

PROJECTS KILL AGILE DEVELOPMENT

CHRIS HOWE-JONES

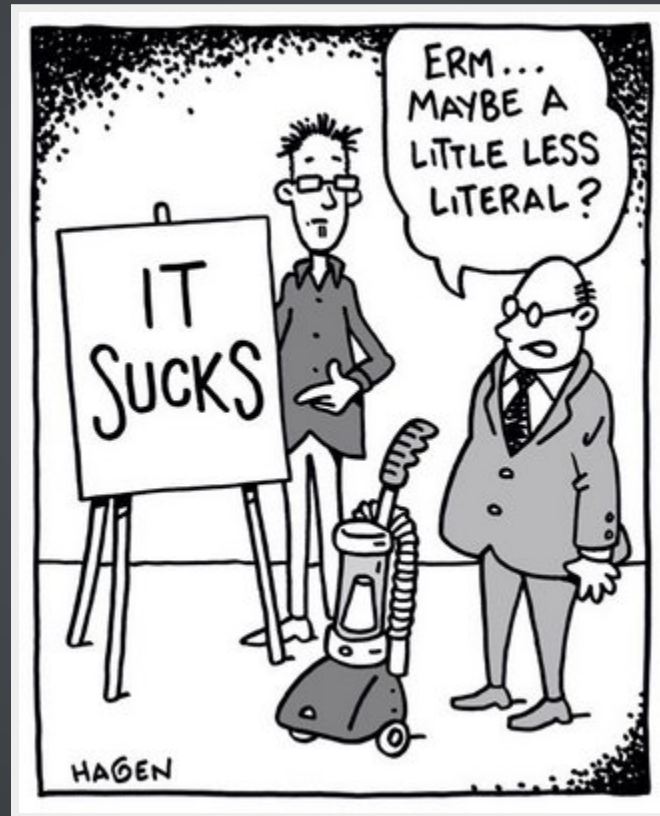
@AGILE_GEEK

11TH AUGUST

PROJECTS KILL *AGILE*-DEVELOPMENT

OR

- Why Feature Teams SUCK!



sometimes

WHY?

CONSTRAINTS

- Limited budget - especially fixed price
- Limited resources
- Limited timescales

WHAT?

BEHAVIOUR

Focus on:

- functionality • teams formed for life of project



- team members fungible
- architecture/design 'third class' citizen

- "I don't have to live with it"
- Everyone is responsible, no one is accountable



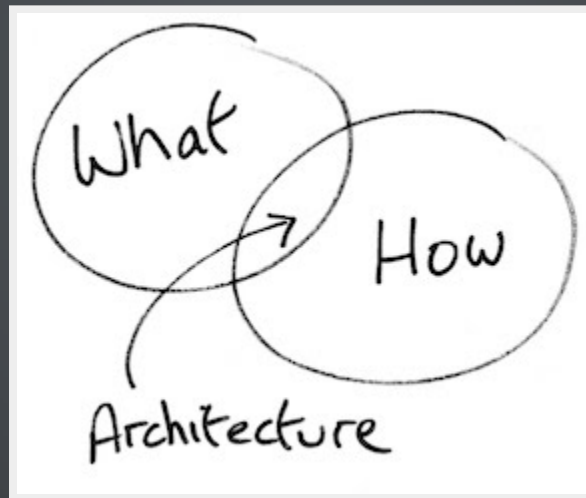
- monoliths rule • Cost over value - what's the *depreciation*
 - Multiple teams - one code base

PRODUCT TEAMS

ALIGN TO PRODUCT/PLATFORM/COMPONENT

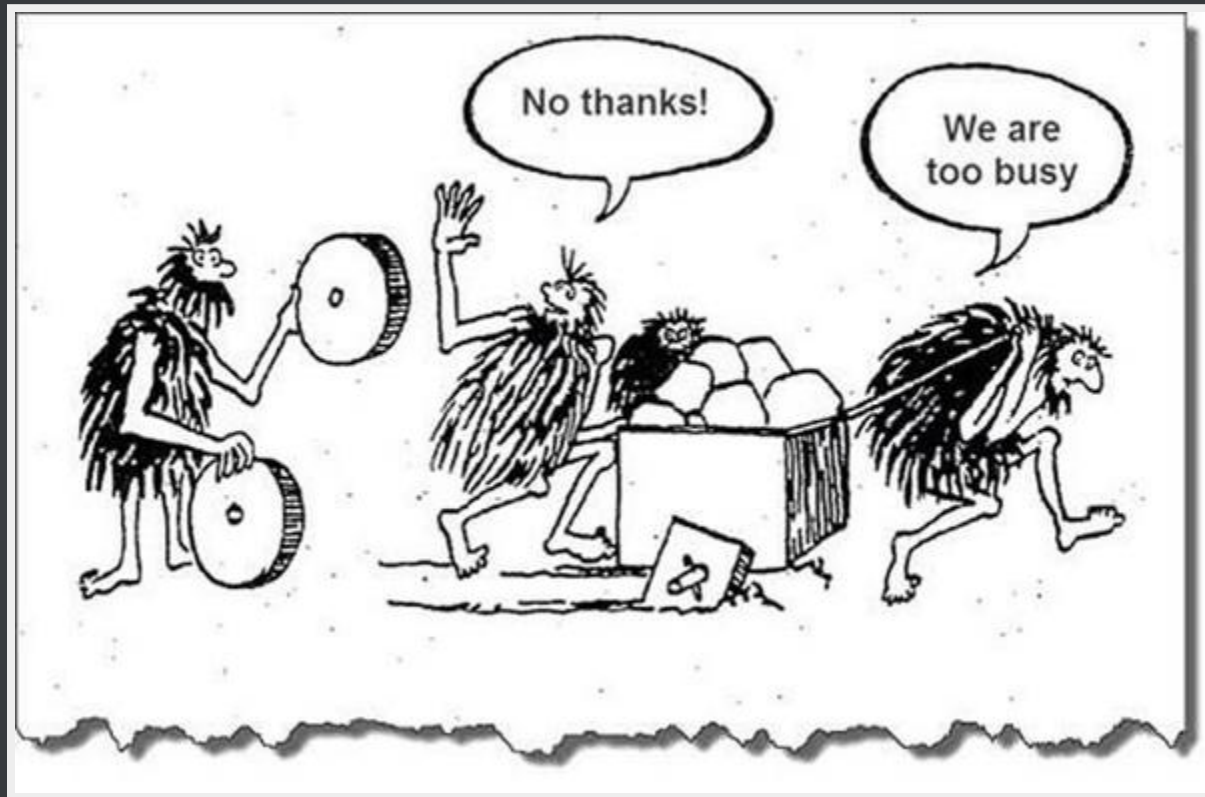
Promotes:

