ROCK YOUR CODE TOUR 2017 | Visual Studio LIVE! EXPERT SOLUTIONS FOR .NET DEVELOPERS | LAS VEGAS

Use Visual Studio to Scale Agile in your Enterprise

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Level: Intermediate

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About Me

- ✓ From Boise, Idaho, USA
- ✓ President of Accentient
- ✓ Microsoft Regional Director
- ✓ Microsoft MVP (Visual Studio ALM)
- ✓ Professional Scrum Developer
- ✓ Professional Scrum Trainer
- ✓ Co-creator of the Nexus (scaled Scrum Fx)
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Professional Scrum Development with Microsoft Visual Studio 2012

Richard Hundhausen
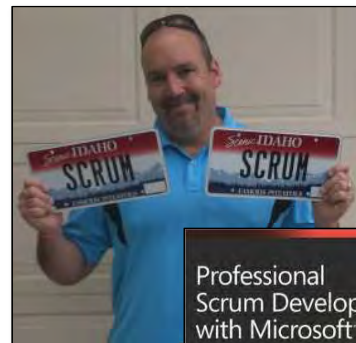
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First, do you really need to scale?

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Organizations Want to Scale

- They see great results with small initiatives and want similar benefits from larger initiatives

- They are looking for a straightforward approach that builds on their current knowledge and skills

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One Team Doing Work

Three Teams Doing Work

Nine Teams Doing Work
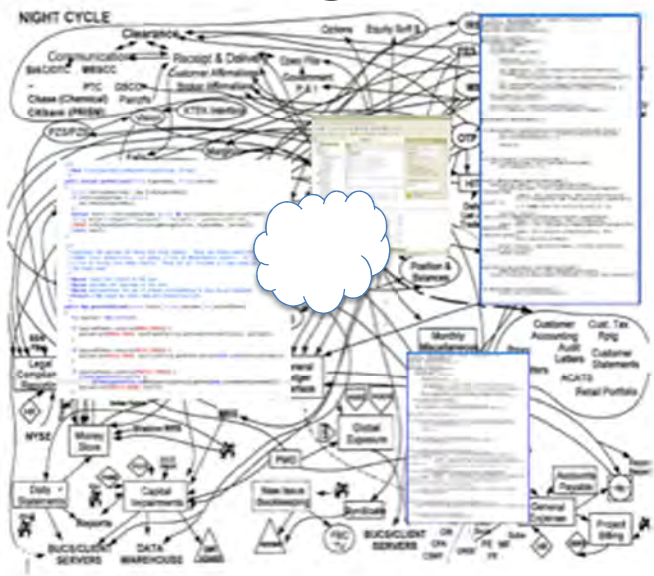
Scaled Agile Development is …
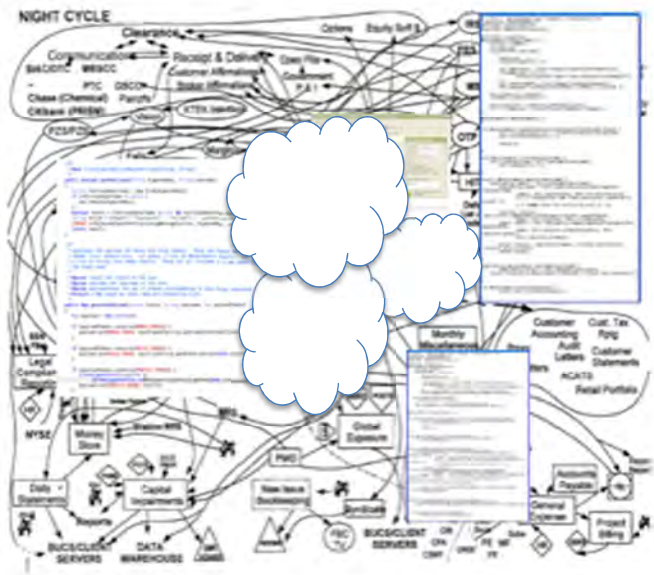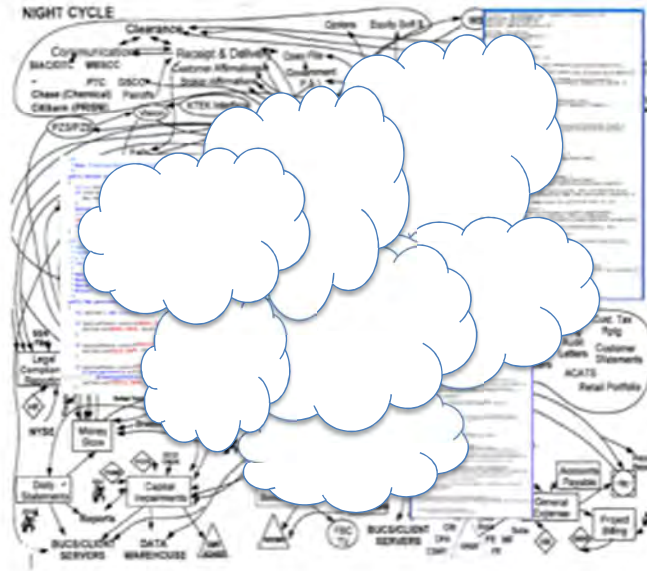
- Multiple teams working on a single product
- Ideally with …
  - A single Product Backlog
  - A single Product Owner (with helpers)
  - Cross-functional "feature" teams
  - Teams on the same cadence

