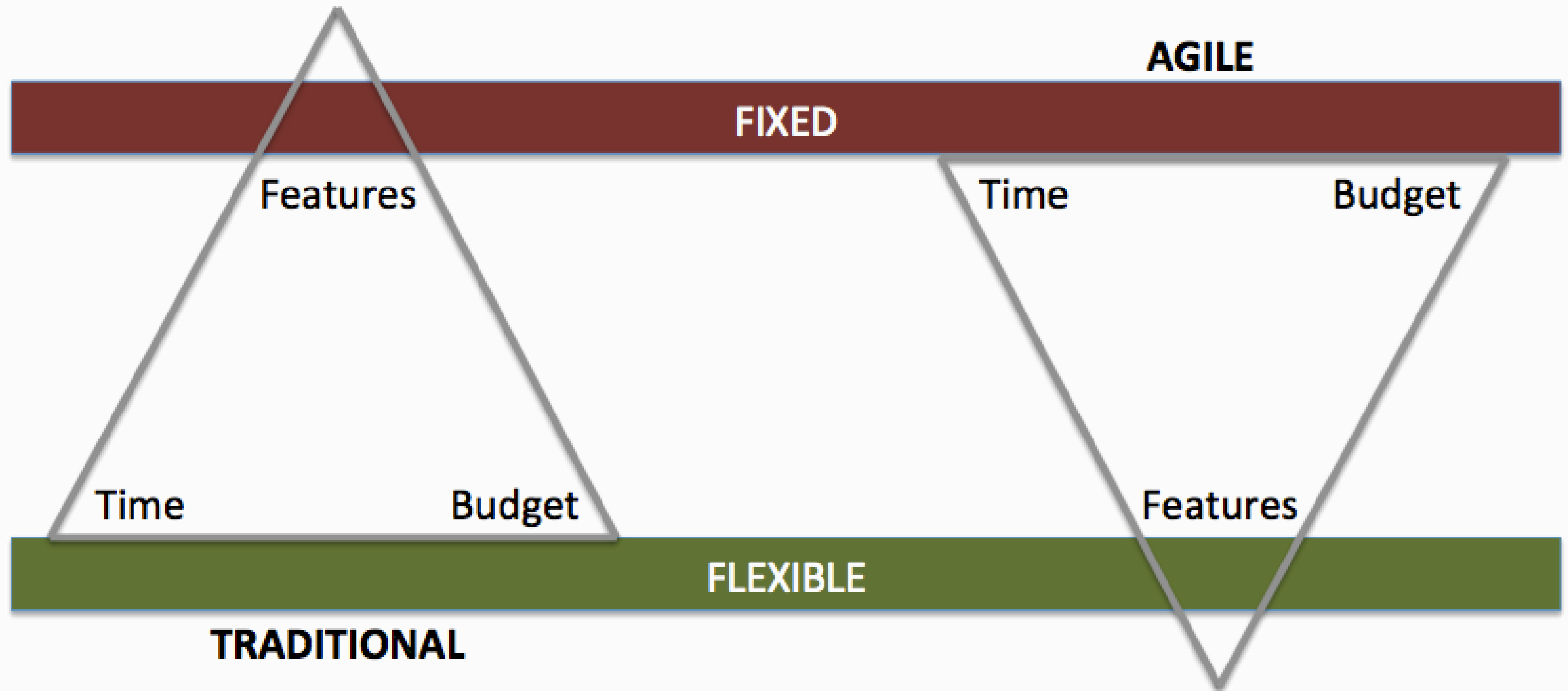


Contracts & Risks in Agile Environment

Continuous Improvement

Agile Contracting

Agile Contracting



Agile Contracting

- Traditional contracts contains:
 - Fixed scope
 - Firm estimates



- Inflated estimates
- Not all specs bring value

Agile Contracting

- DSDM Contract
- *Money for Nothing and Change for Free*
- Graduated Fixed Price Contract
- Fixed Price Work Packages
- Customized Contracts

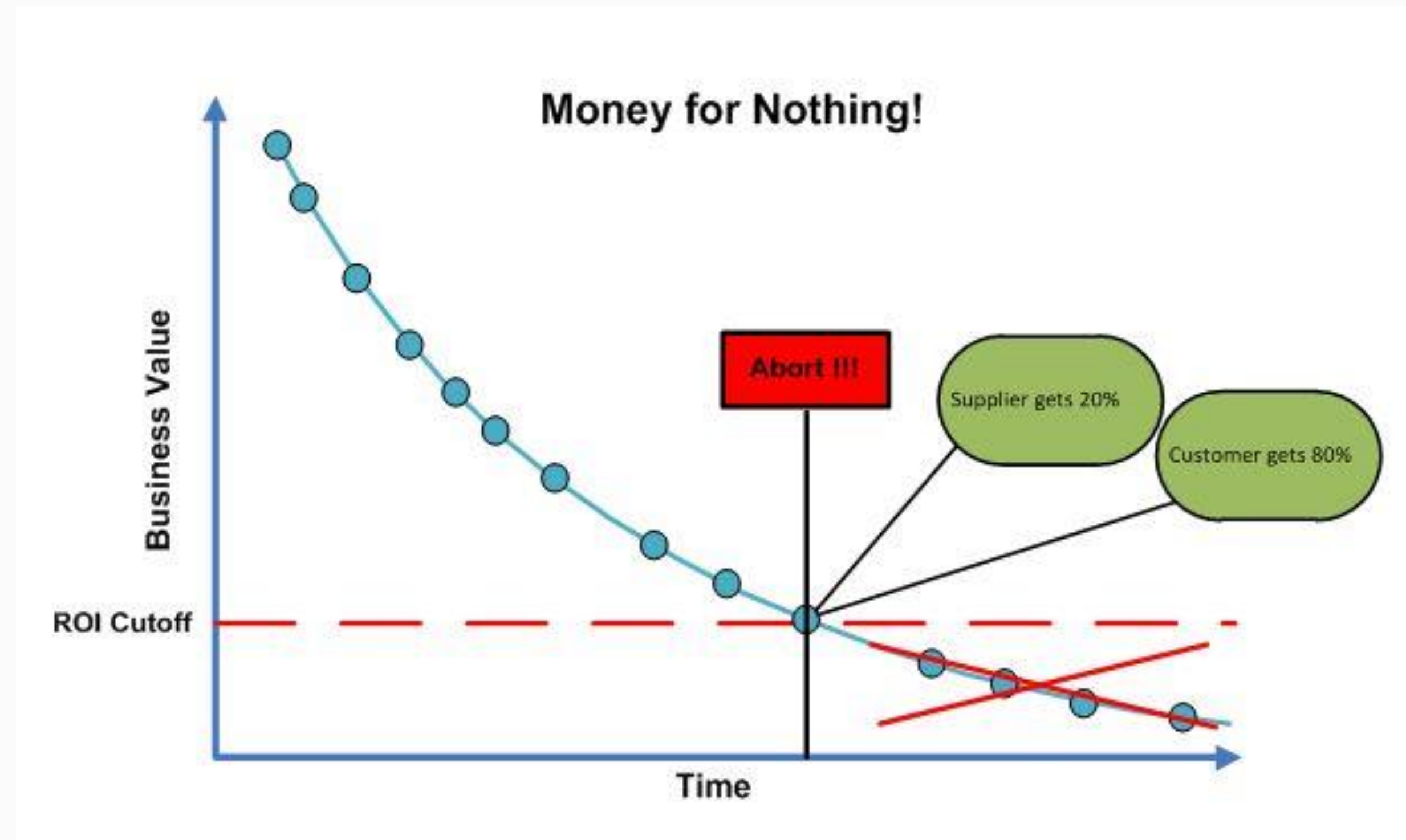
DSDM Contract

- focused on work being "*fit for business purpose*" and passing tests rather than matching a specification

Money for Nothing and Change for Free



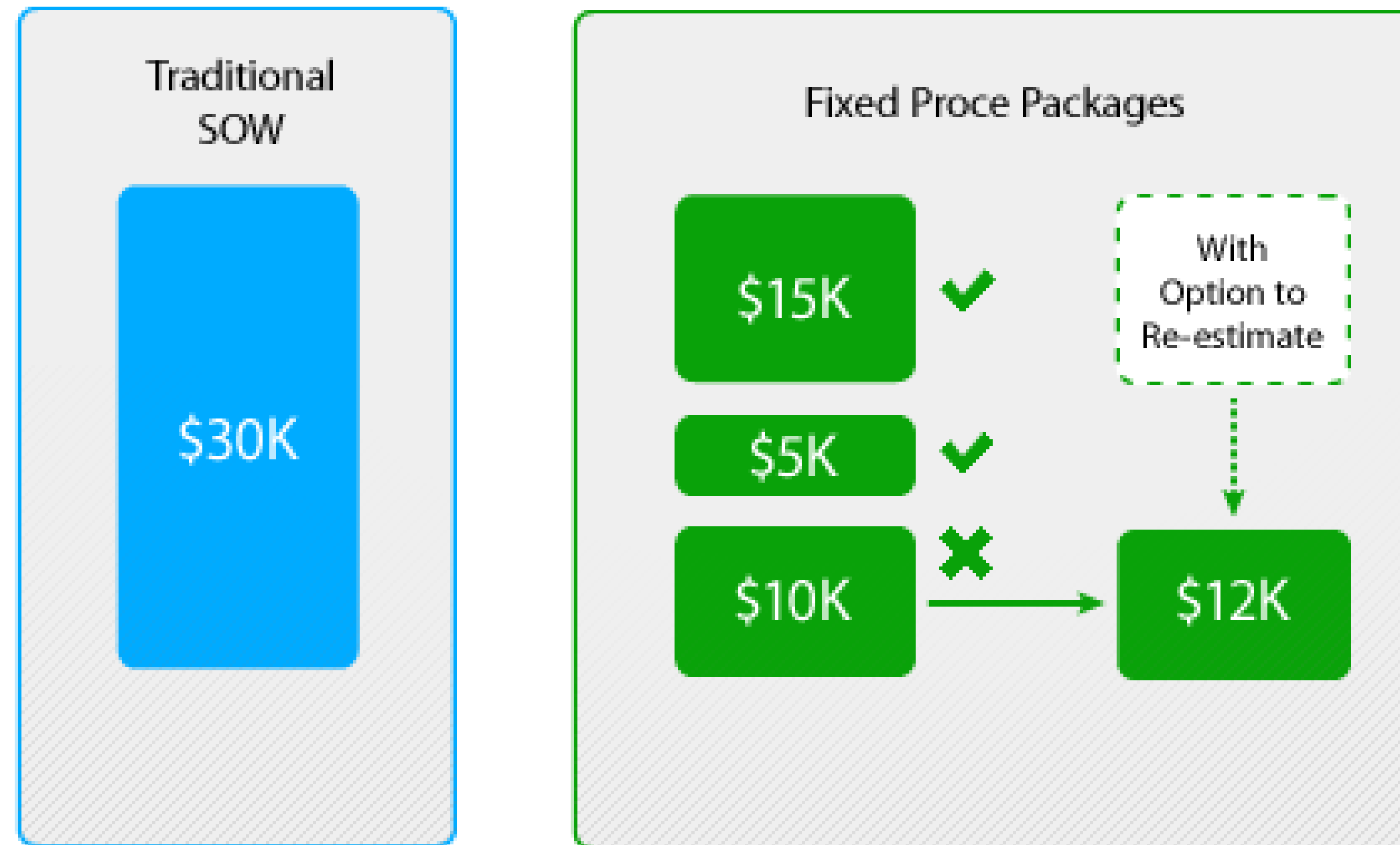
Money for Nothing and Change for Free



Graduated Fixed Price Contract

Project Completion	Graduated Rate	Total Fee
Finish Early	\$110 / hour	\$92000
Finish On Time	\$ 100 / hour	\$100000
Finish Late	\$ 90 / hour	\$112000

Fixed Price Work Packages



Prioritization Schemes

Prioritization Schemes

- Simple Schemes
- MoSCoW
- Monopoly Money
- 100-Point Method
- Kano Analysis

Simple Schemes

- Priority 1, Priority 2, Priority 3....

