Scale Agile With Visual Studio

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About Me

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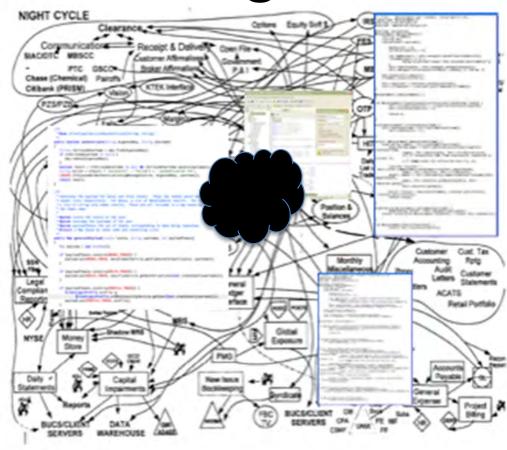
1. Do you need to scale?

Organizations Want to Scale

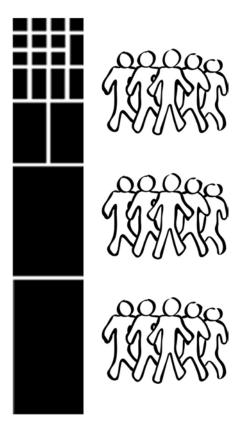
- They see great results with small initiatives and want similar benefits from larger initiatives
- They are looking for a straightforward approach that builds on their current knowledge and skills

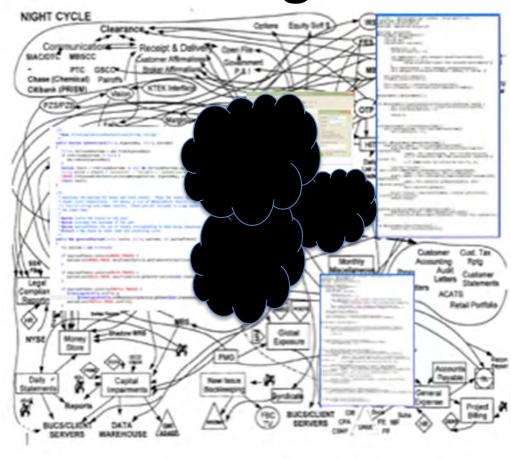
One Team Doing Work



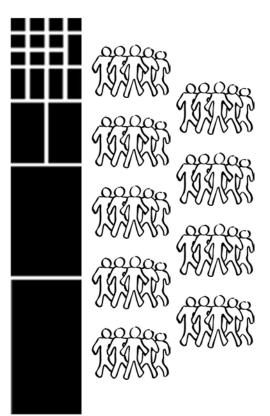


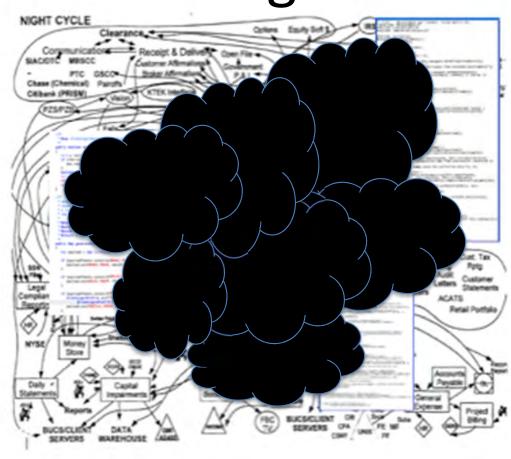
Three Teams Doing Work





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
 - Cross-functional "feature" teams
 - Teams on the same cadence

Scaled Agile Development is not ...

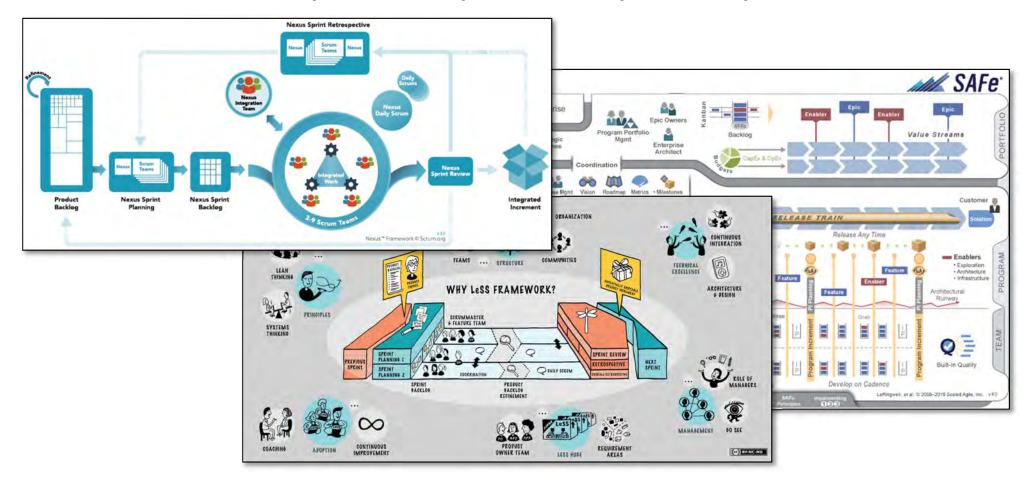
- Organizational transformation
 - "My organization wants to be more agile"
- Spinning up more agile teams
 - "IT is using Scrum so we should try it in our group"
- Adding more people
 - "That team is always behind, add more resources"

Ironically ...