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# Scaled Agile Development is not …

- Organizational transformation
  - "My organization wants to be more agile"
- Spinning up more agile teams
  - "IT is using Scrum so we should try it in our group"
- Adding more people
  - "That team is always behind, add more resources"

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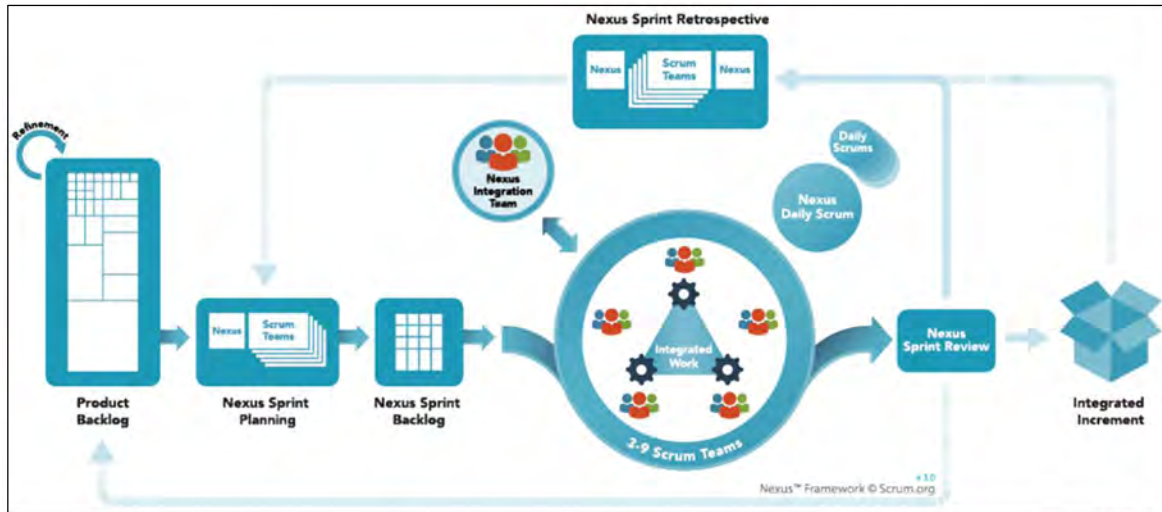
Ironically …

- ✓ It might be that you can do more with less
  - ✓ Removing teams
  - ✓ Removing people
  - ✓ Removing tools & process
  - ✓ Removing management
- ✓ Get a good Scrum Master or coach!

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Next, do you have a framework?
(or at least some proven experiments)

Nexus, LeSS, SAFe, SoS, RYO
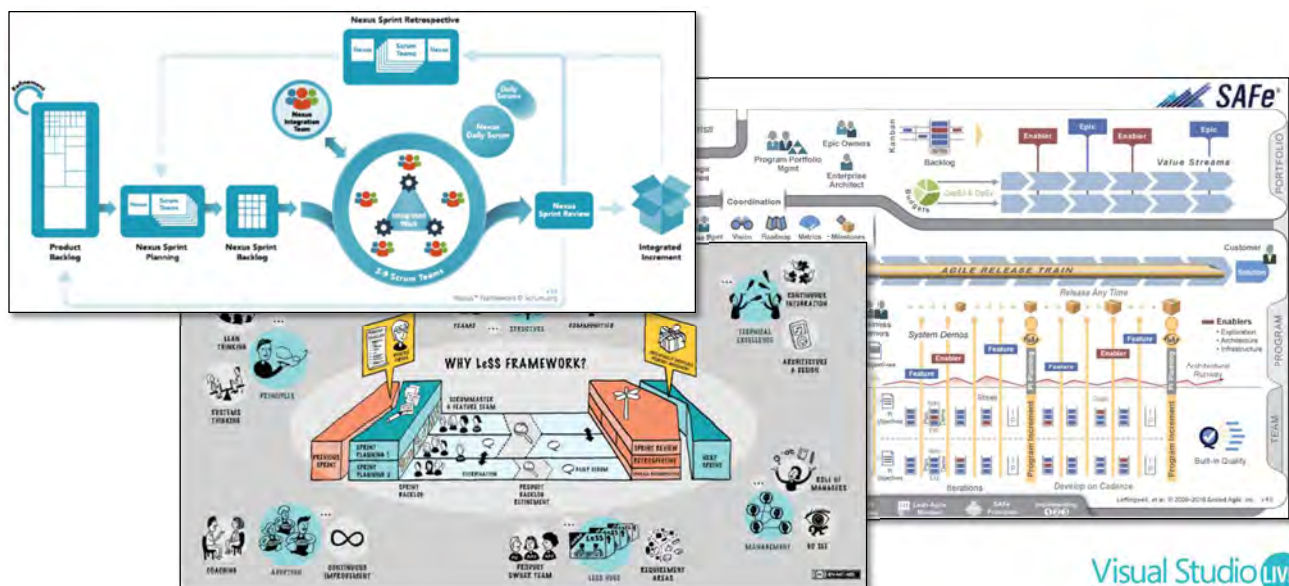
# Scaled Professional Scrum (The "Nexus")