= > too many items are labeled "Priority 1"

MoSCoW

- **M**ust have
- **S**hould have
- **C**ould have
- **W**ould like to have

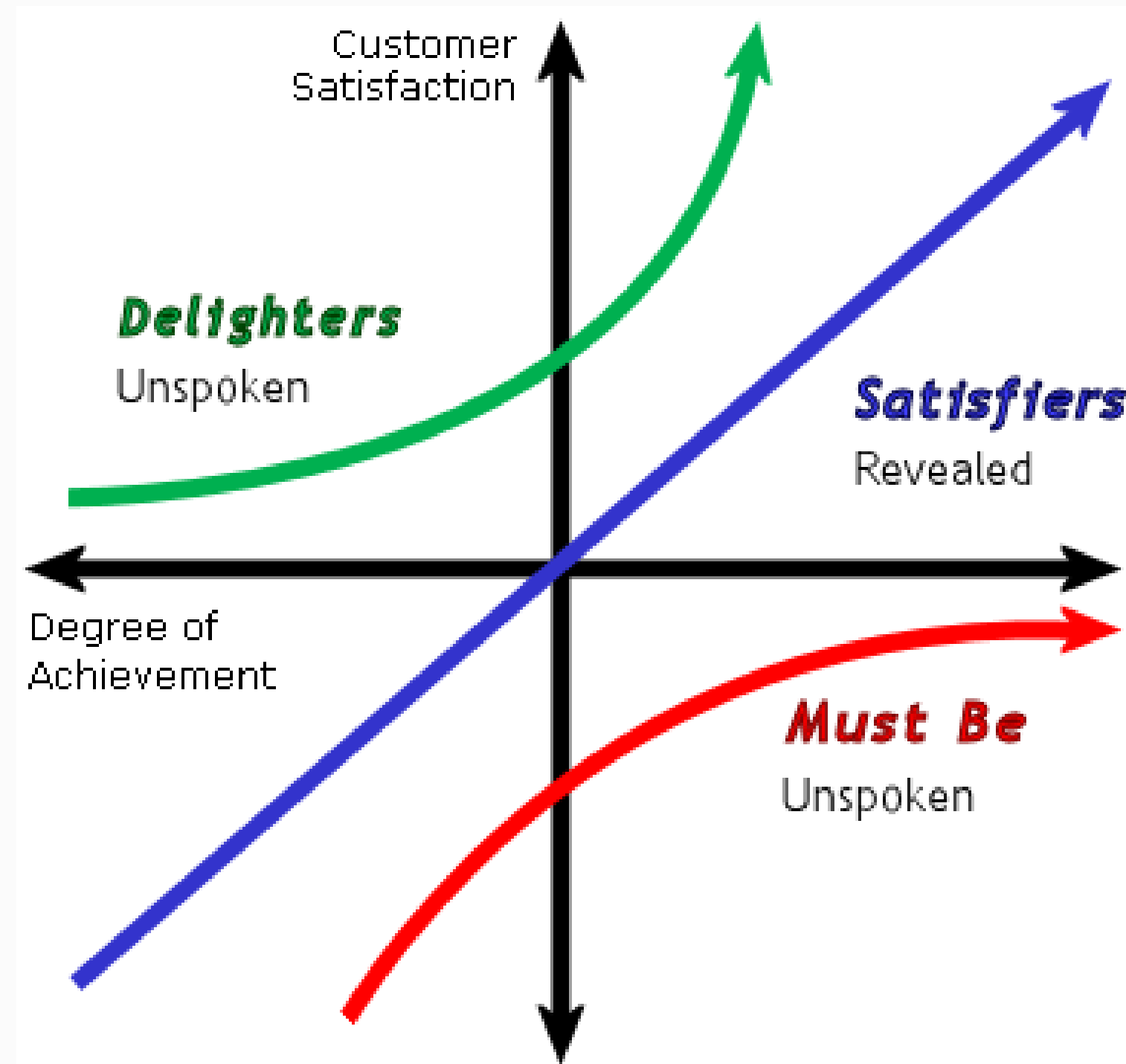
Monopoly Money

- Monopoly Money = project budget
- Distribute money amongst system features

100-Point Method

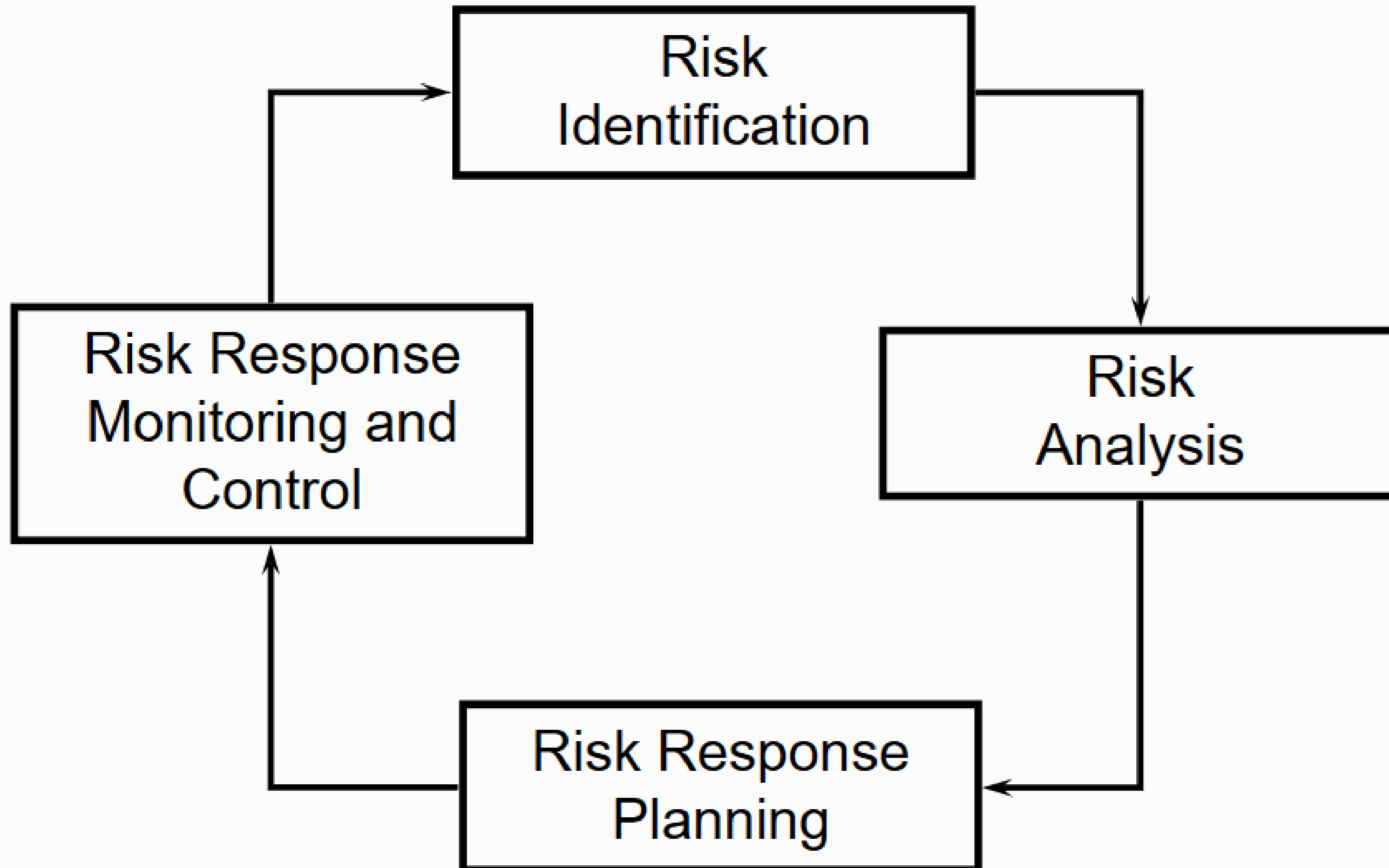
- Use 100 points to vote for features

Kano Analysis (1980, Noriaki Kano)