- Code ownership • Non functional requirements



- Architecture matters • "Live with it"

- Interfaces to other products



- Burn down tech debt

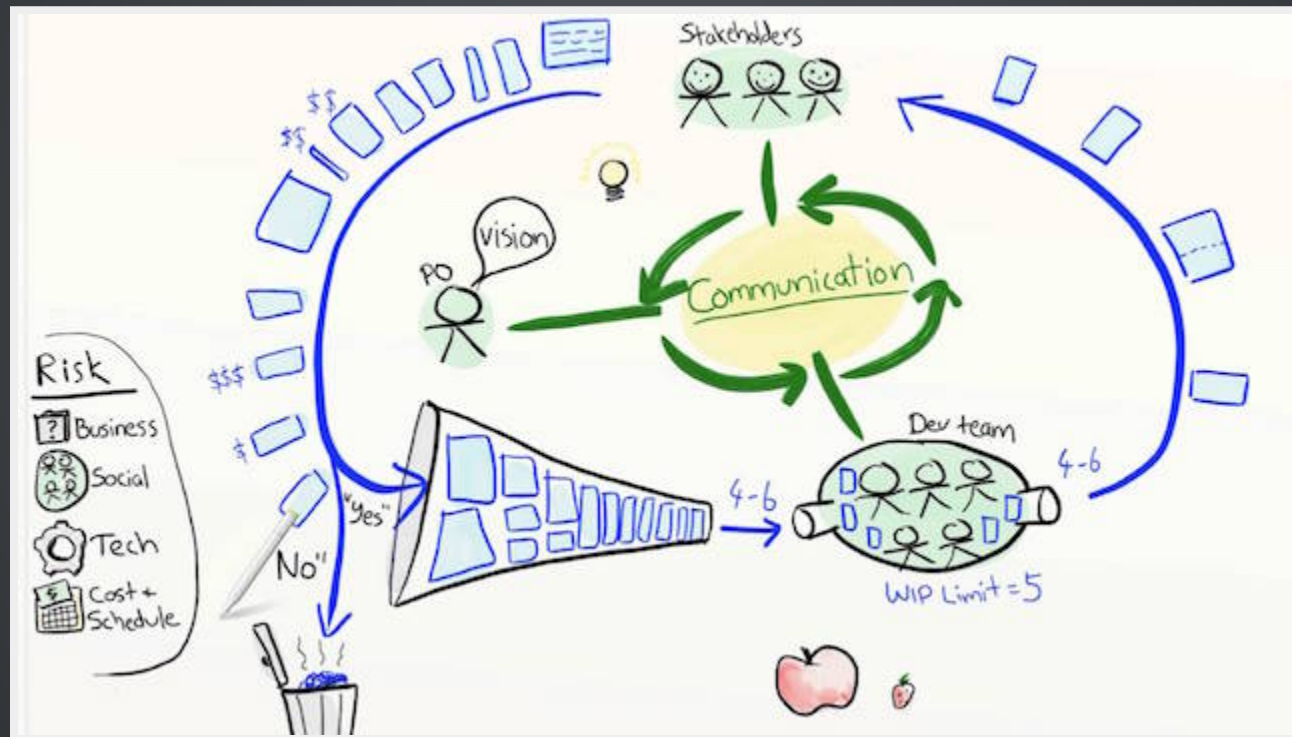
HOW TO AVOID...



- "Throw it over the wall" syndrome
- Isolationism
- 1 Dimensional teams
- "Over gilding"

PRODUCT DELIVERY

- Product Owner • Separate backlog • Build in feedback



- Feed 'projects' into 'feature funnel'

- Services (even in same team)



- Shared vision across products
 - Treat channels as customers
 - Treat other teams as customers
 - 'T shaped people (not 'resources')
- Set percentage of 'technical payback' (or one week in 7)

CREDITS

Email: `chris.howejones@gmail.com`

Twitter: `@agile_geek`

Github: `github.com/chrishowejones`

Presentation:

`github.com/chrishowejones/presentations`

Blog: `chrishowejones.wordpress.com`