

We are uncovering  
better ways of  
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by doing it and  
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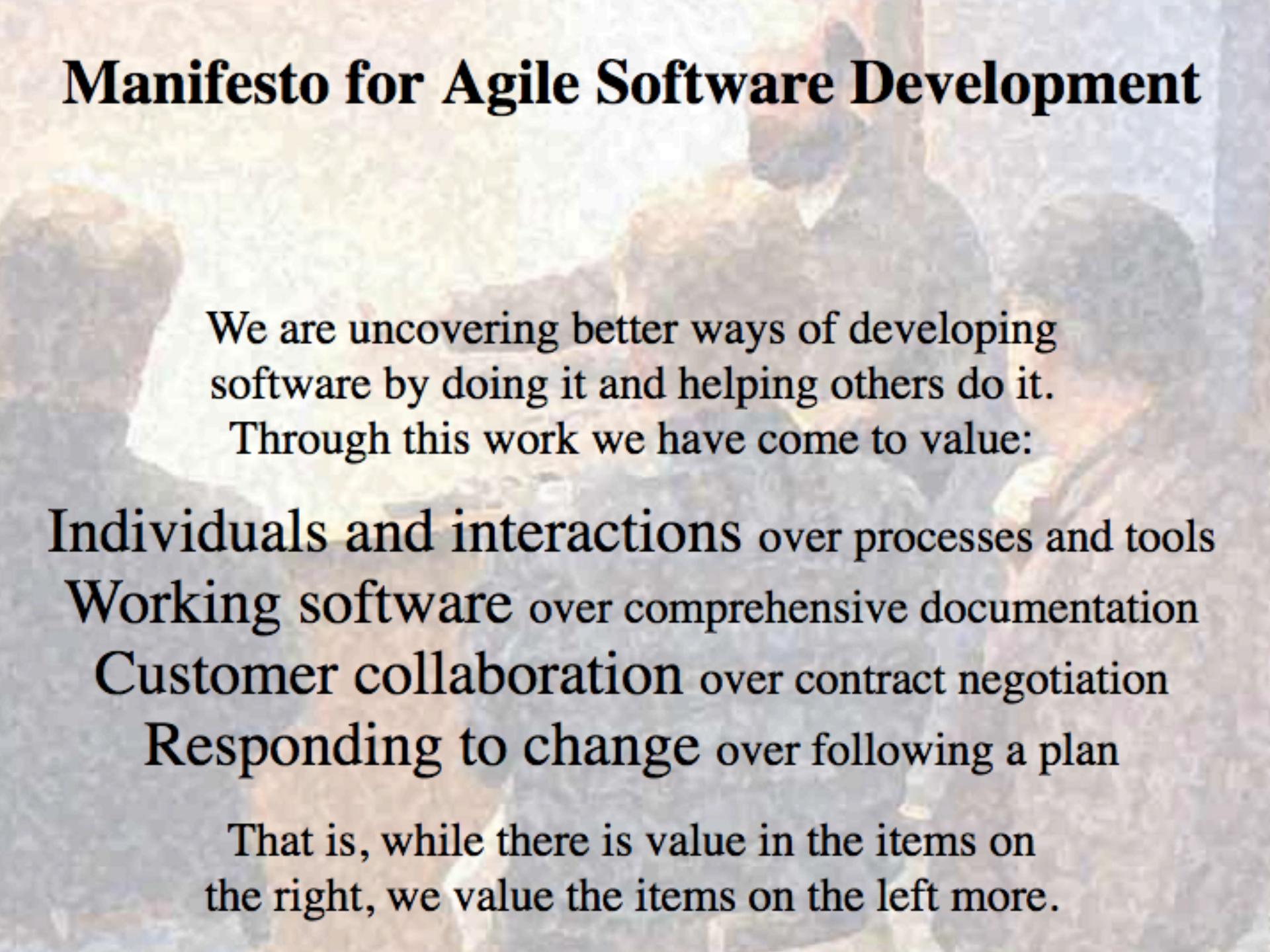
# Fast Food vs. Homemade Agile

Uncovering Better Ways  
of Delivering Software

Jeffrey Davidson / @JeffreyGoodReq  
#dsmAgile / Sept 9, 2016

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better ways of  
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# **Manifesto for Agile Software Development**