Risk Management

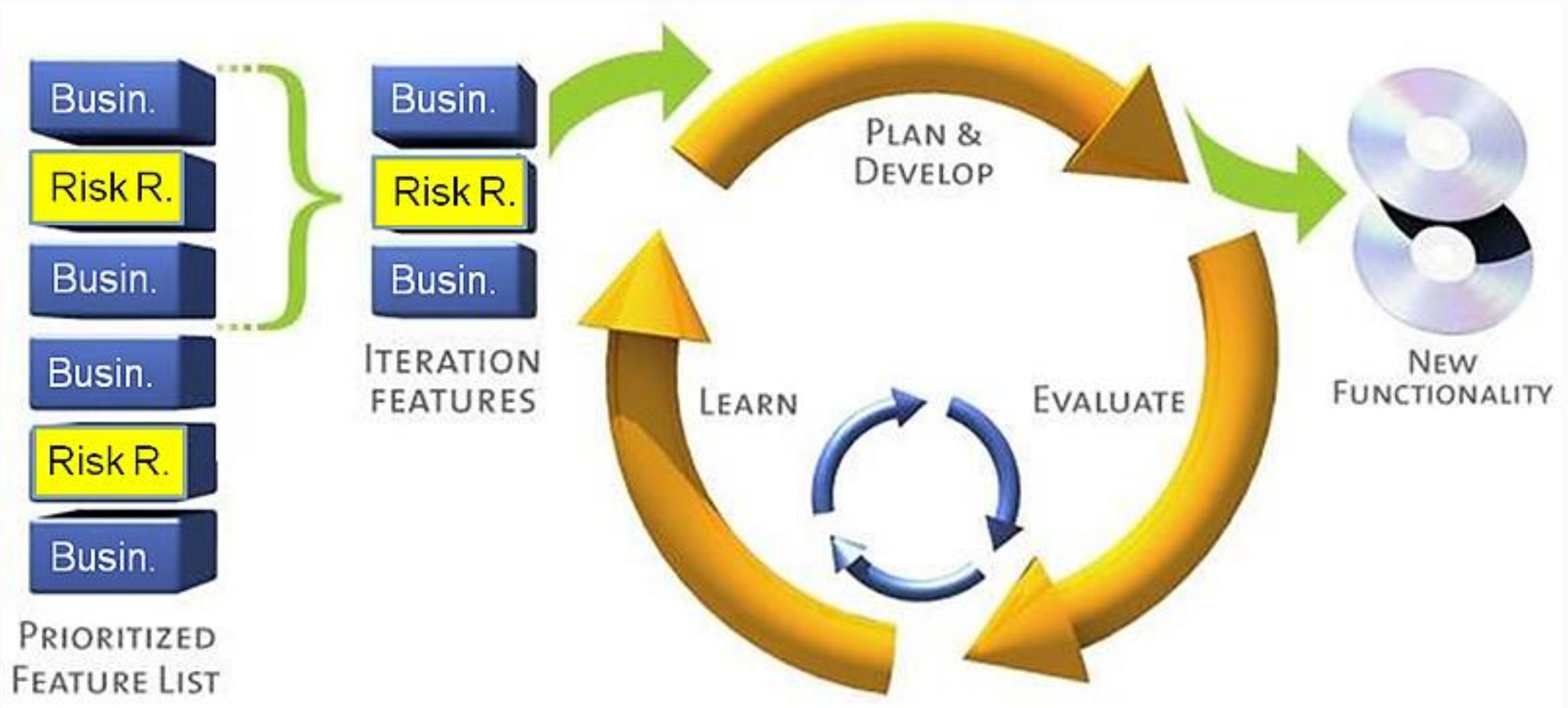
Risk Management

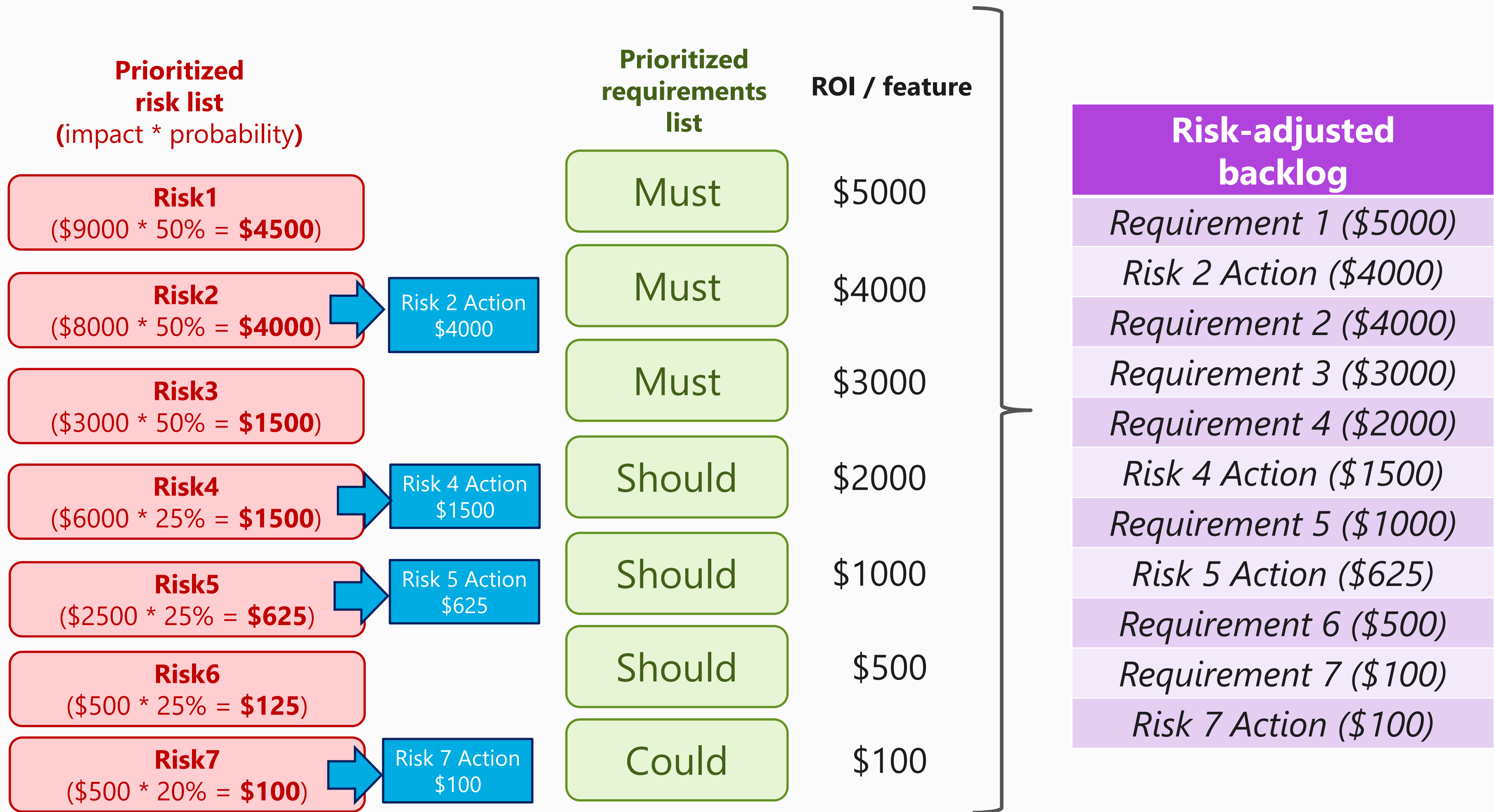


Risk Management – Risk Response Planning

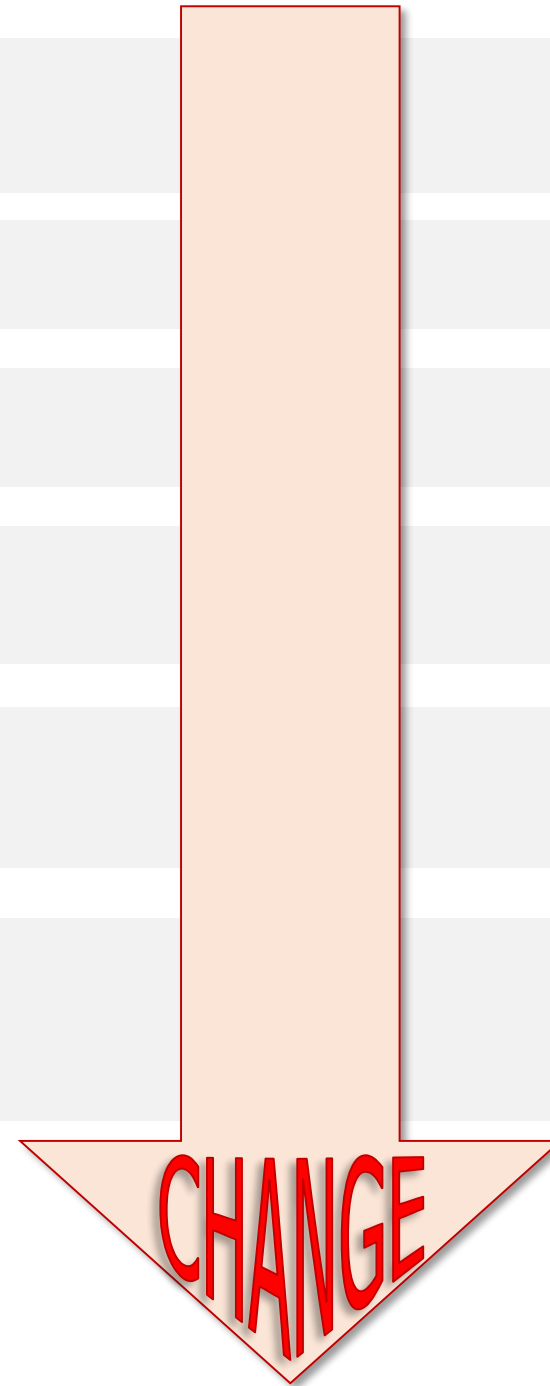
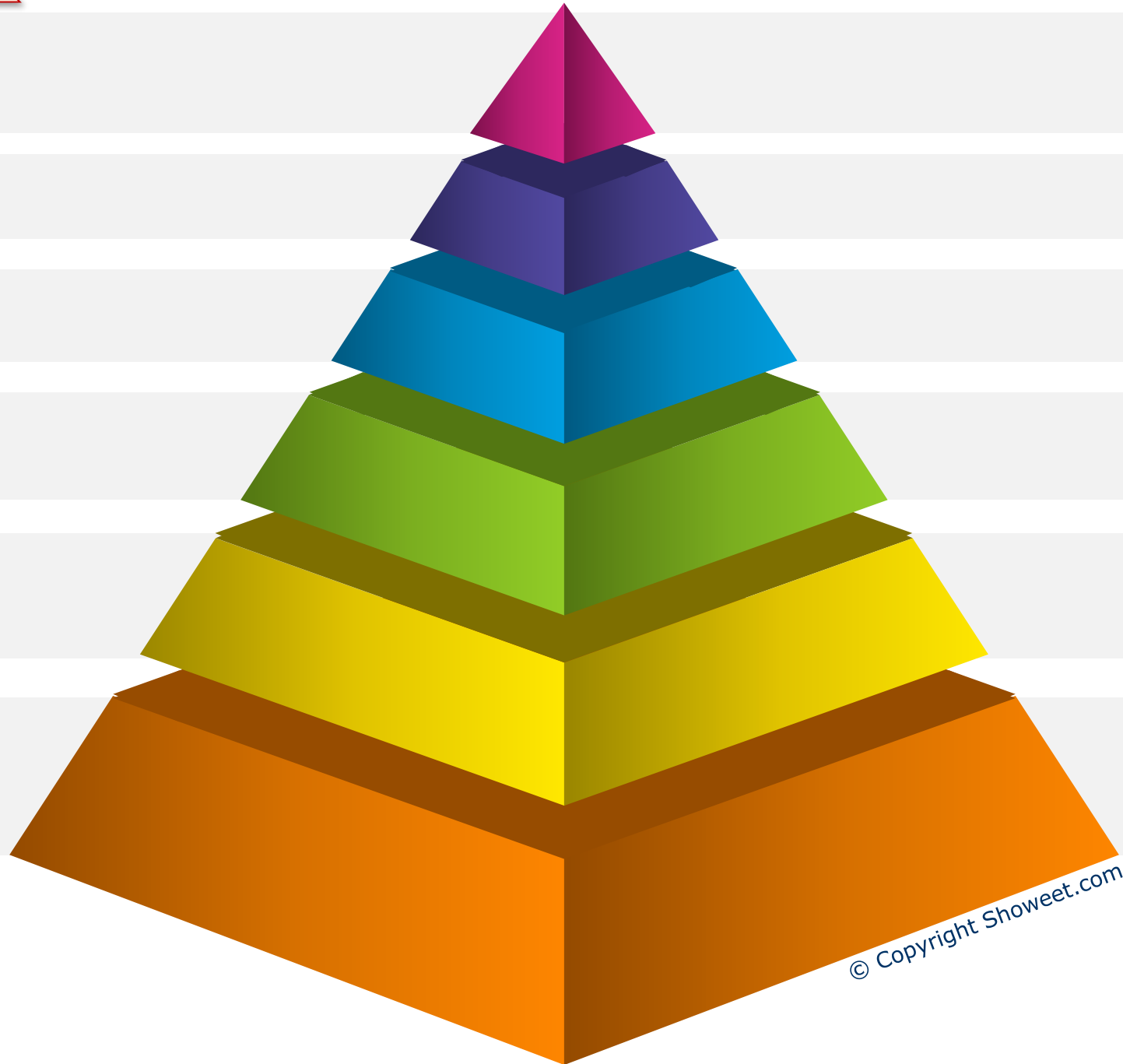
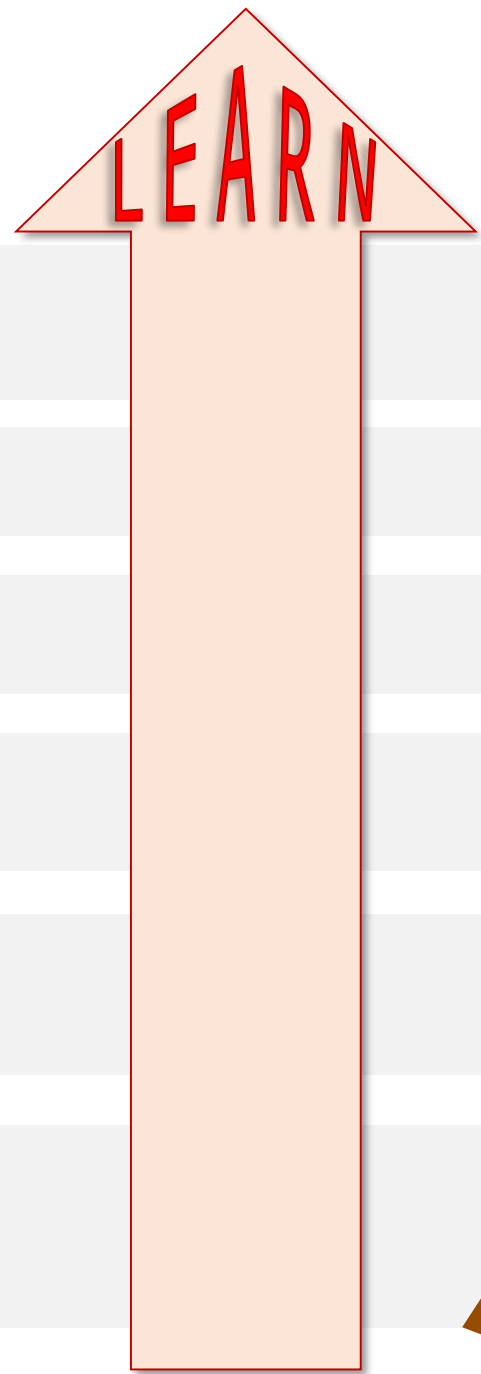
- Avoid
 - changing plan / budget
- Transfer
 - affects impact
 - ex. insurance, contract → cost
- Mitigate
 - lower probability
 - lower impact
- Accept
 - contingency reserve : time/money

