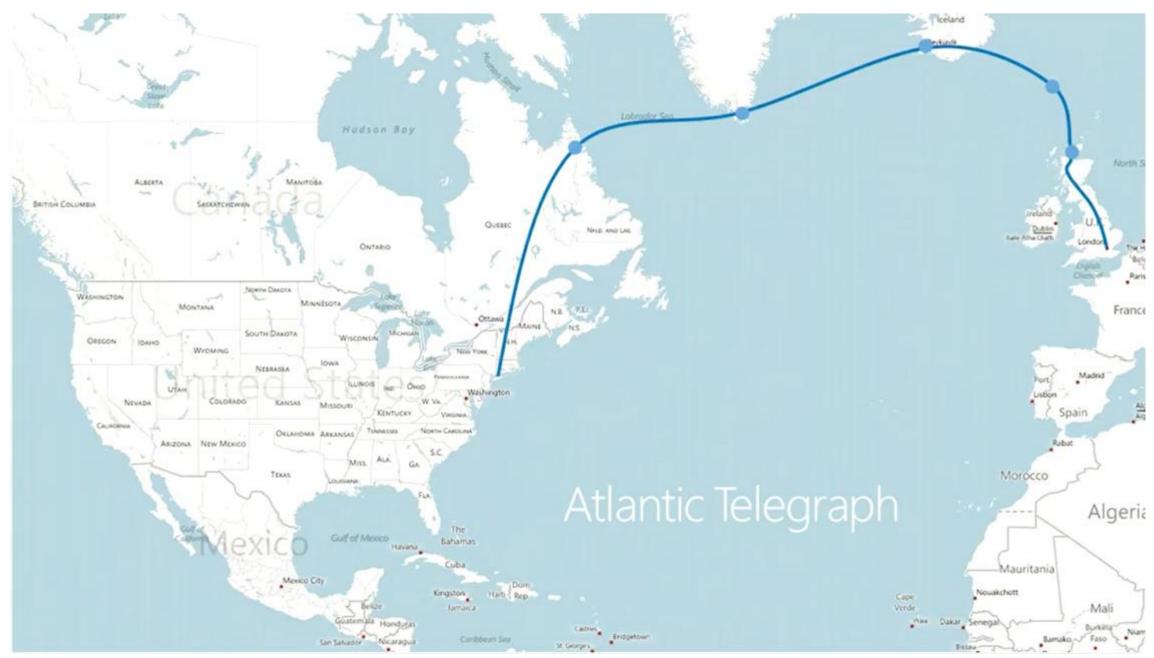
# Agile at Microsoft & TFS

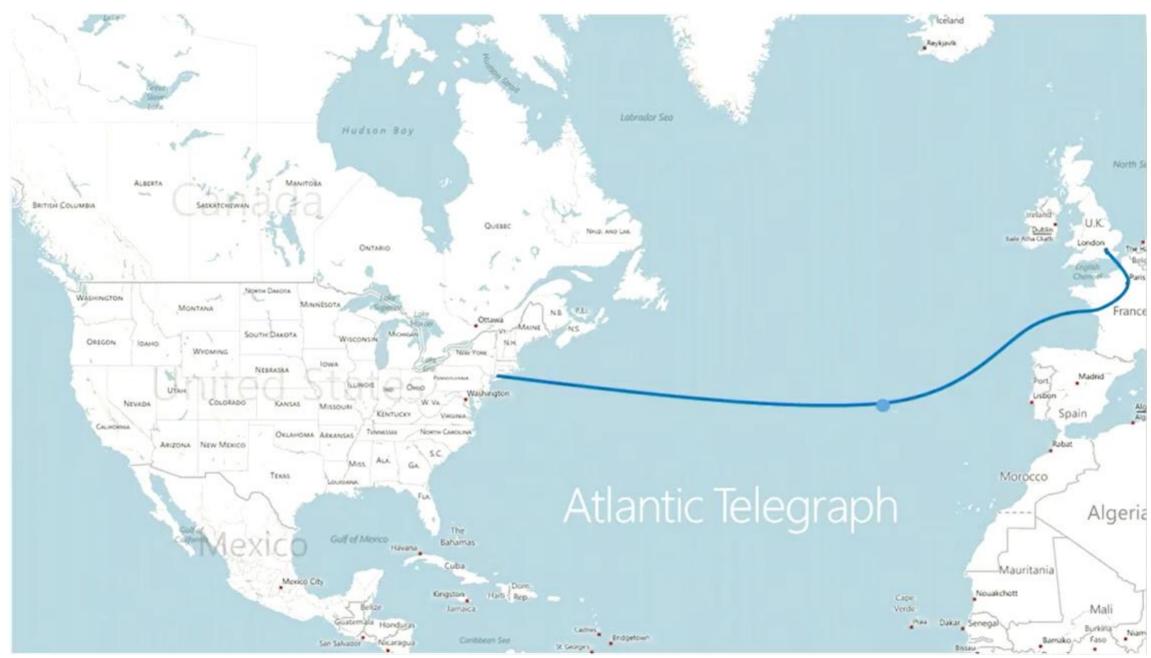
Murat Odabasi Senior Premier Field Engineer Microsoft