We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

**Individuals and interactions** over processes and tools

**Working software** over comprehensive documentation

**Customer collaboration** over contract negotiation

**Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

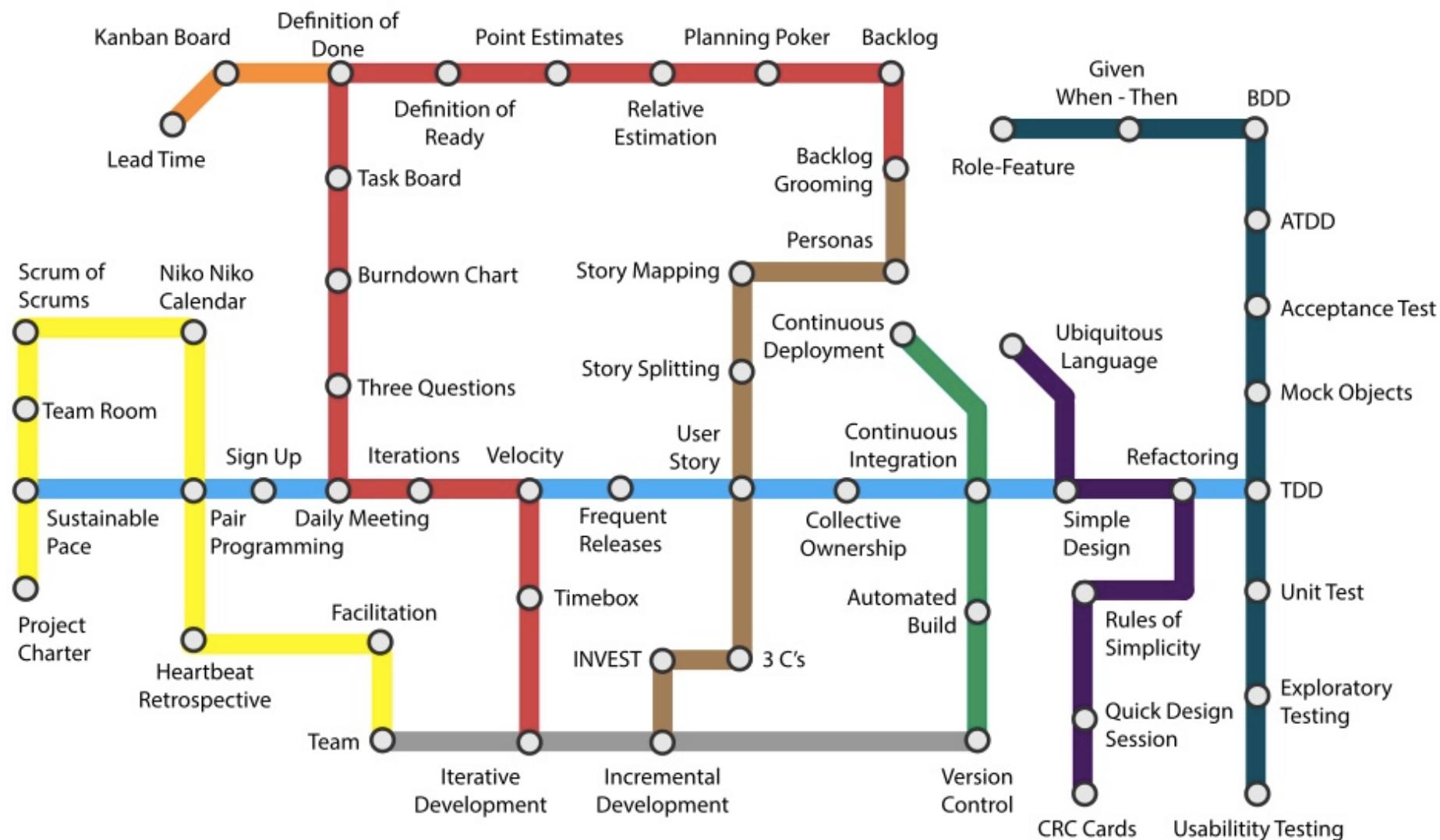
# reimagining Agile

Proposing An Updated  
Set of Processes and Practices to  
Achieve High-Performance Delivery

# Jeffrey's ~~reimagining~~ Agile

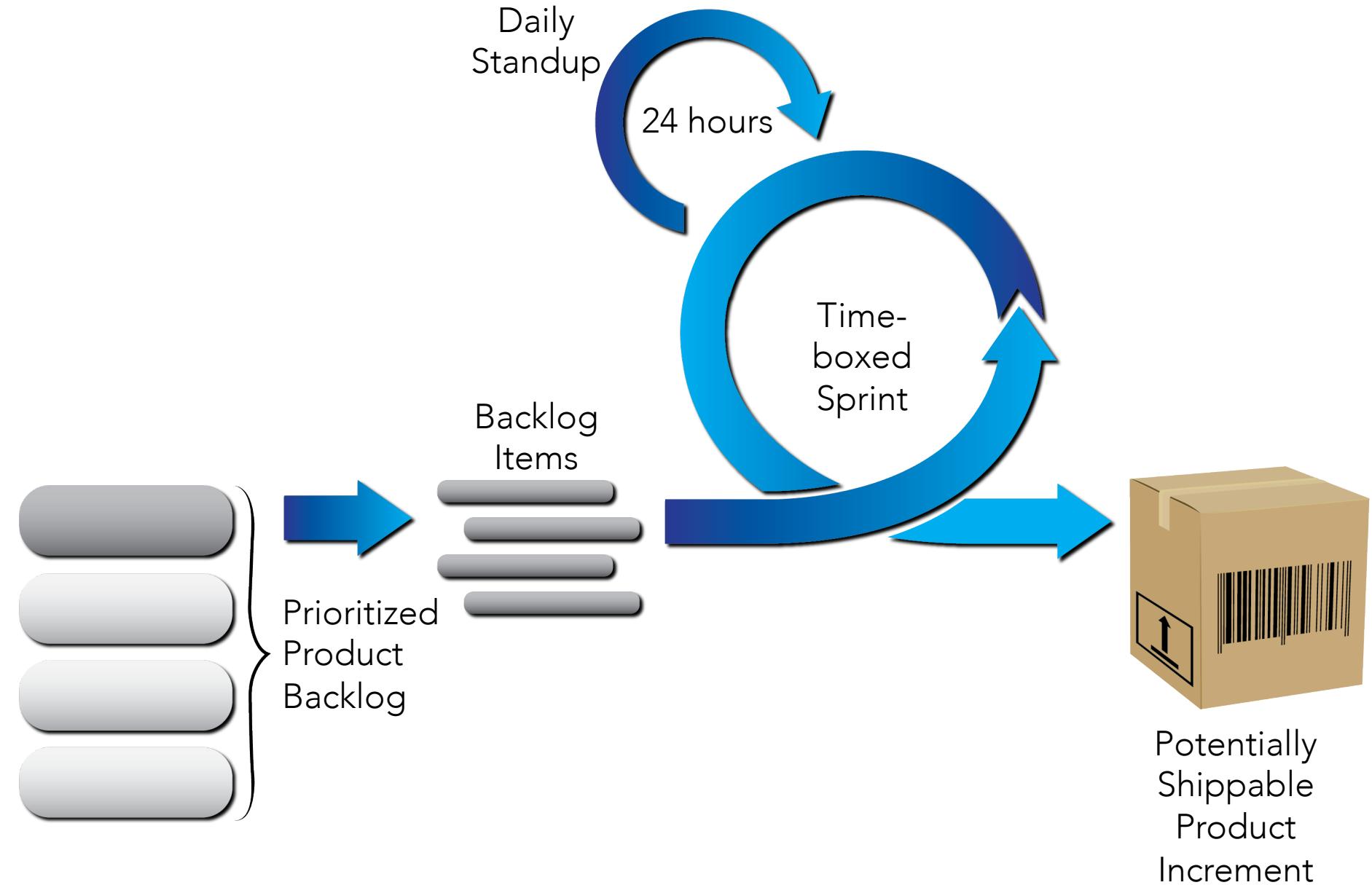
Proposing A Updated Personalized  
Set of Processes and Practices to  
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# Agile Tribes



## Practice Areas





We uncovered the  
only better way of  
developing software.

Do it our way.  
You're welcome.