Risk Management





Process Tailoring



Purpose / Vision

Identity

Values & Beliefs

Skills & Capabilities

Behavior

Environment



Purpose / Vision

Identity

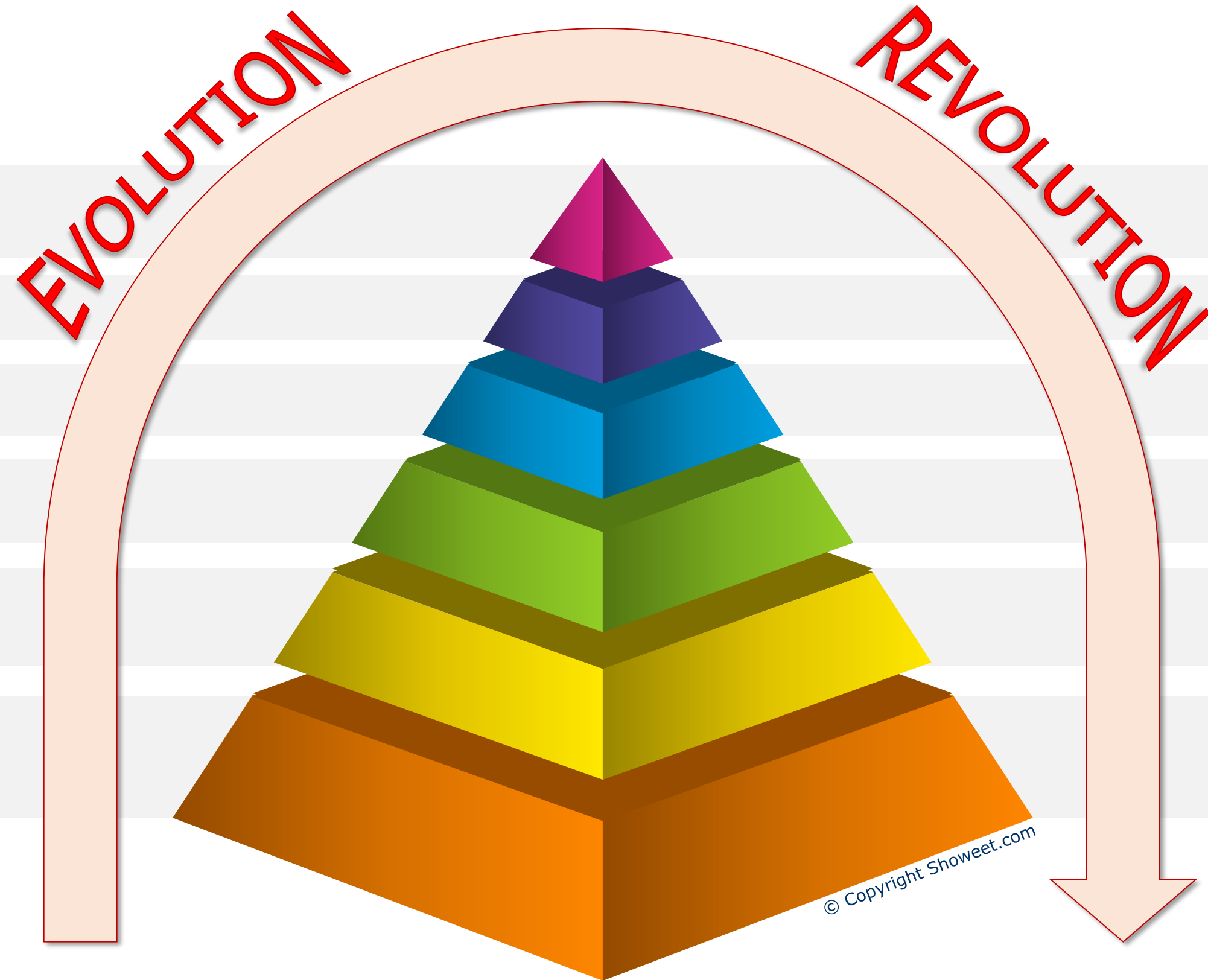
Values & Beliefs

Skills & Capabilities

Behavior

Environment





Purpose / Vision
Identity
Values & Beliefs
Skills & Capabilities
Behavior
Environment

Process tailoring

"Just like do-it-yourself electrical work in your home, it can be dangerous to tailor agile processes if you do not fully understand why things are the way they are in the first place"



Organizations and teams that are new to Agile
should use the methods “out-of-the-box”
for a few projects before attempting to change them.

Process tailoring

- Different techniques and practices are created in balance with each other
- Removing one practice without understanding its counterbalance can lead to problems
- You must now how “plain-vanilla” process works before removing things or inventing new flavors