All Process Templates Support Scaling

- VSTS and TFS support scaled software development
  – Maybe not every details of a specific framework
- All process templates support scaling
  – Multiple and hierarchical product backlogs
  – Additional metadata fields on requirement and bug work item types

Do you have a *product*?

Or just a bunch of projects …
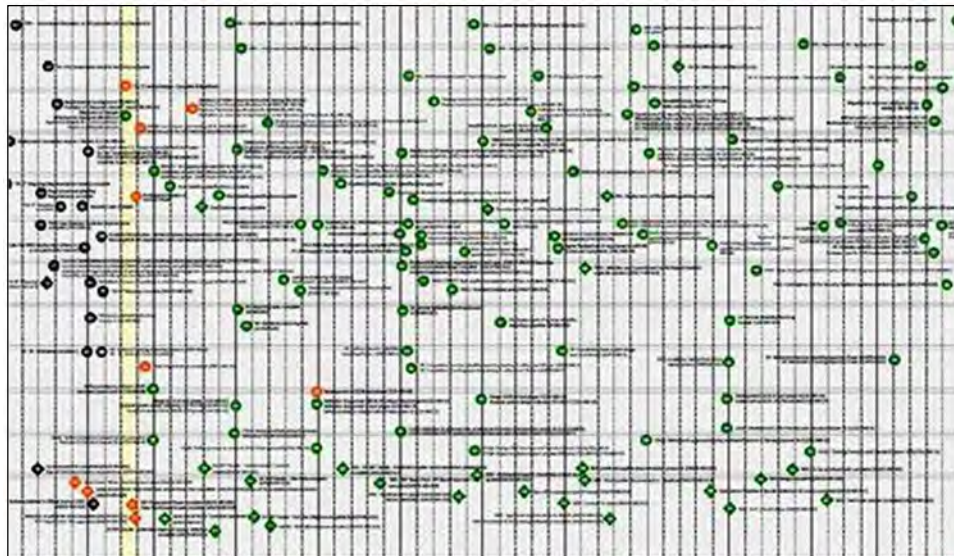
# Product != Project

- It can be hard to identify the product behind all of your projects (and Visual Studio projects)
- Try asking …
  – Your customers, users, stakeholders
  – Your codebase
  – Your UI

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Start as Broadly as Possible

- Is your organization the product?
- Are multiple value streams the product?
- Is a single value stream the product?
- Is there an existing product manager/owner?
- Is there a cool acronym? (e.g. SCMODS)