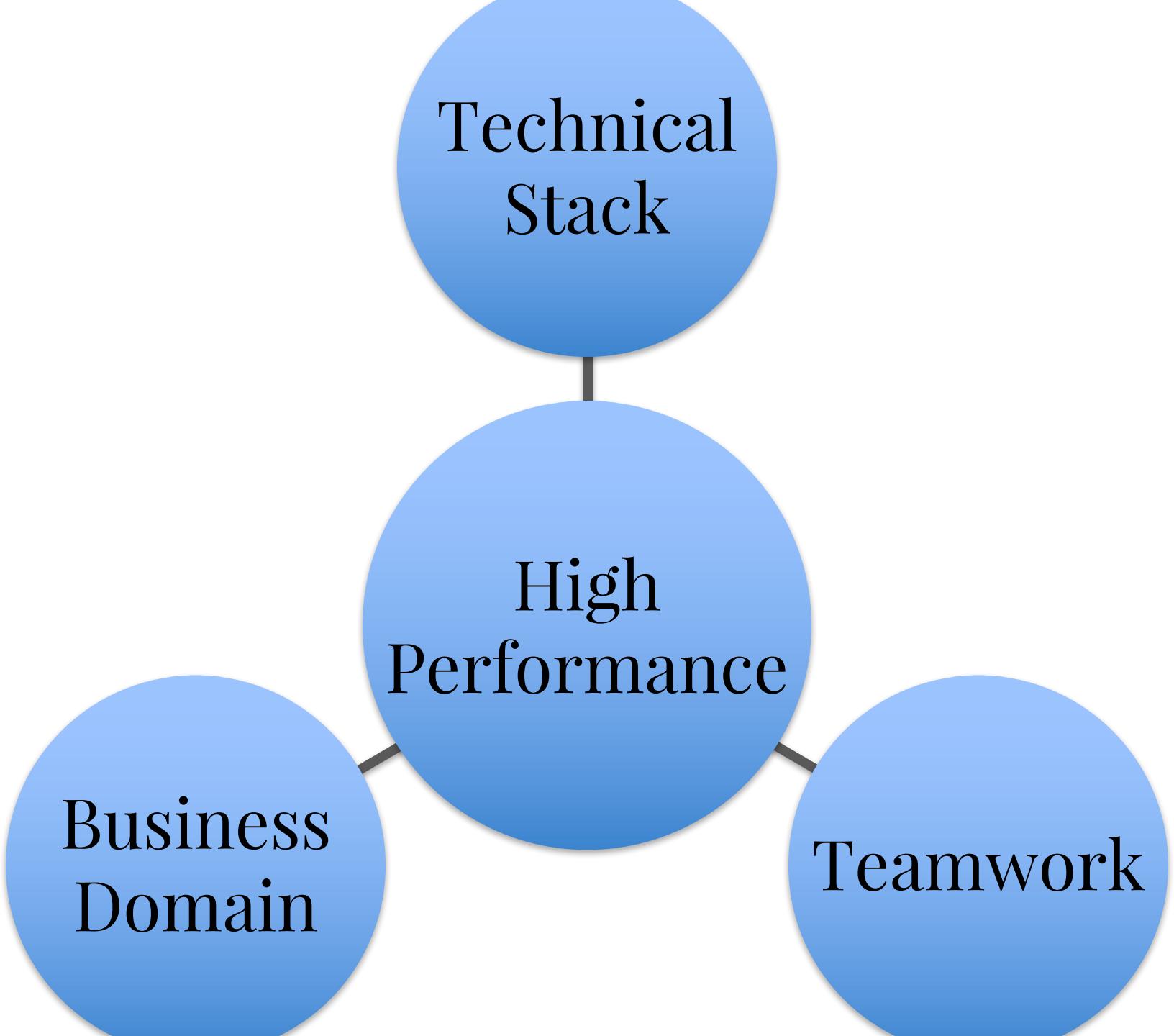
**Wow!**

**This guy makes  
a lot of sense.**

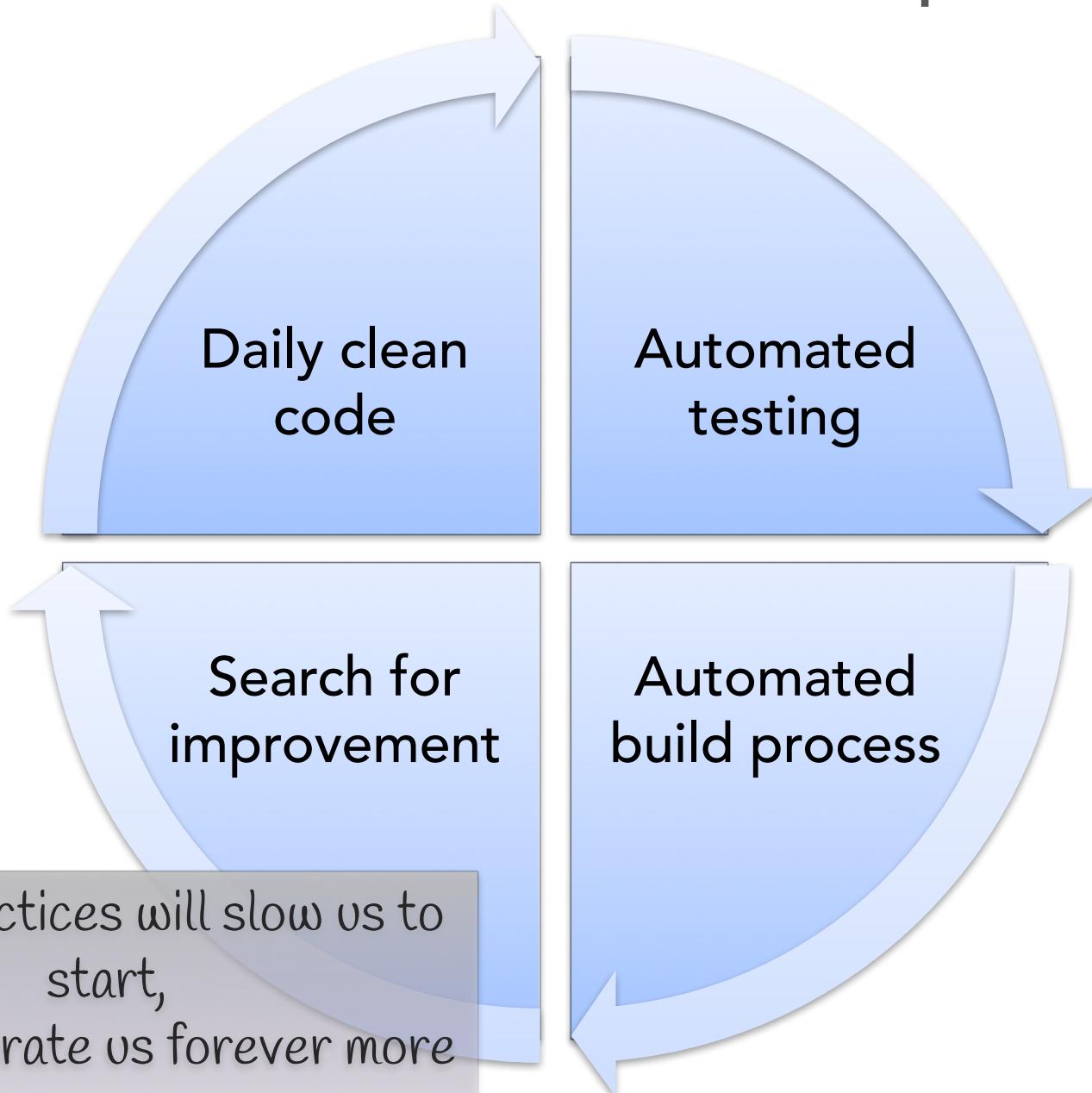
**Hmm.**

**I wonder what  
Jeffrey's Agile  
would look like?**

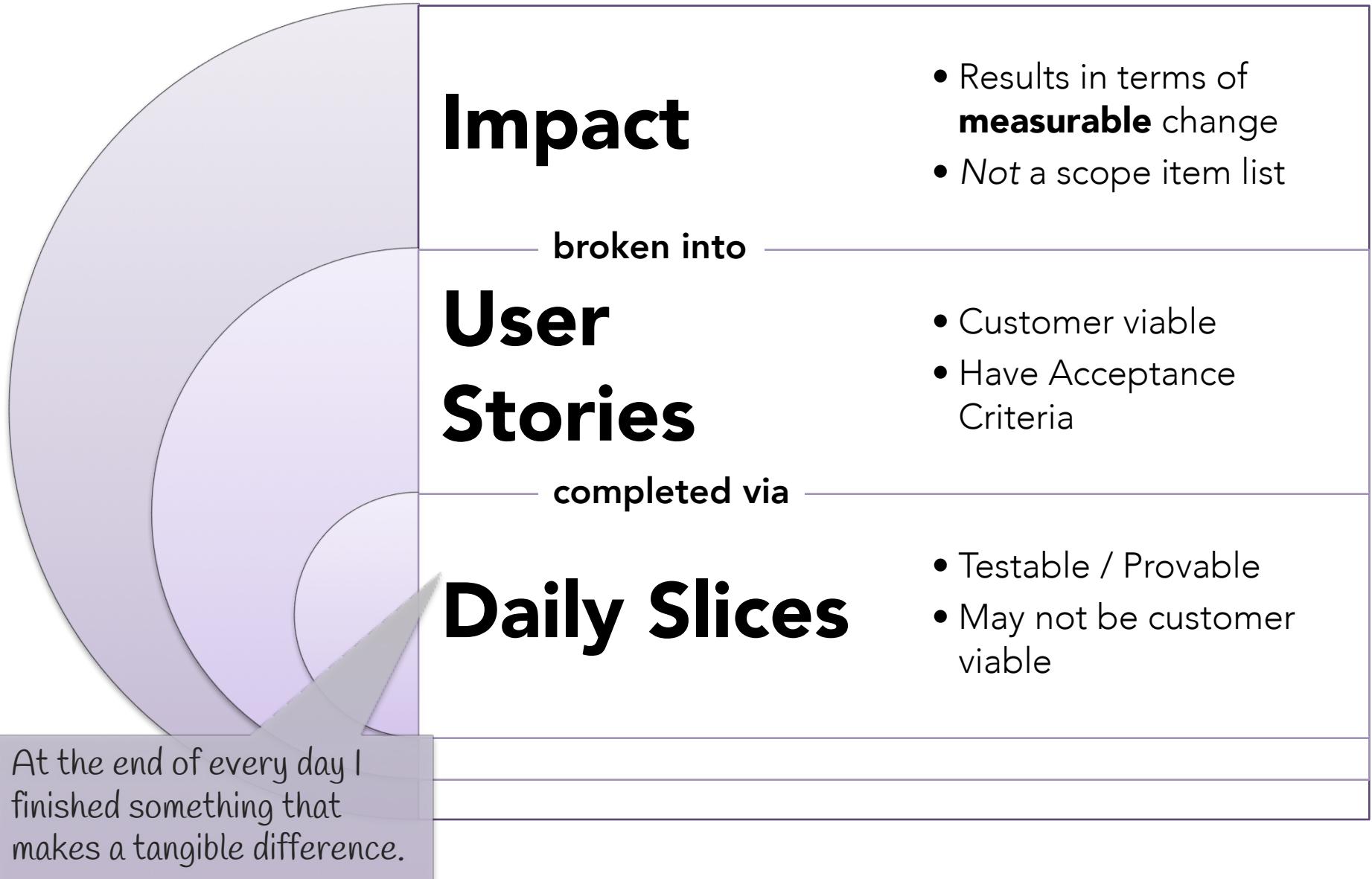
Beliefs: 3 Keys to High-Performance



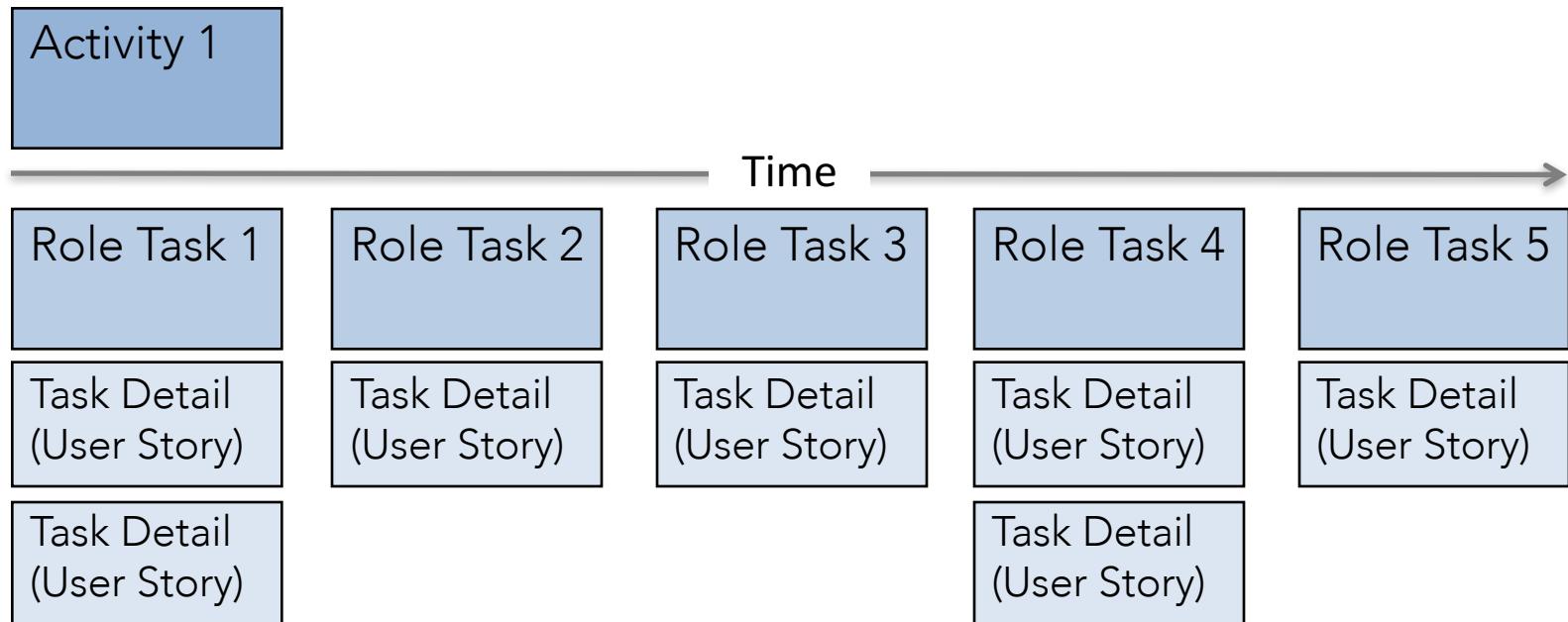
