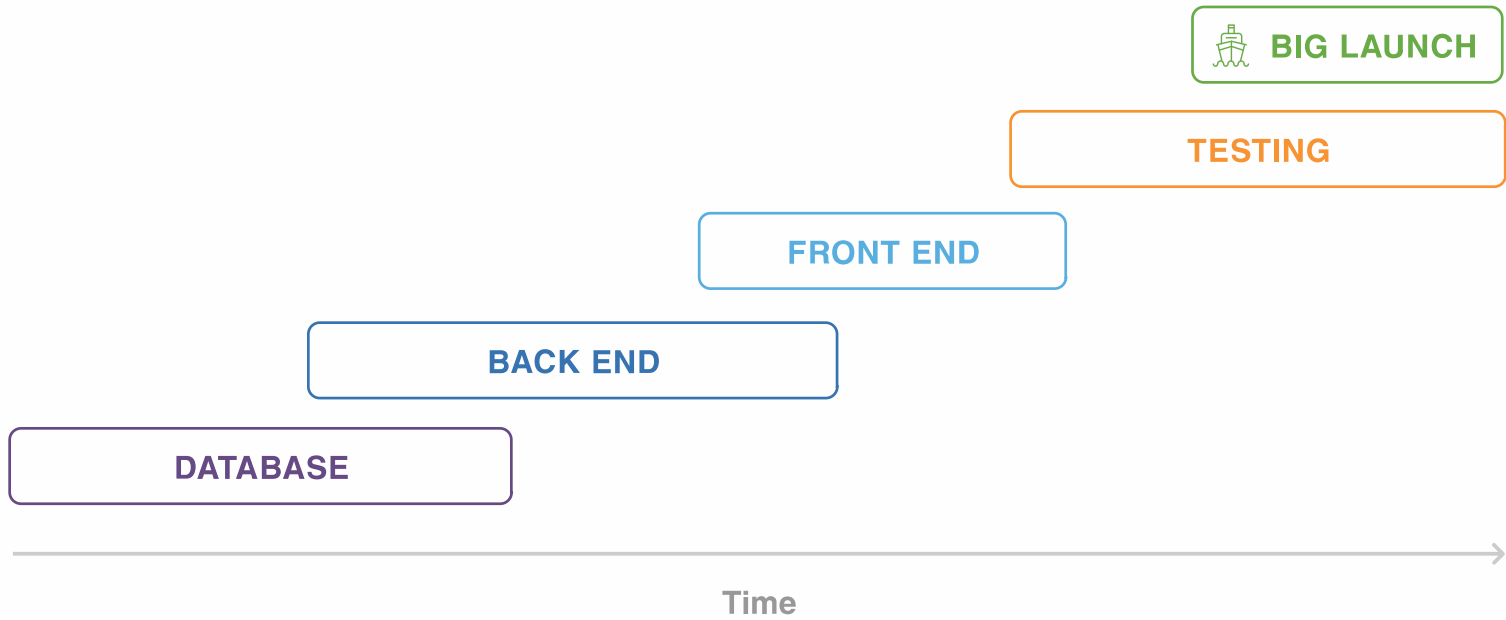


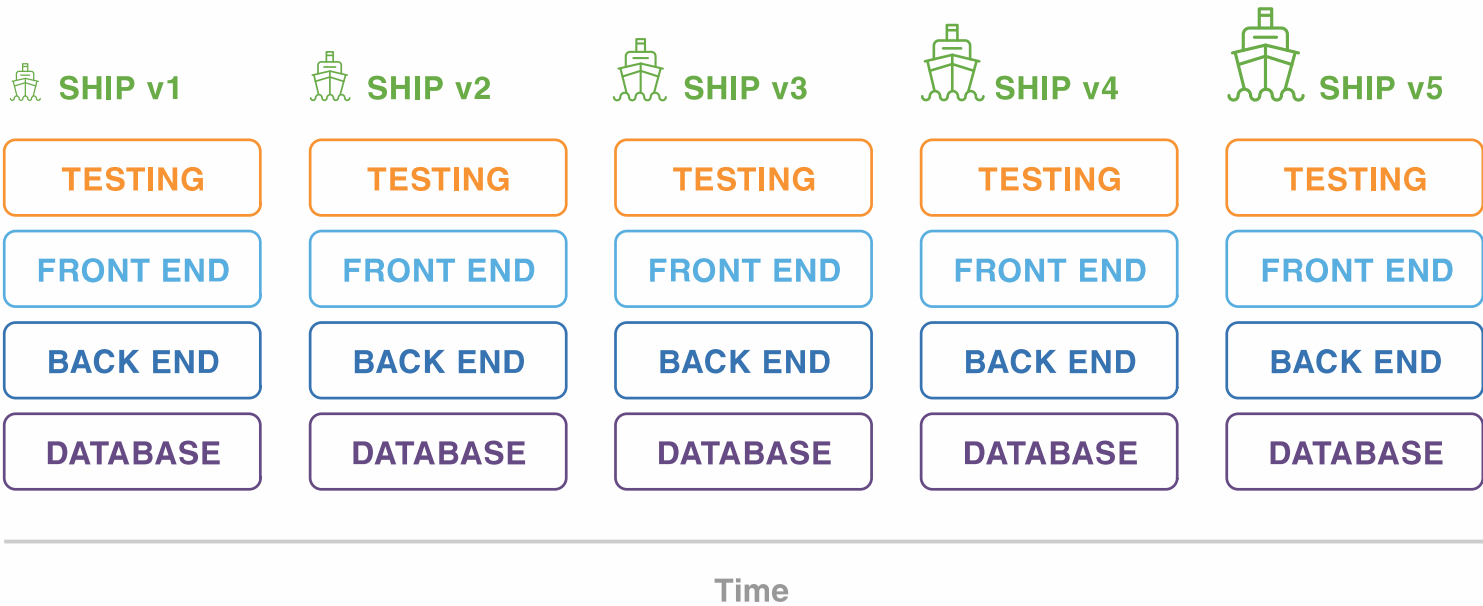


If plans don't work, why  
plan?

# If plans don't work, why plan?

- Reduce risk
- Reduce uncertainty
- Make better decisions
- Establish trust
- Convey information





# Agile Manifesto

# In Practice

- Work as one team
- Work in short iterations
- Deliver something each iteration
- Focus on business priorities
- Inspect and adapt

# Roles

- Product Owner
- Project Manager
- Everyone Else



# Iterations

- `Sprint`
- Short period of time, usually consistent

 waterfall vs agile



1



2



3





1



2



3



We iterate to **find the right solution**.

We iterate to **improve a potential solution**.

# Deliver Often

- *Potentially* shippable
- Sometimes trashed
- "Are we going in the right direction?"

# Business Priorities

- Features delivered in order set by client.
- Features aren't tasks, they're user stories.

# Inspect and Adapt

- Retrospectives
- New knowledge affects new plan
- Not mid-sprint, but between sprints



# Product Lifecycle

- Product
- Release
- Iteration
- Day

**Individuals and Interactions**

over

processes and tools

# Terminology

- User Stories
- Estimation
- Planning
- Burndown

# Practice Making User Stories

As a {type of user}, I want {goal} so that I {receive benefit}.

As a customer, I want to be able to create an account so that I can see my previous purchases.

# Practice Estimating

Instead of Story Points, let's look at Dog Points:

1. Make a small list of dog breeds

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Instead of Story Points, let's look at Dog Points:

1. Make a small list of dog breeds
2. Define a dog point as its height
3. Estimate the breeds by dog points



# Estimate Scales

- S, M, L
- 1, 2, 4, 8
- 1, 2, 3, 5, 8

# Ideal Days

How long is a game of football?

# Ideal Days

How long is a game of football?

- Four 15 minute quarters
- Around 3 hours

# Ideal Days

- Ideal time is not Elapsed time
- Imagine all the things you do in a day that aren't developing the product

# Planning Poker

- Everyone gets a bunch of cards representing one of the values
- For a user story, everyone draws a card at the same time
- Compromise, if you can
- If not, try drawing cards again

# More Resources

- [Atlassian's Agile Coach](#)
- [Agile Estimating and Planning\\_\(book\)\\_](#)