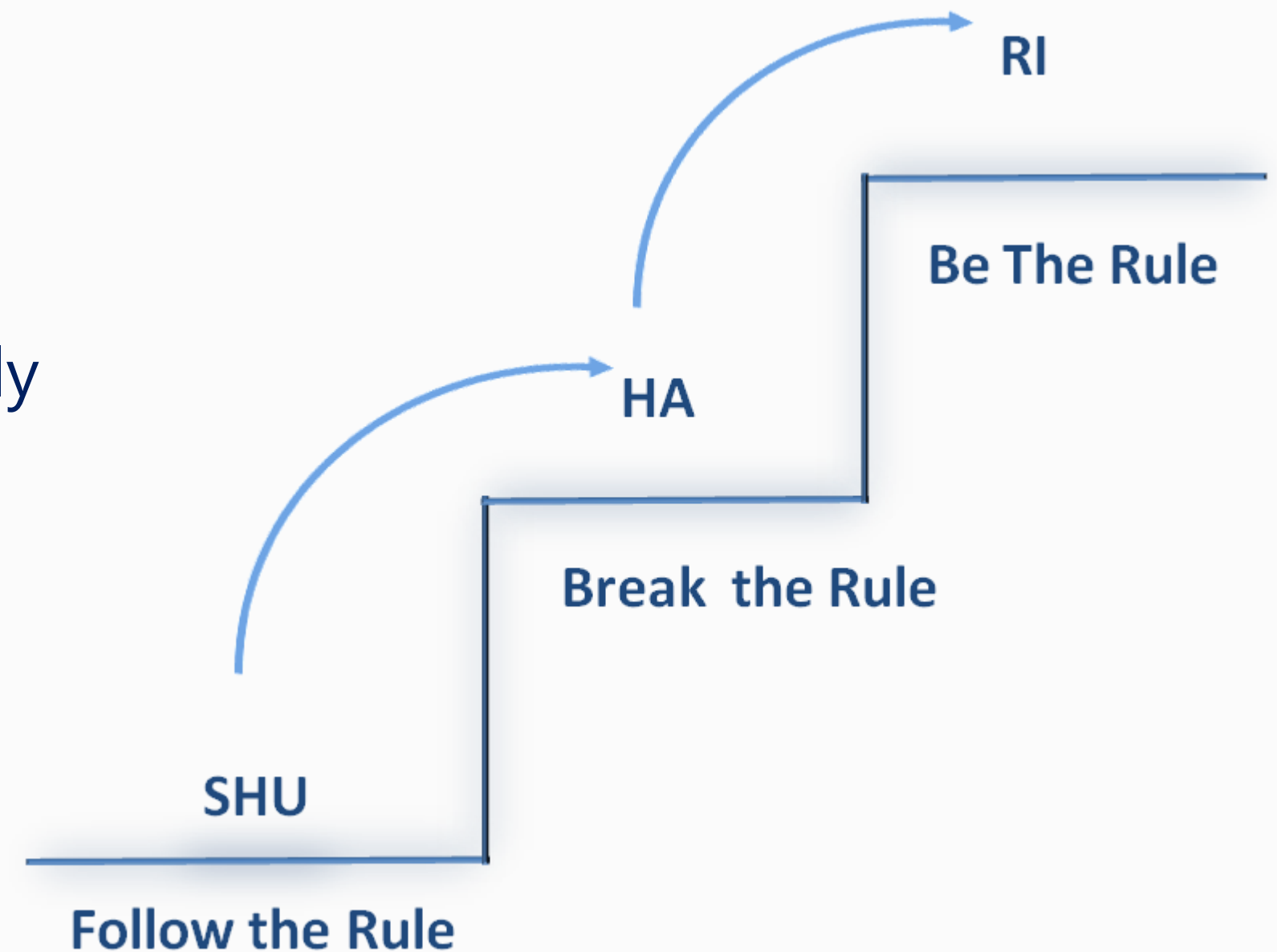
守 破 離

Shu

Ha

Ri

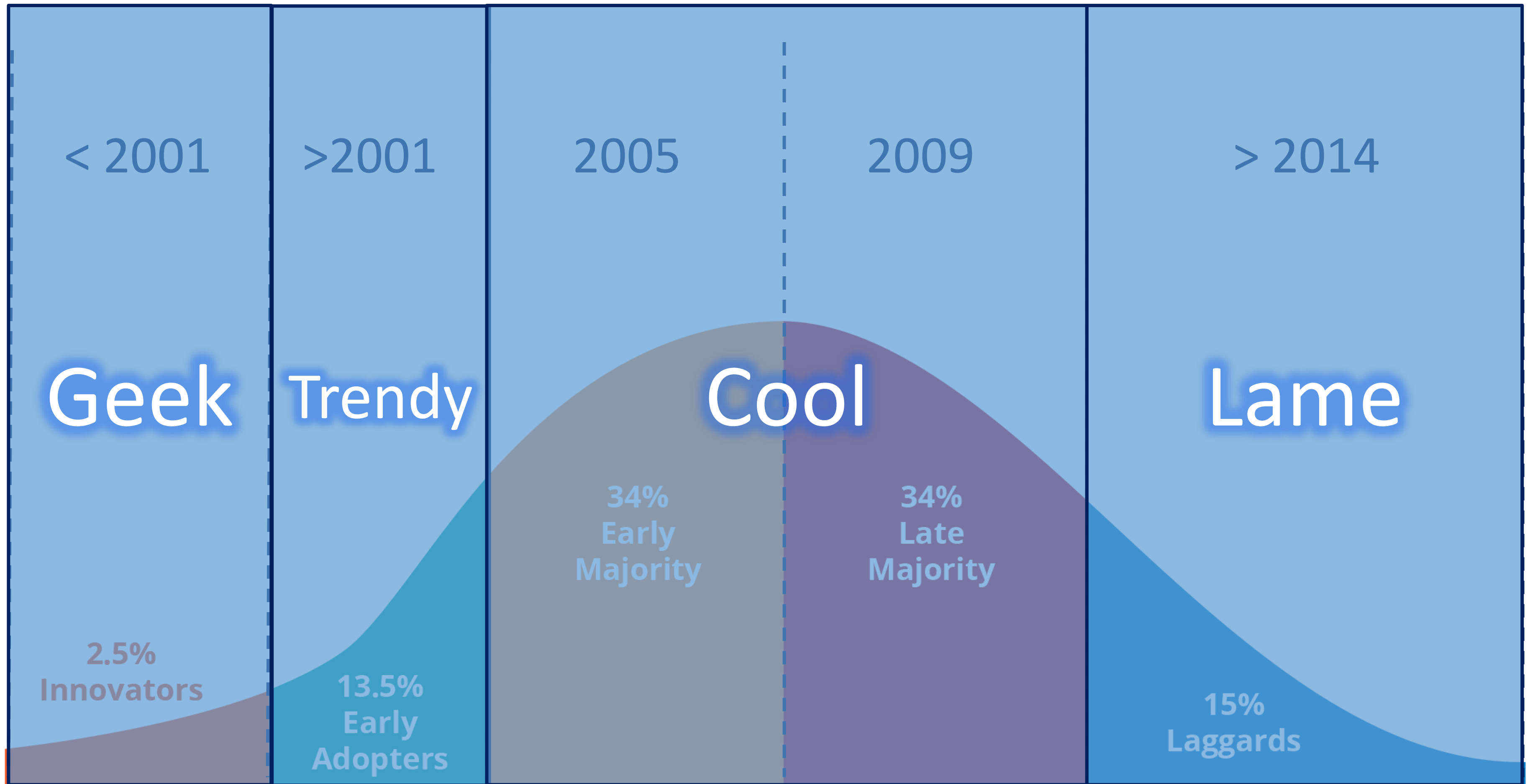
- A way of thinking about how you learn a technique
- Comes from Japanese martial arts (particularly Aikido)
- Alistair Cockburn introduced it as a way of thinking about learning techniques and methodologies for software development




**WHAT IF WE BREAK THE
RULE**



**THAT ALL RULES ARE
MEANT TO BE BROKEN?**





Every great cause begins as a
movement, becomes a business, and
eventually degenerates into a racket.