# Start How You Mean To Go: 4 Practices



# Understanding is Everything: 3 Levels



# Work Organization



User Stories are organized into a **Story Map**, which serves as

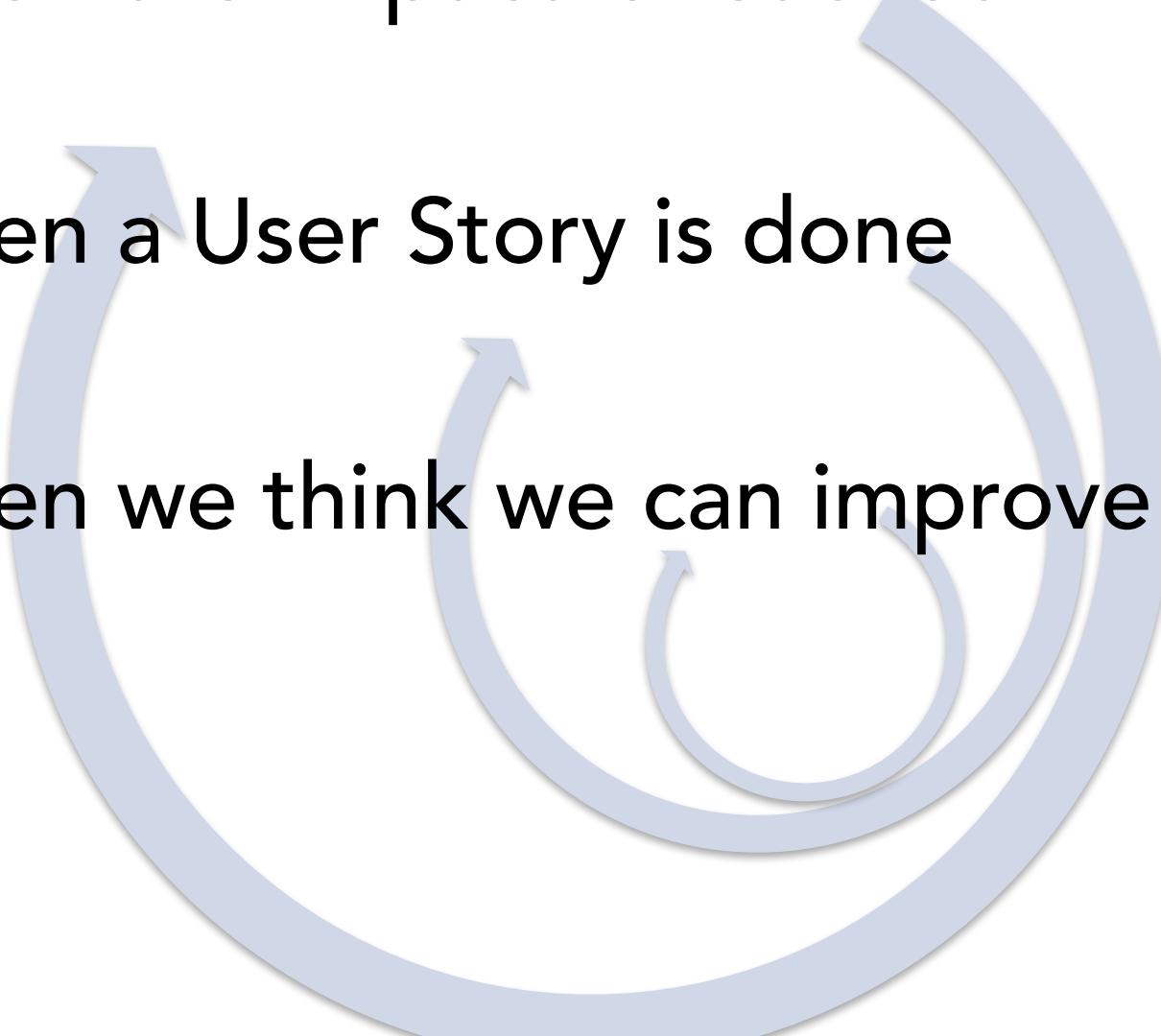
- ◆ Guide to Investment Experiments
- ◆ Planning Runway
- ◆ Roadmap