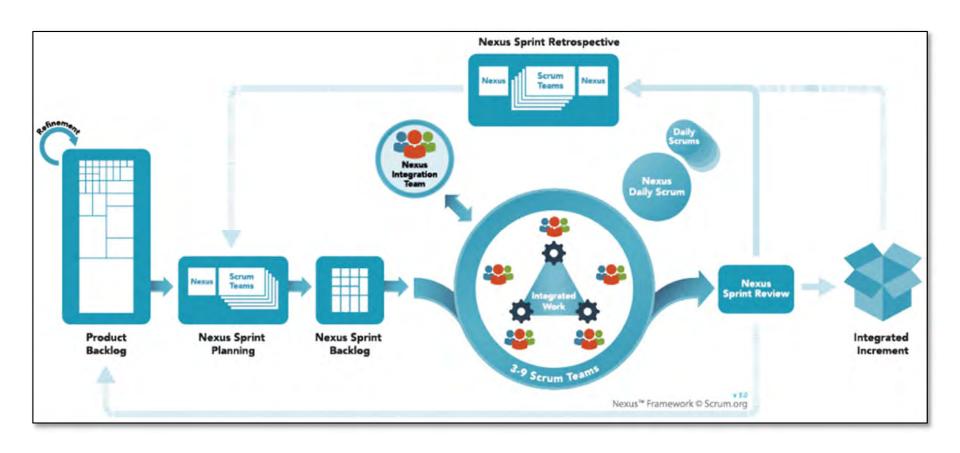
- It might be that you can do more with less
 - Removing teams
 - Removing people
 - Removing management
- Get a good Scrum Master or coach!

Step 2: Do you have a framework? (or at least some proven experiments)

Nexus, LeSS, SAFe, SoS, RYO



Scaled Professional Scrum (The "Nexus")

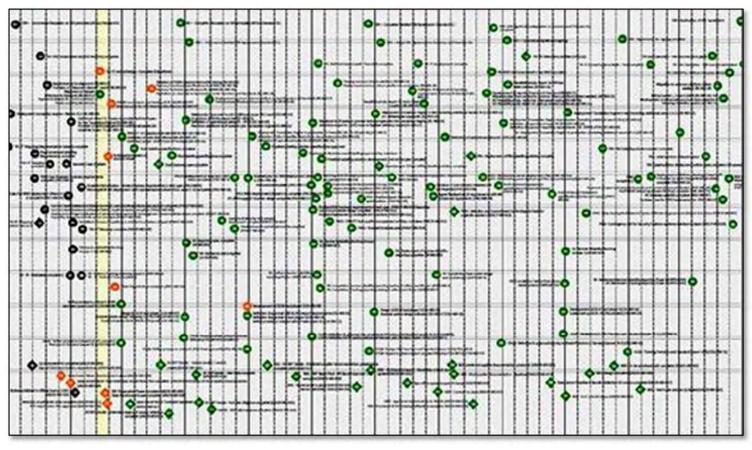


All Process Templates Support Scaling

- 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

Step 3: Do you have a product?

Or just a bunch of projects ...



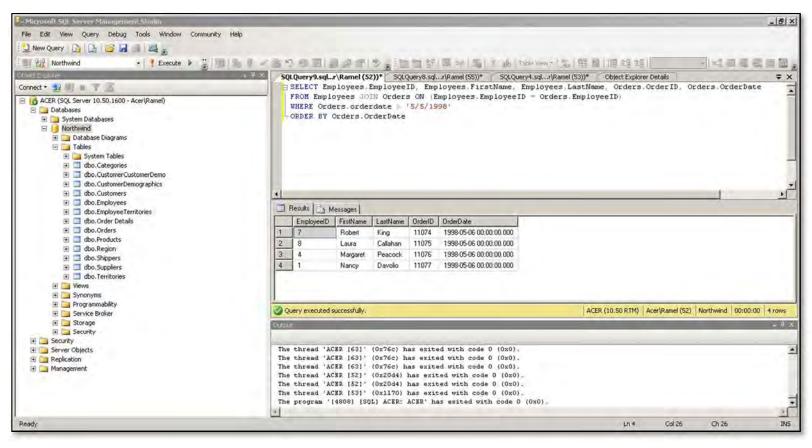
Product != Project

- 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

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. WOPR)

Example: Where's the Product?



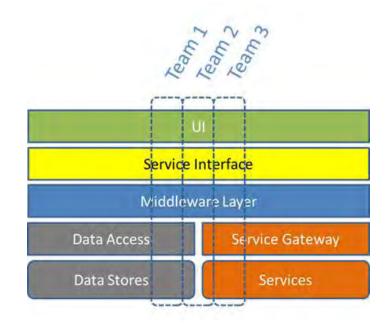
Product Areas

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

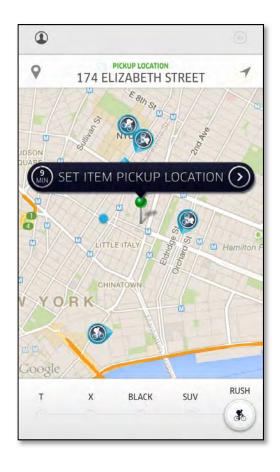
Step 4: Do you have teams?

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
 - On-prem TFS can use a custom *Team field* and a global list instead http://bit.ly/20Xz0CJ
- Add team members

http://bit.ly/1Q55dAh

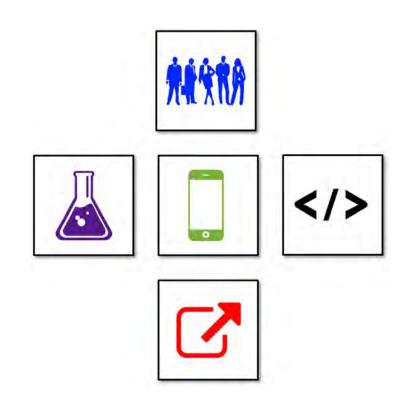
Step 5: Are you refining the backlog?

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







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