Eric Hoffer



#NO

#NoAgile

2017



#NO

Estimates
Projects
Backlog
Iteration
Release

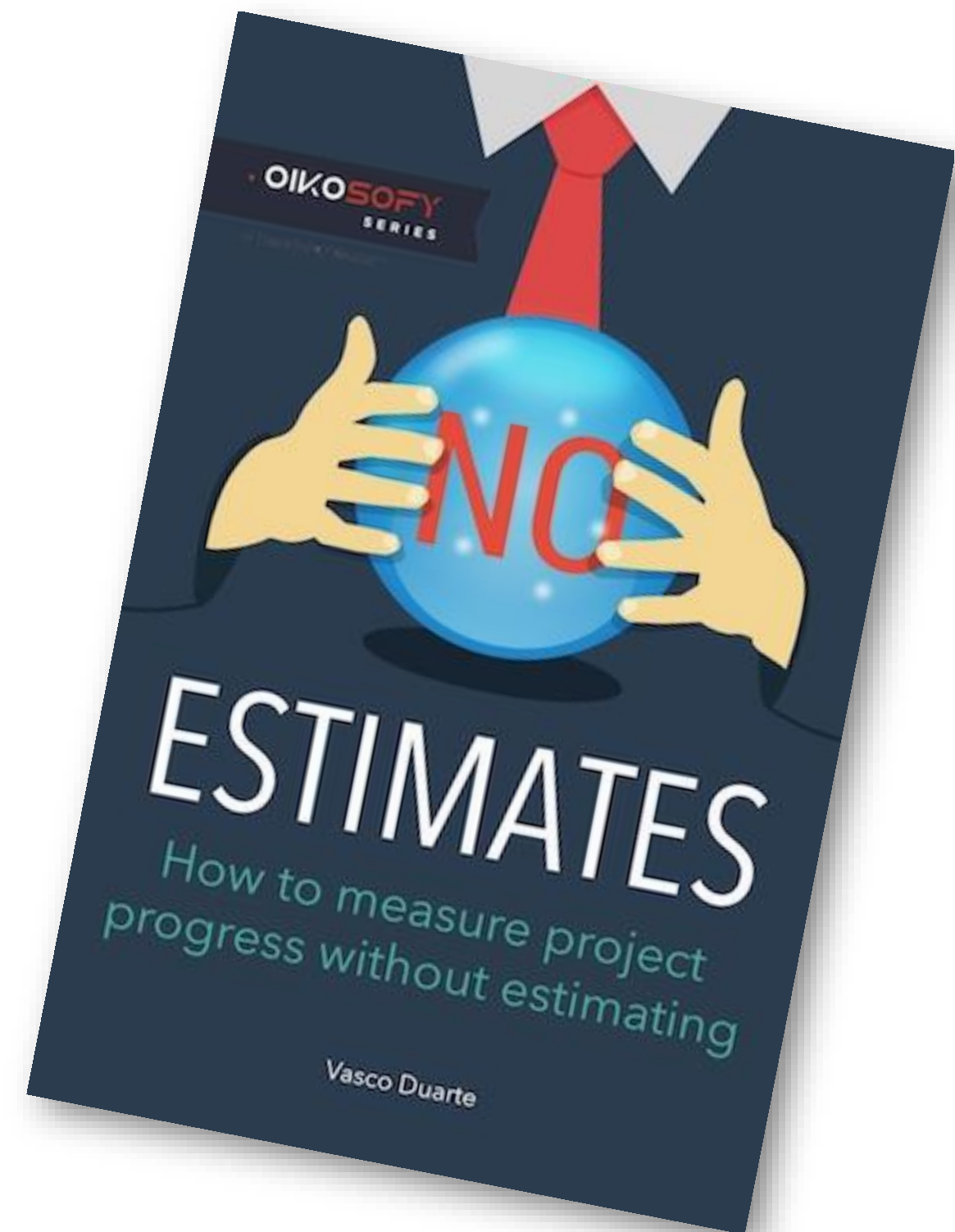
#NoEstimates



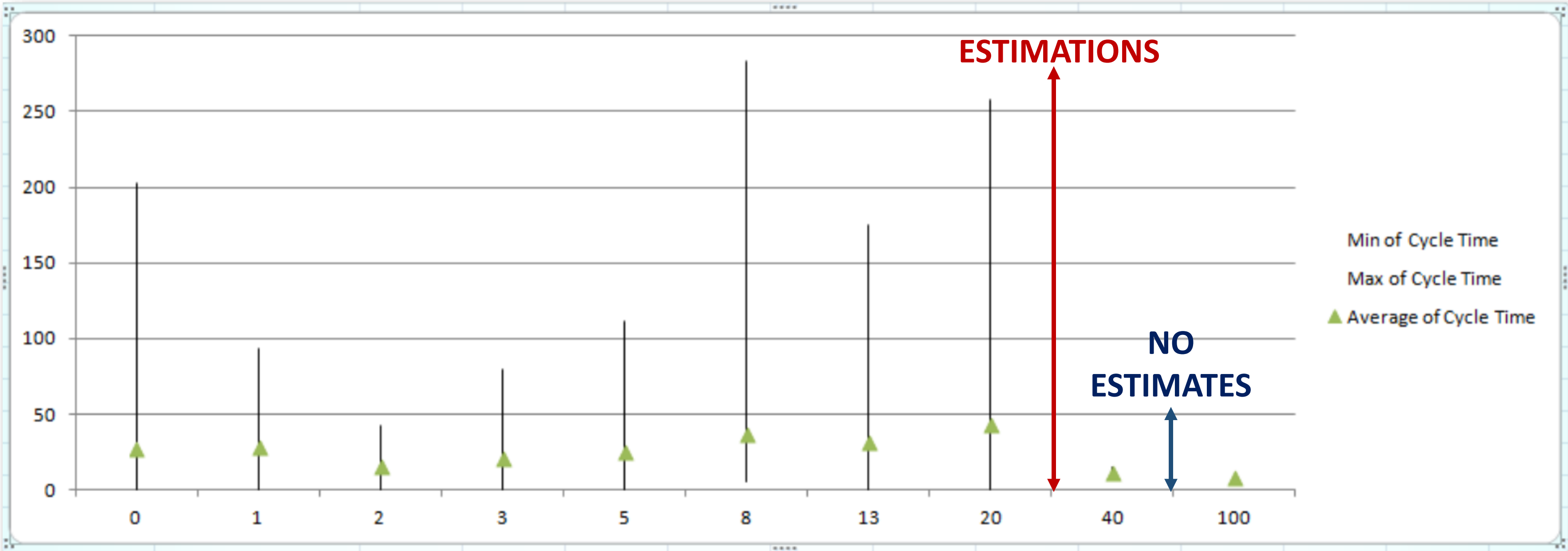
Woody Zuill



Vasco Duarte



#NoEstimates



Cory Foy @cory_foy · 27 Jan 2014

A chart I just ran for a team. Bottom numbers are the story point estimates, left numbers are cycle time in *days* pic.twitter.com/hiJQDtVOLK