# Ceremonies: Only When Required

	for Understanding	for Validation	for Finding Improvement
Impact	X		X
Story Map	X	X	
User Story	X	X	X
Daily Slice	X	X	
Release		X	
Impact		10% Party	

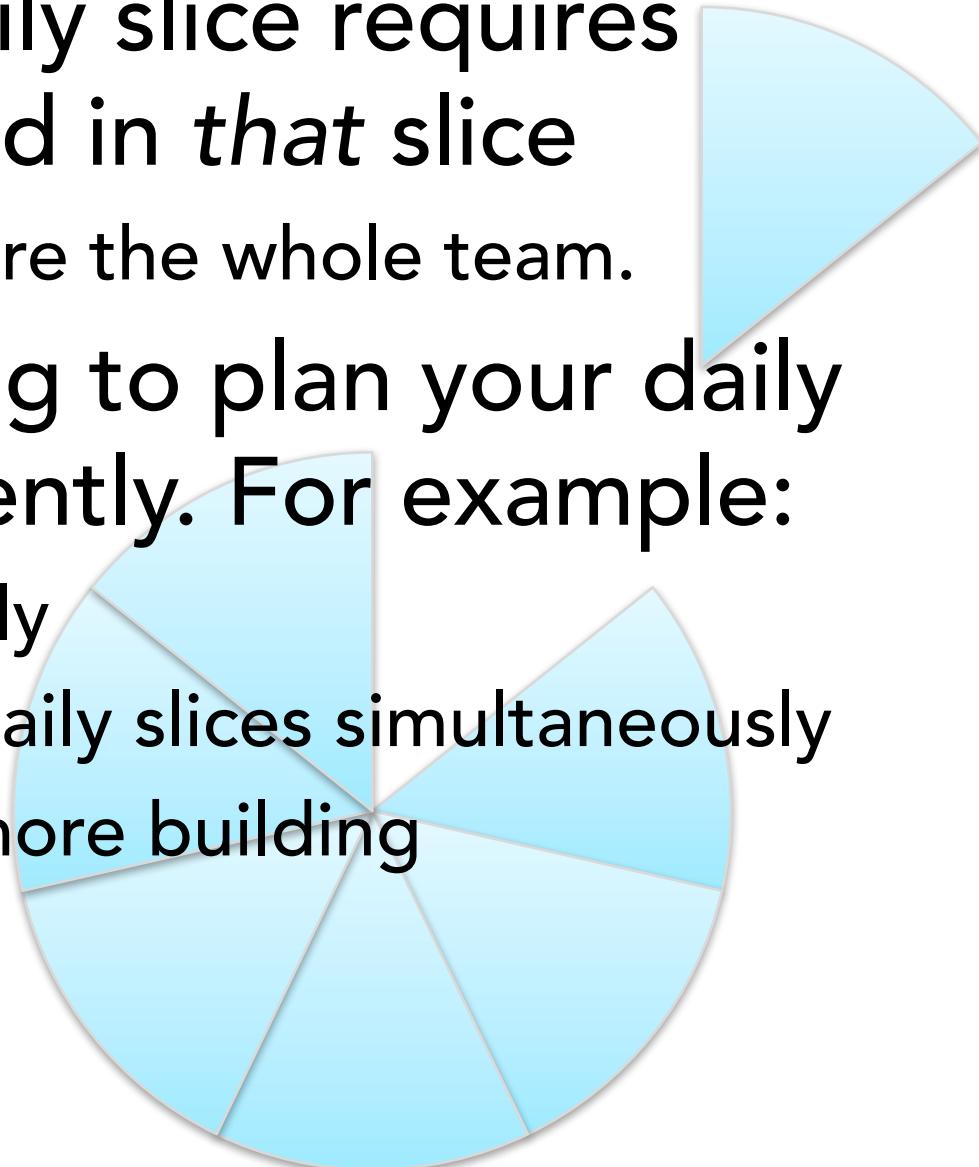
Recommended: Every time the team delivers measurable impact to the customer or business process there shall be a "Gathering of Joy."