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# Example: Where's the Product?
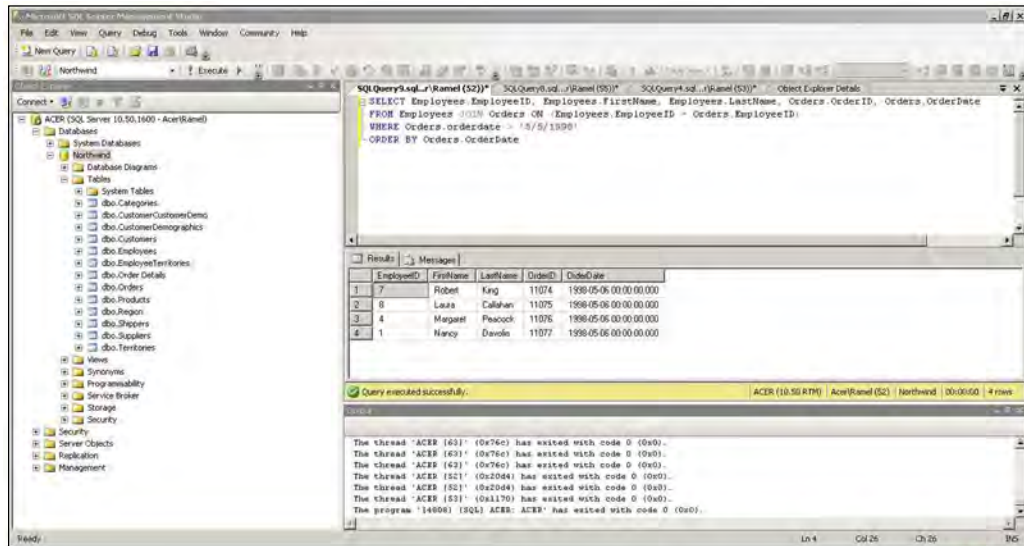
Product Areas

- In a large software development effort, the product may have many perspectives:
  - Platforms
  - Technologies
  - Geographical location
  - Specialties
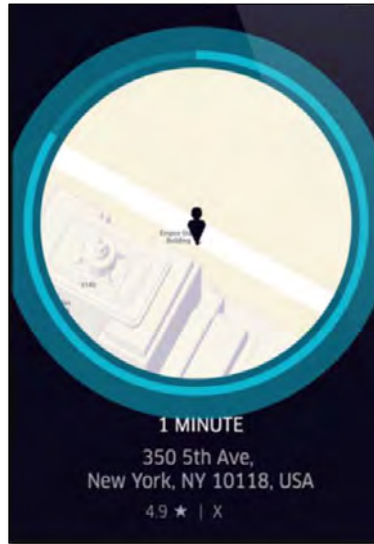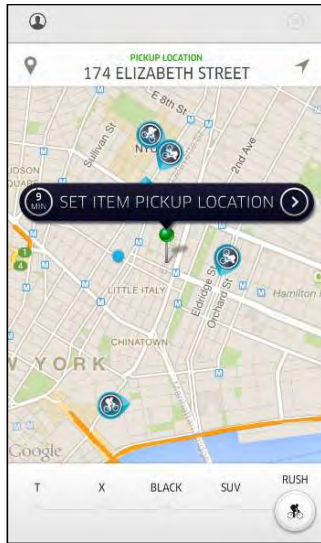 - Layers
  - Components
  - Features

Do you have the right *teams*?

Strive for Feature Teams

- Each team has all skills to turn Product Backlog items into increments of working software
- Vertical slicing; work is divided by end-user functionality
- Work is integrated continuously within each Sprint
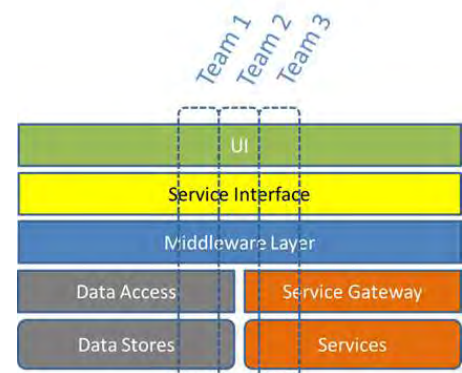
Consider Persona Teams

Multiple Teams in VSTS/TFS

✓ Create the teams

✓ Create a respective area path for each team
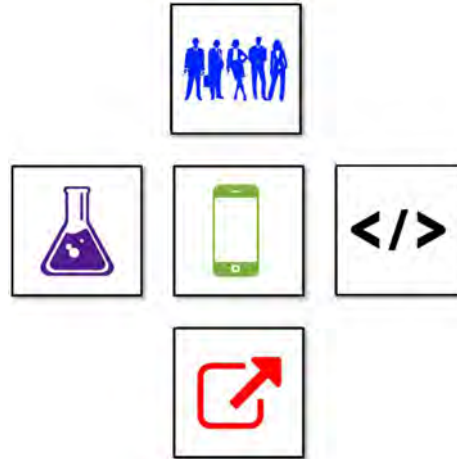
✓ Add team members

http://bit.ly/1Q55dAh

Are you *refining* the backlog?

Product Backlog Refinement

✓ Should be done regularly

✓ Should be done by the entire team

✓ Helps the Product Owner know the "cost"

✓ Helps identify dependencies early

Watch Out For Dependencies

- ✓ People
- ✓ Domain
- ✓ Technology
- ✓ Software
- ✓ External

DONE IS BETTER THAN PERFECT

Done();

(thank you)

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