10

5

9

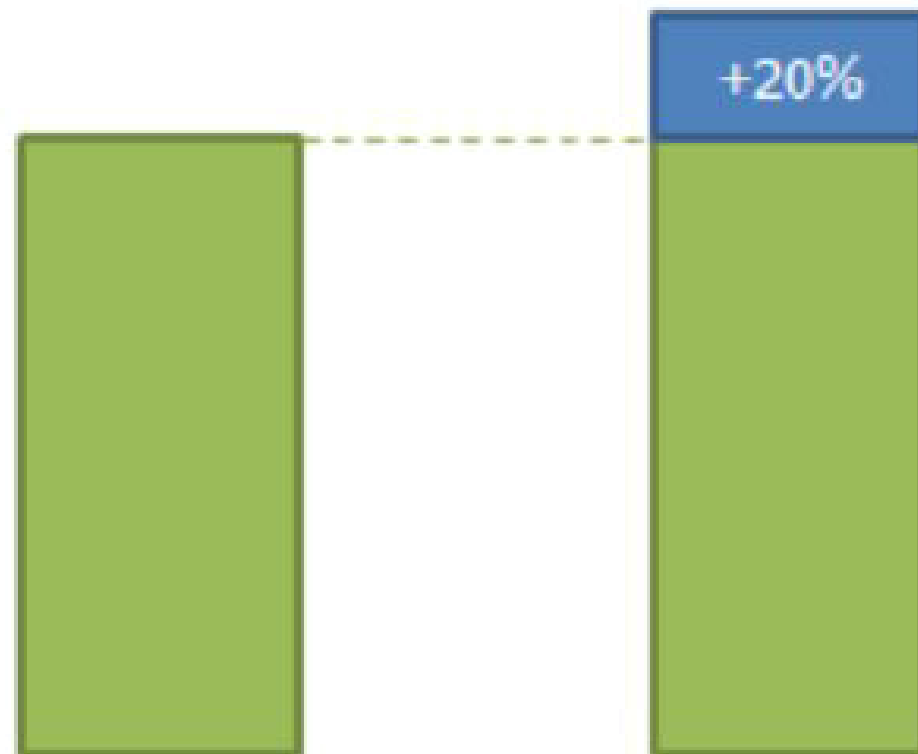


After just 3 sprints

Story Points predictive power

The true output:
349,5 SPs
completed

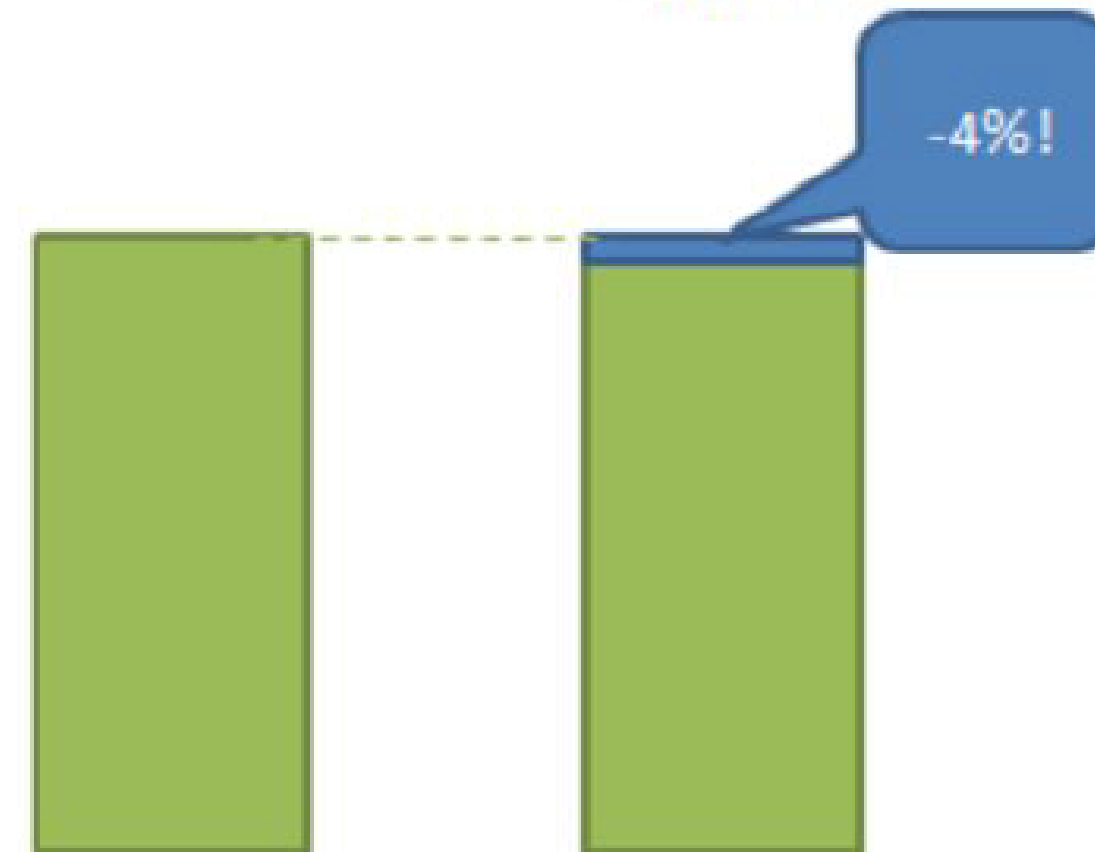
The predicted
output: 418 SPs
completed



of Stories predictive power

The true output:
228 Stories

The predicted
output: 220
Stories



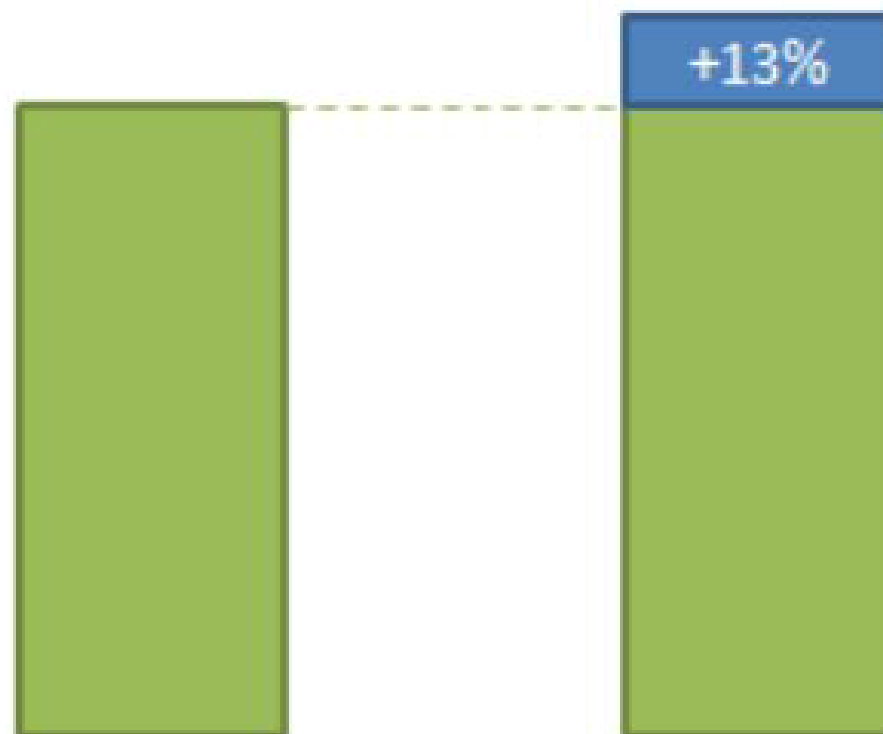
#NoEstimates

After just 5 sprints

Story Points predictive power

The true output:
349,5 SPs
completed

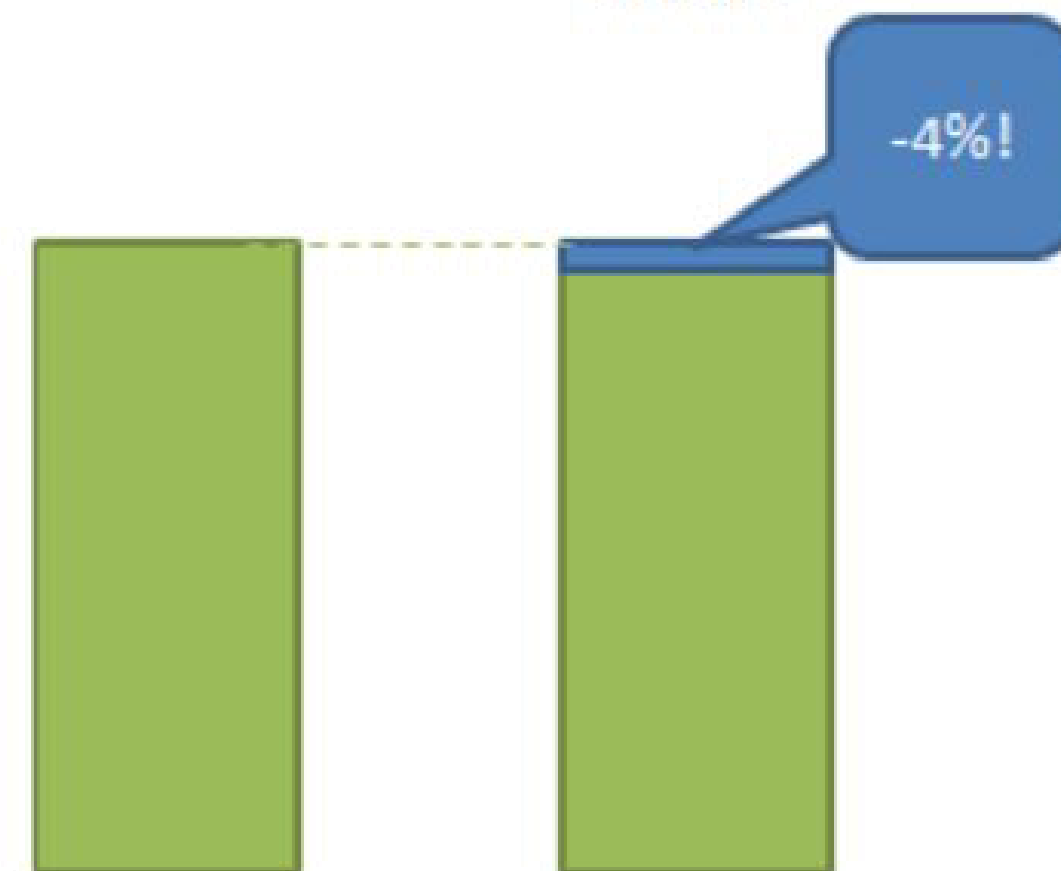
The predicted
output: 396 SPs
completed



of Stories predictive power

The true output:
228 Stories

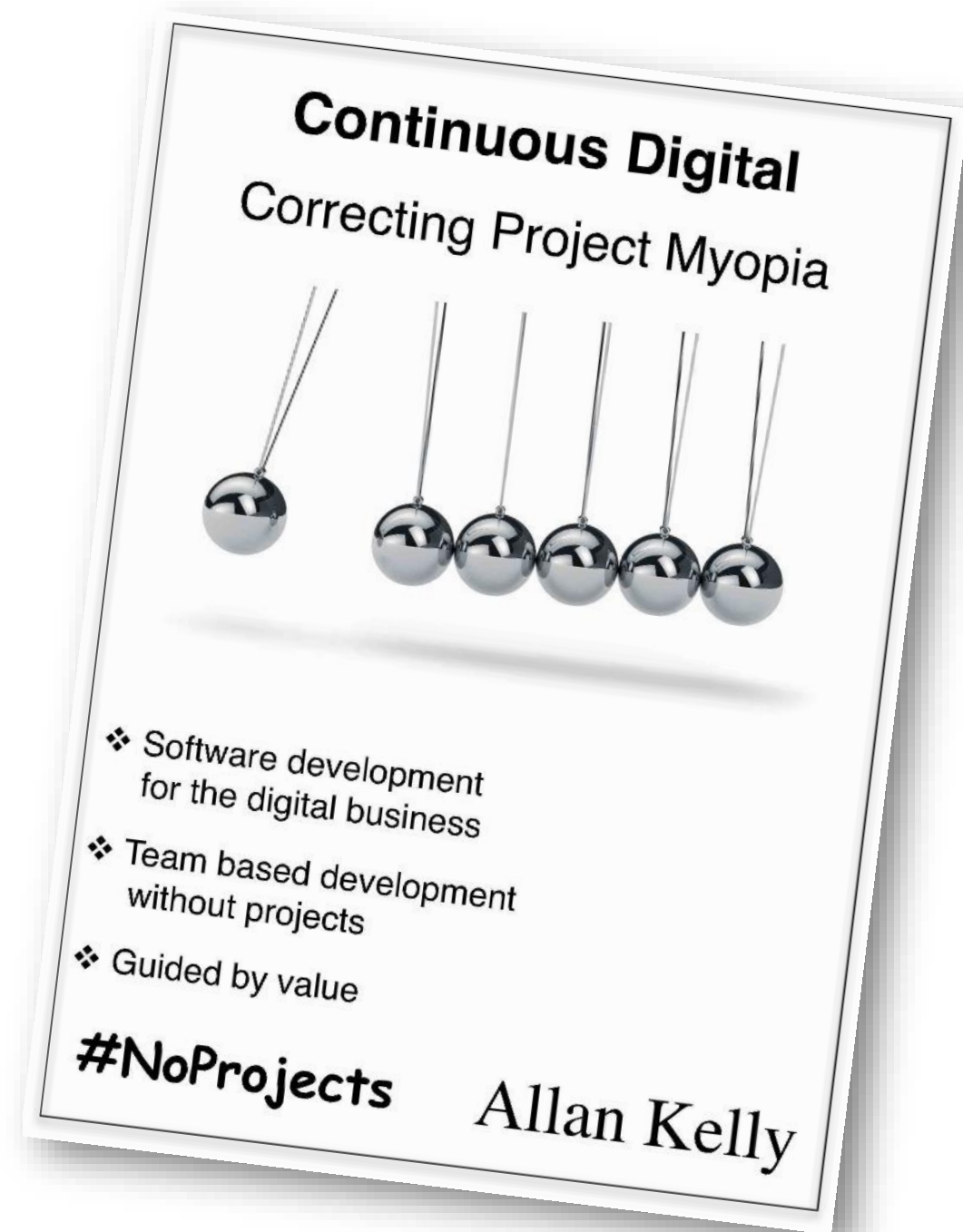
The predicted
output: 220
Stories



#NoProjects



Allan Kelly




#NoProjects

Search Results for "Web Browser"

Sort By: Relevance

Showing page 1 of 13.



Moodle

Moodle is a Course Management System (CMS), also known as a Learning Management System (LMS).

23,239 weekly downloads


Moodle is a Course Management System (CMS), also known as a Learning Management System (LMS). It is a free and open-source software package for learning environments (VLE). It is available at <https://moodle.org/>

Last Updated: 3 days ago

4.7

★★★★★

Download Now




WebTorrent

Webtorrent is a web based GUI written in JavaScript for Bit Torrent Library. It is designed for server applications.

0 weekly downloads

Webtorrent is a web based GUI written in JavaScript. Installation of desktop bt clients are not required.

Last Updated: 2013-04-17



PerlLORD - A web-wrapper for Perl

Web wrapper for the up to date Perl interpreter. The program converts ANSI to telnet client or any other protocol.

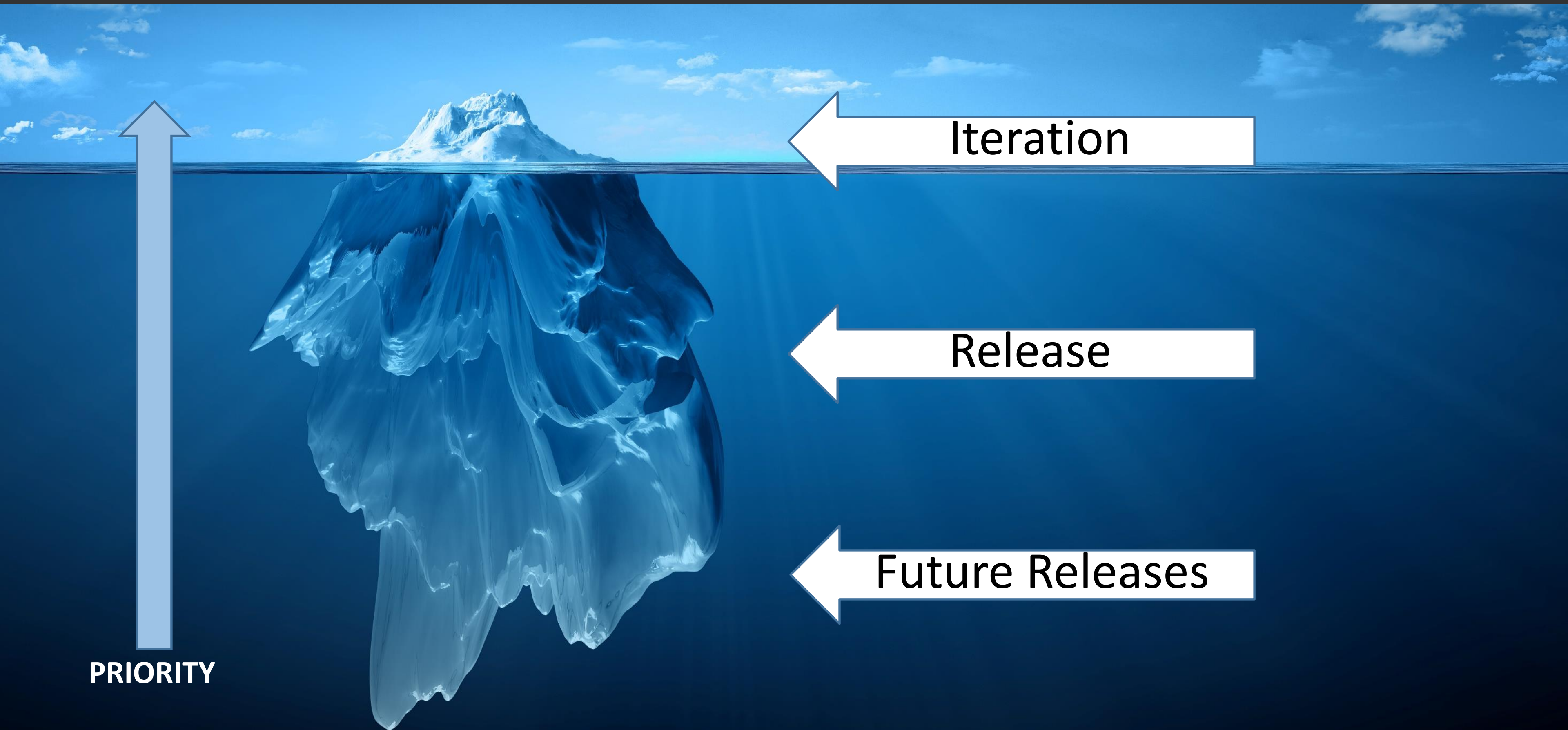
0 weekly downloads

Web wrapper for the up to date Perl interpreter. The program converts ANSI to telnet client or any other protocol.