# Feedback Loops

- When the Impact is reached
  - When a User Story is done
  - When we think we can improve
- 
- The diagram consists of three concentric circles. A thick blue arrow starts at the top of the outermost circle and curves clockwise around all three circles, ending at the top of the innermost circle. This visual metaphor represents the continuous flow and iteration of feedback loops.

# Slices

- Planning your daily slice requires everyone involved in *that slice* and may not require the whole team.
- If it takes too long to plan your daily slice, do it differently. For example:
  - Try slicing differently
  - Try planning your daily slices simultaneously
  - Try less planning, more building
  - Try \_\_\_\_\_



# What, Not Who: team stuff

- Skills, not roles
  - I expect to have the right technical expertise to understand business needs, develop in our technical stack, and validate our deliverables
- Cross-functional is better than silos and sole-functional
  - It's a journey. You can grow into it over time.
- No defined team size

# How Big Is It: determining project size

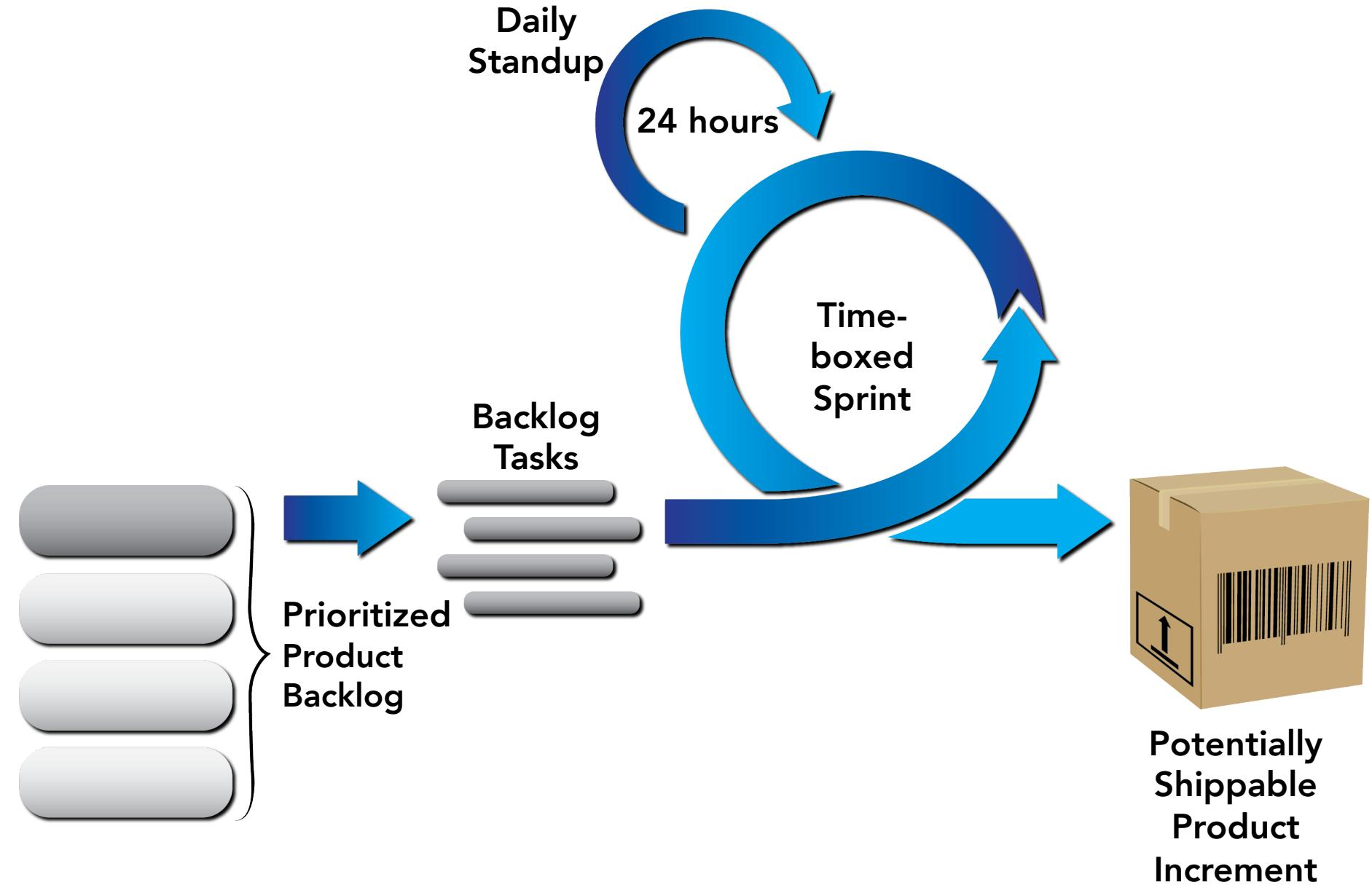
## What about Estimation?

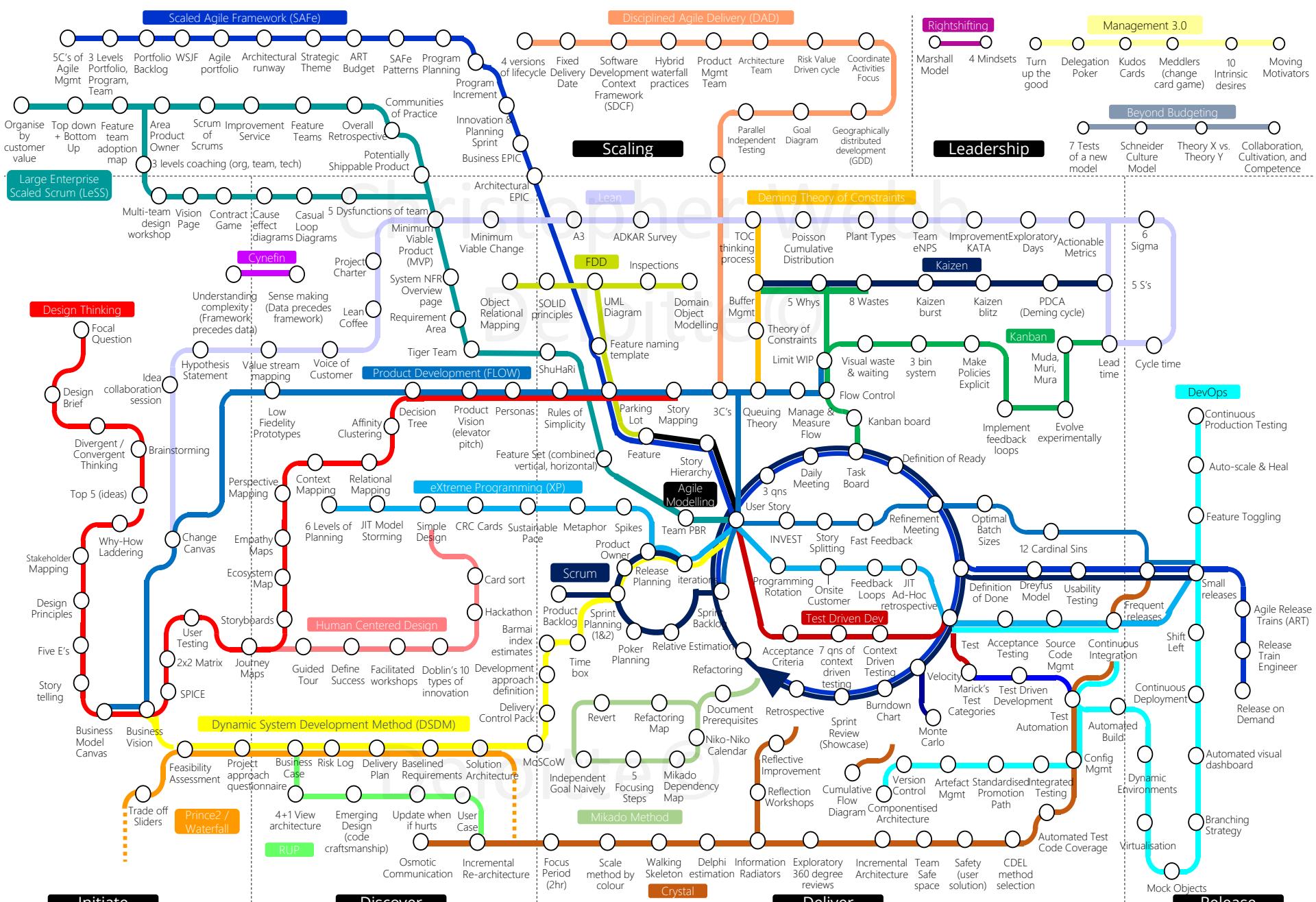
- After the team has agreed to the story map, they may estimate user stories in terms of daily slices
- Daily slices may be added up within the story map to determine estimated project size, release dates, or other metrics
- Anyone may request a re-estimation from the entire team

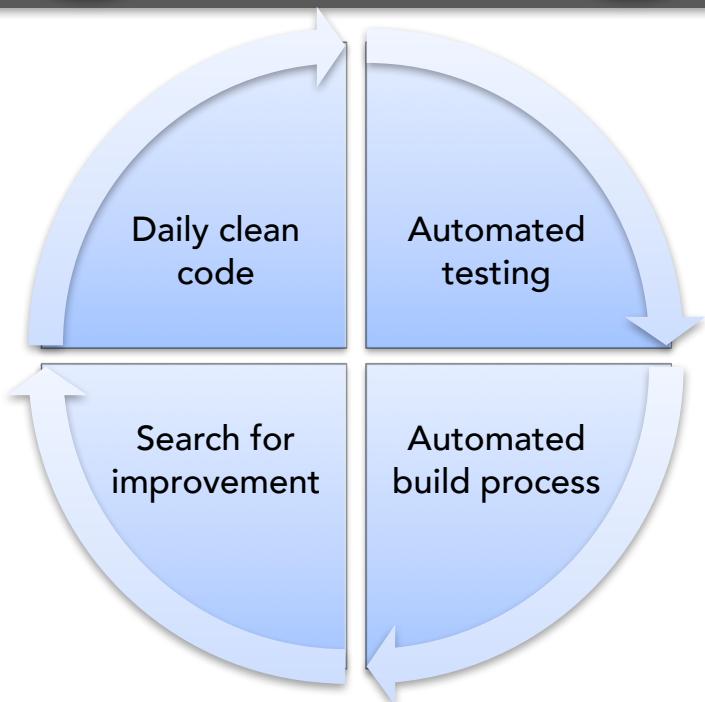
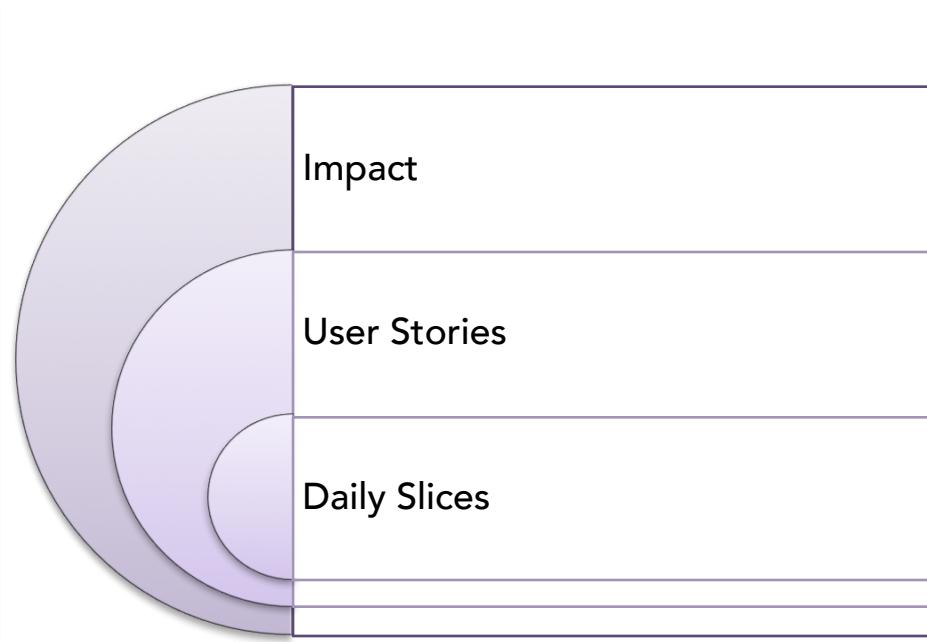
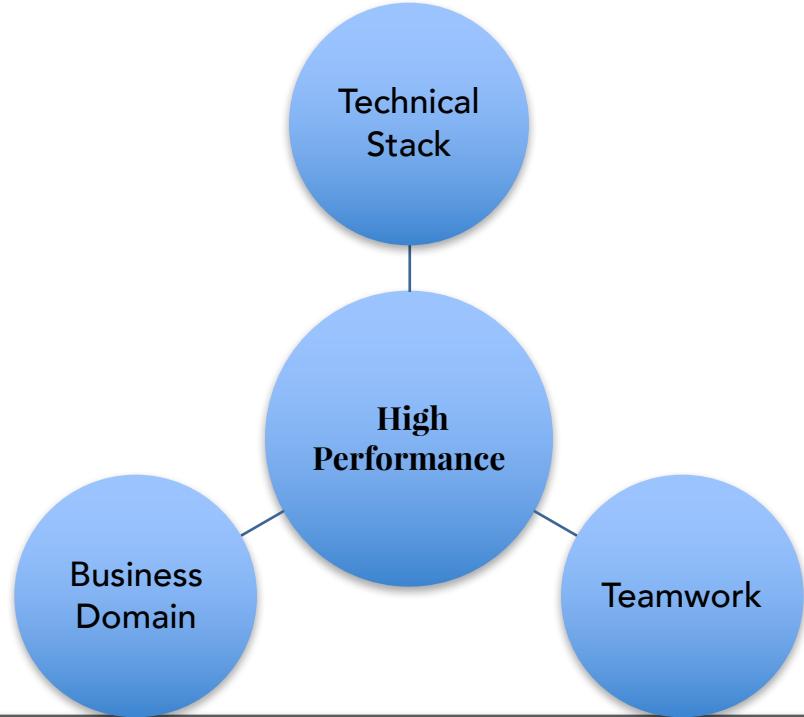
# How Big is TOO Big?