Last Updated: 2013-02-25

1. If they use it, it will change
2. Only dead software stops changing

#NoBacklog

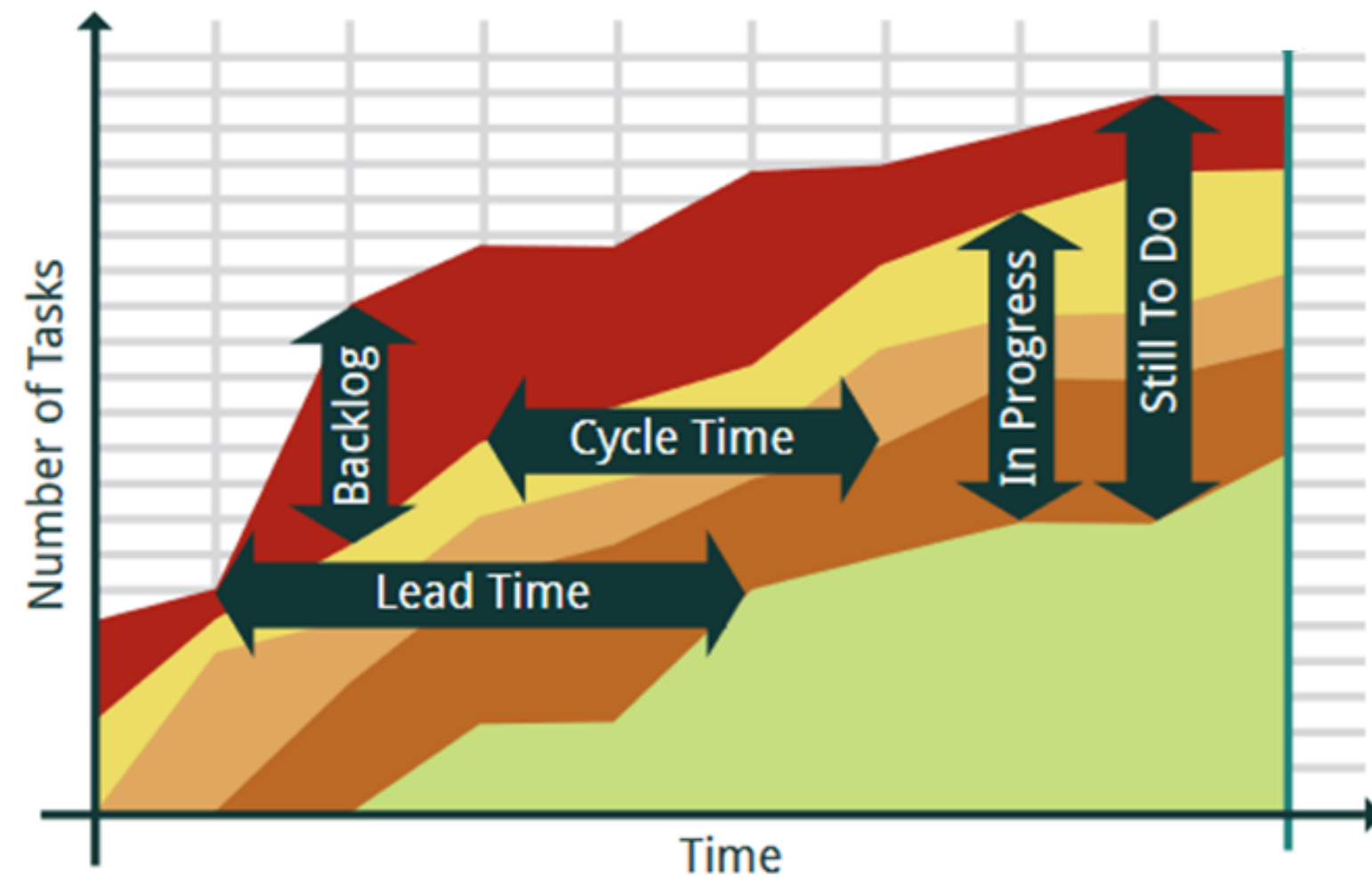
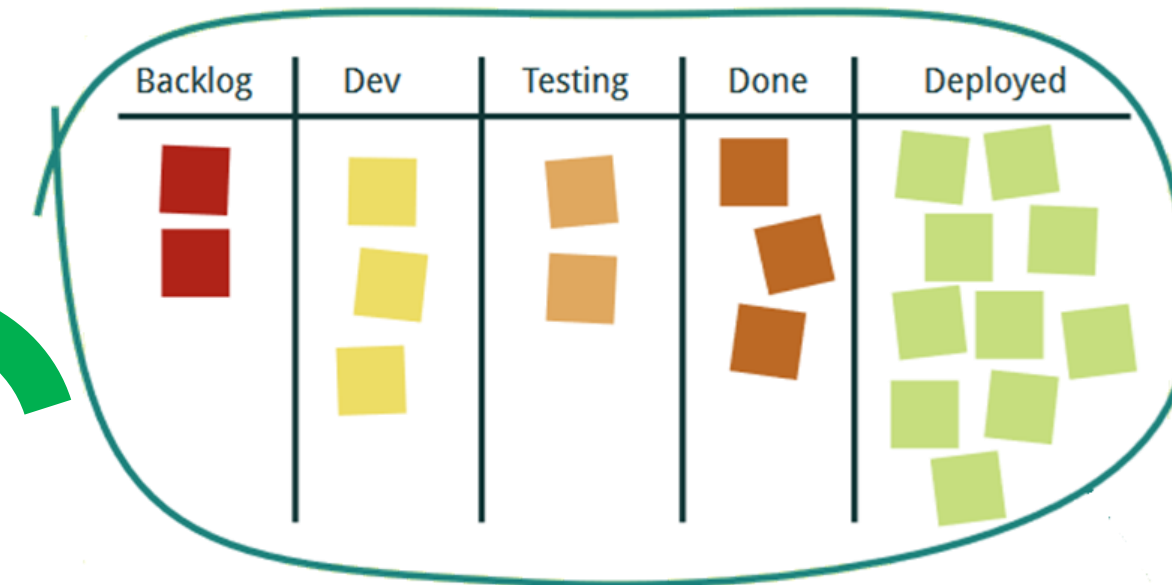


#NoBacklog

“Most backlogs are waste.
Estimating backlog items is therefore super-waste.
Revisiting backlog estimates are in
mentally-deranged territory”

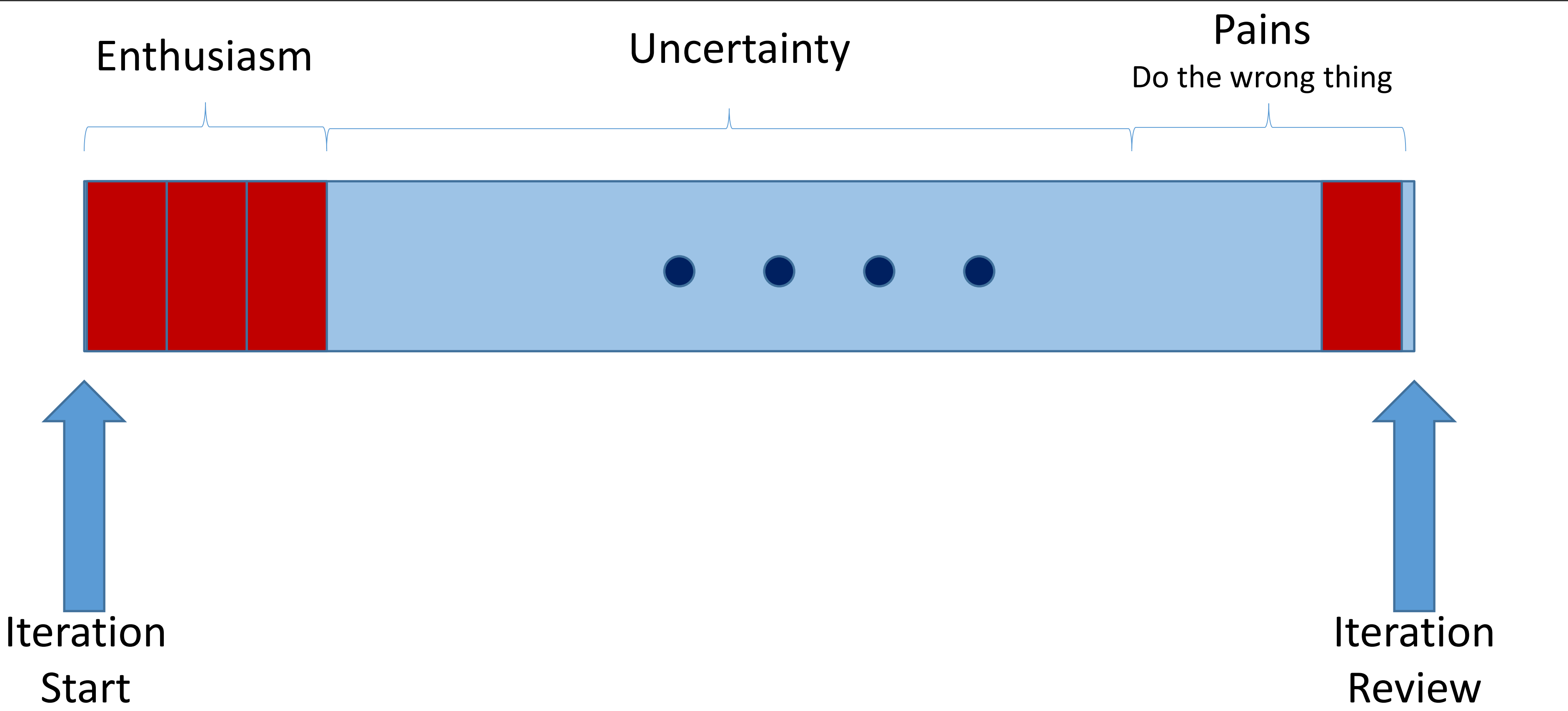
Paul Klipp

#NoRelease / #Nolteration



1. Longer lead times seem to be associated with significantly poorer quality!
2. Great amounts of WIP → Longer lead times

#NoRelease / #NoIteration



XXXP?

Programming



Pair
Programming

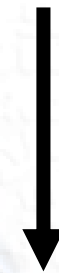


Mob
Programming

Time Estimate



Story Points
Estimate



#NoEstimates

Upfront Design



Evolutive
Design

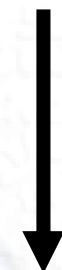


#NoReusable
Software

Process Oriented
Software Development



Practice Oriented
Software Development



Principles Oriented
Software Development