We don't know (!!), but maybe when:

- Daily slices take more than 5 people
- User stories take more than 20 – 30 daily slices
- User stories take more than 3 weeks
- Releases take more than 3 months







# How About You?

What ideas do you have?

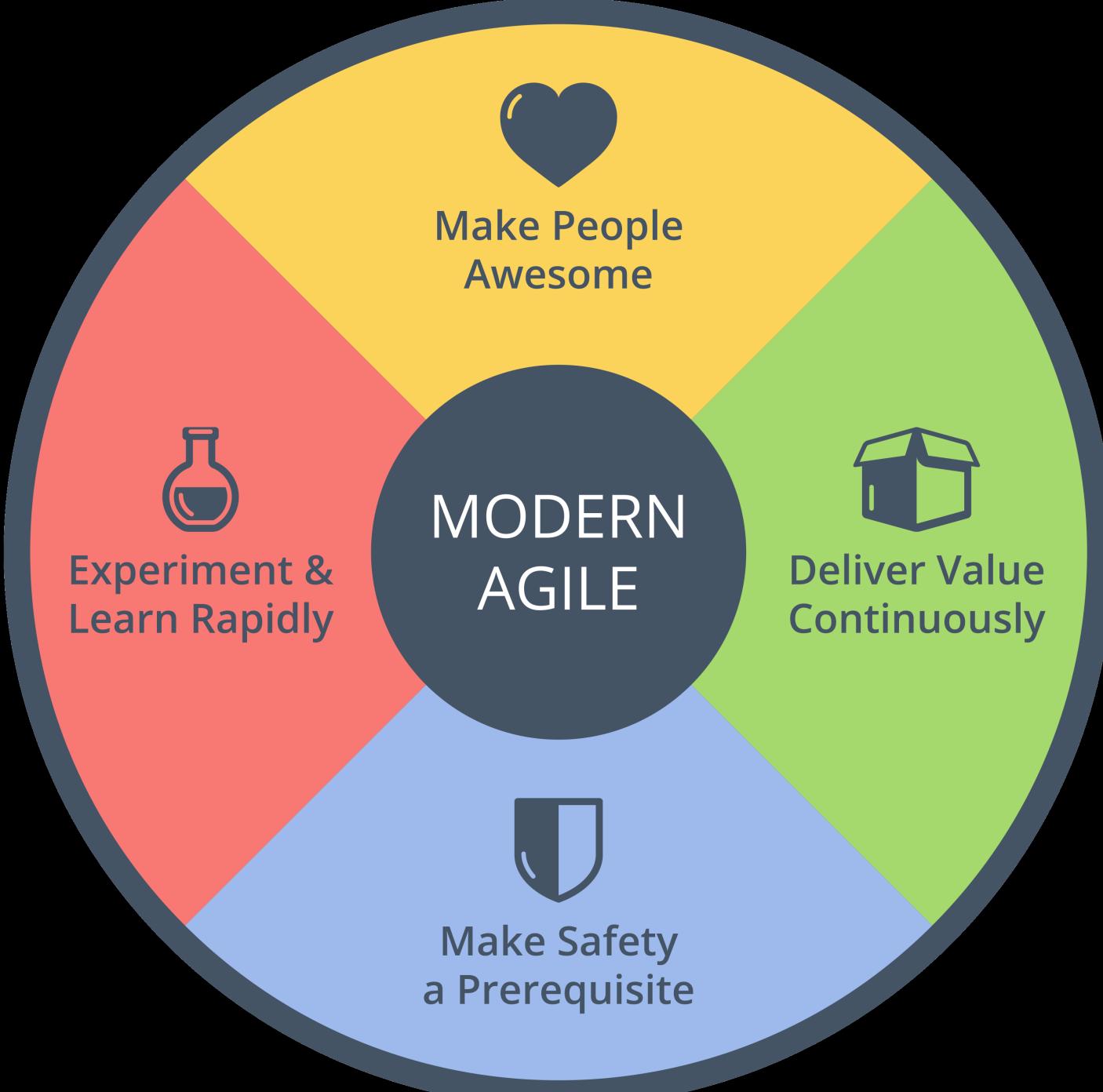
- What are your core beliefs about delivery / excellence?
- What are your must-have practices?
- How do you ensure understanding?
- How would you deliver value?

Beliefs about  
Delivery /  
Excellence

Understanding  
& Organization

Practices

Feedback &  
Improvement



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