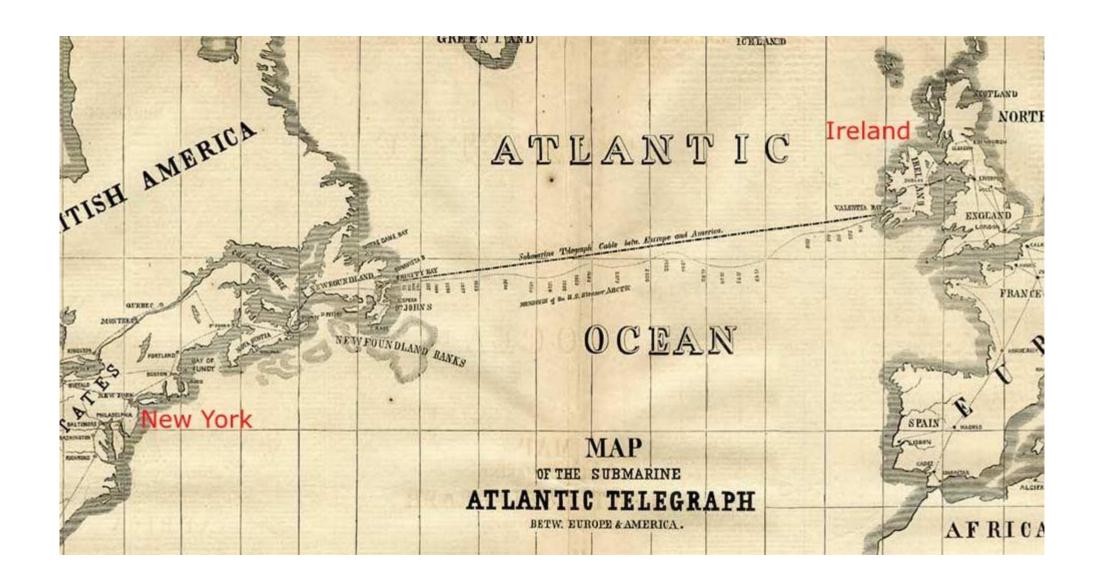




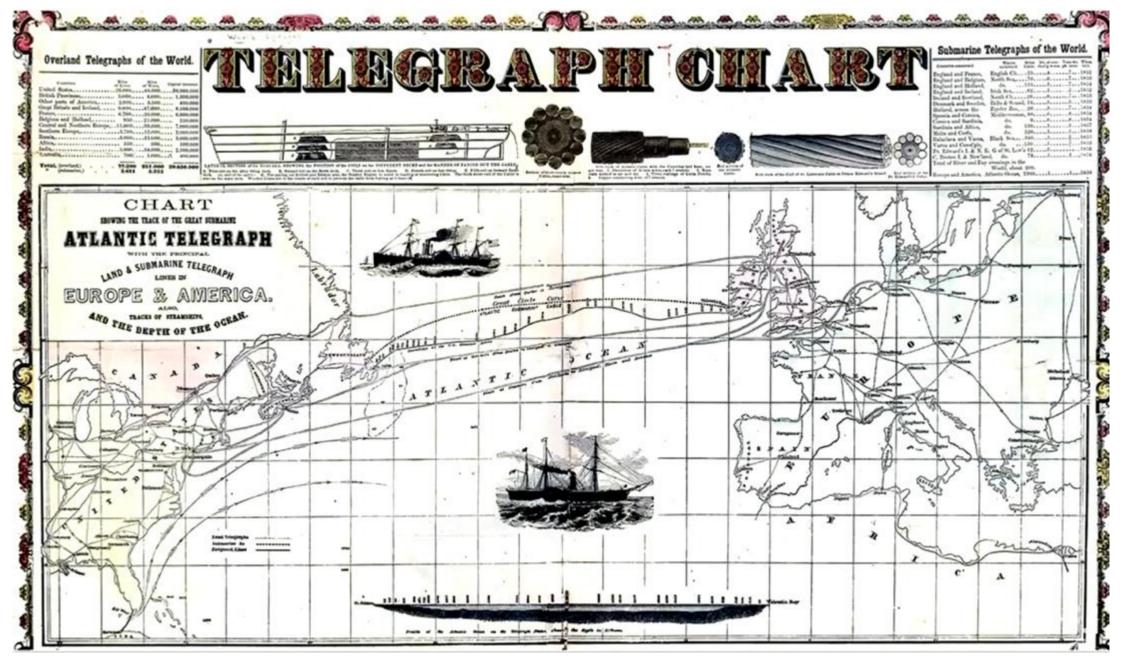




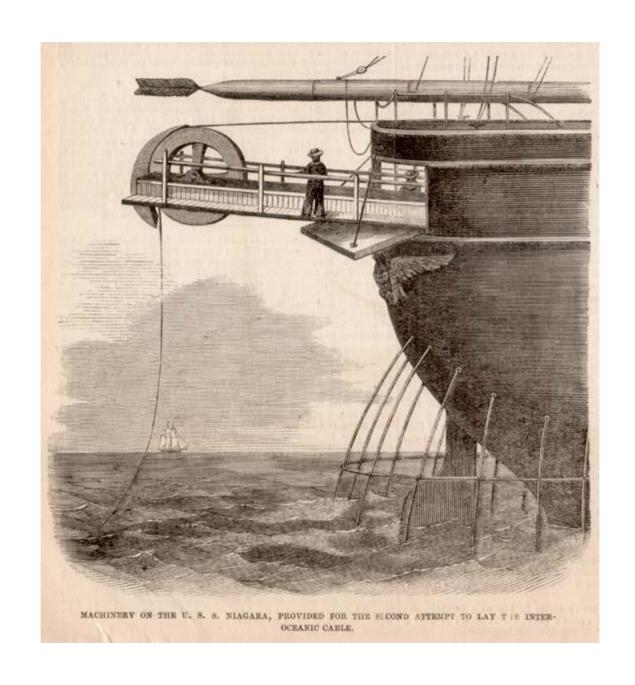








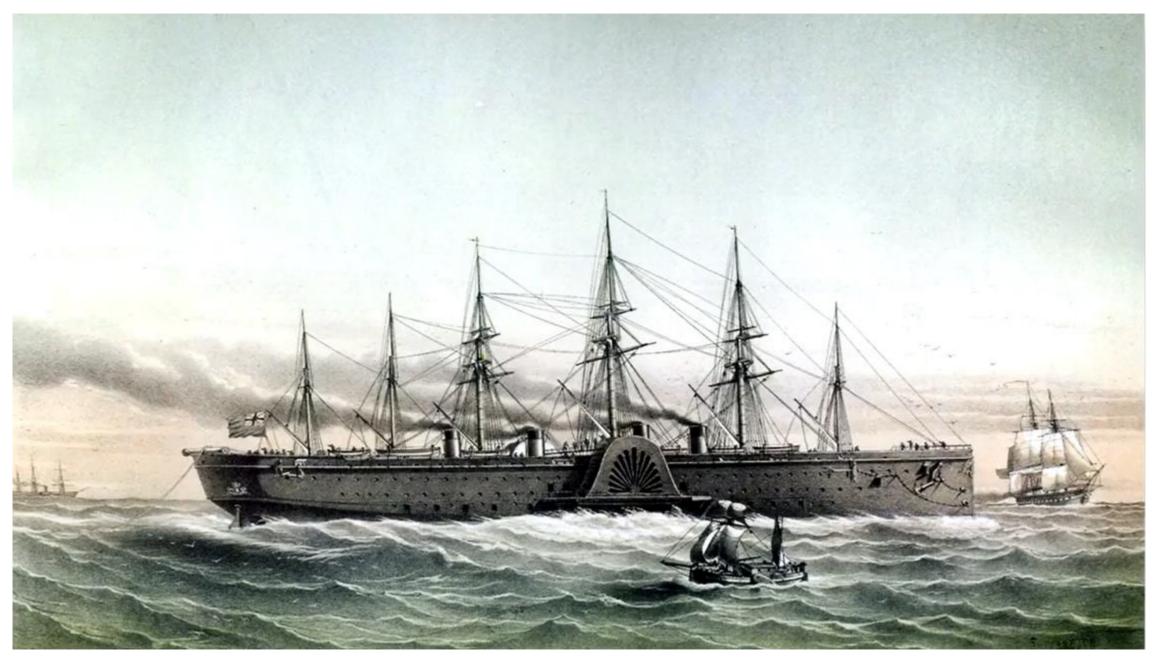




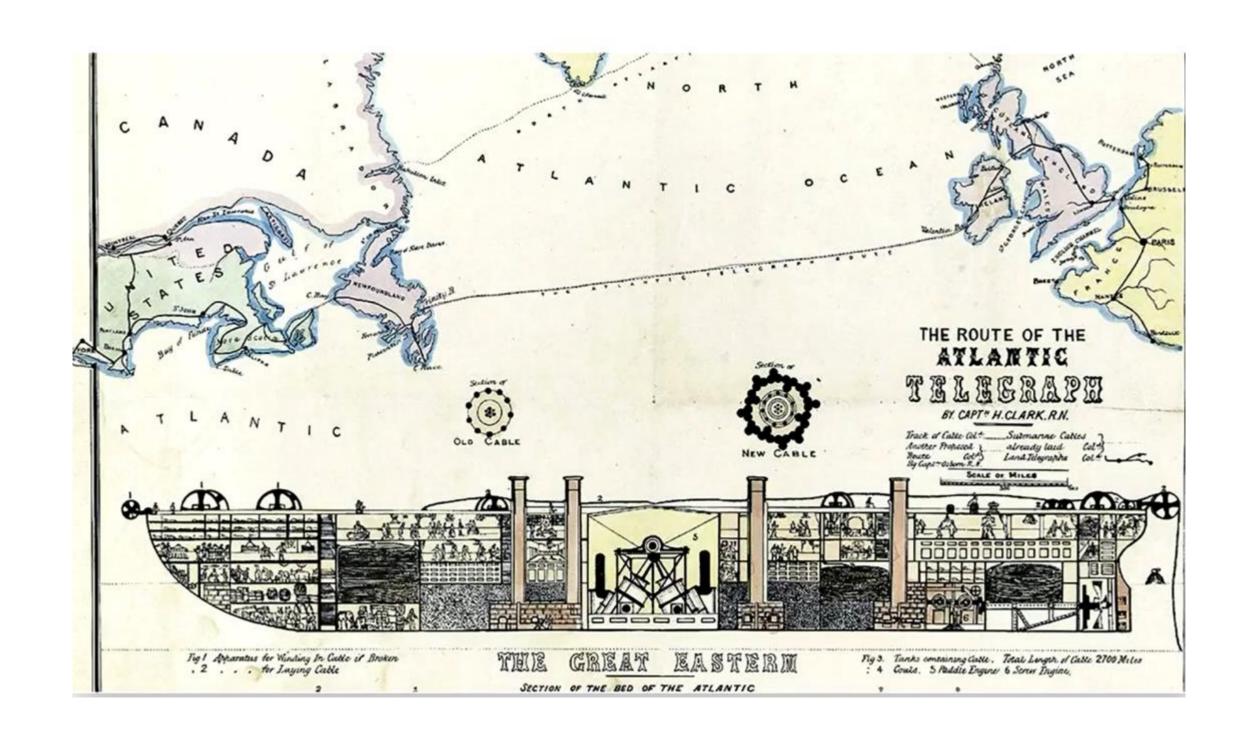












## The punchline

There is no single way Agile is done at Microsoft

This is the Developer Division's story

- 3 week sprints
- Scrum at the team level
- Emphasis on self-managed teams
- Top-down and bottom-up



#### Setting the stage

Why Now?

#### Changes are shipping continuously

- The platforms and technologies we rely on
- The applications and processes that rely on us

IT has shifted from manufacturing to software/services development

Why Agile?

Ensures we focus on focused on what customers need

Enables us to clearly articulate the why, what and when of our work

Aligns us with each other and with our customers

Ensures that we can't go "more wrong" than one month

#### What is Agile

At its "core"...

The Agile Manifesto (<u>link</u>)
12 Principals (<u>link</u>)

In structure...

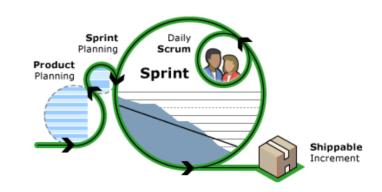
Backlog
Sprints
Shipped features

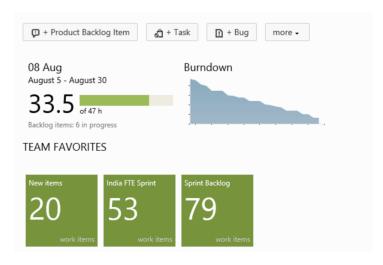
In Practice

Visual Studio Team Foundation Agile Template

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

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





#### OLD: Schedule



2 years

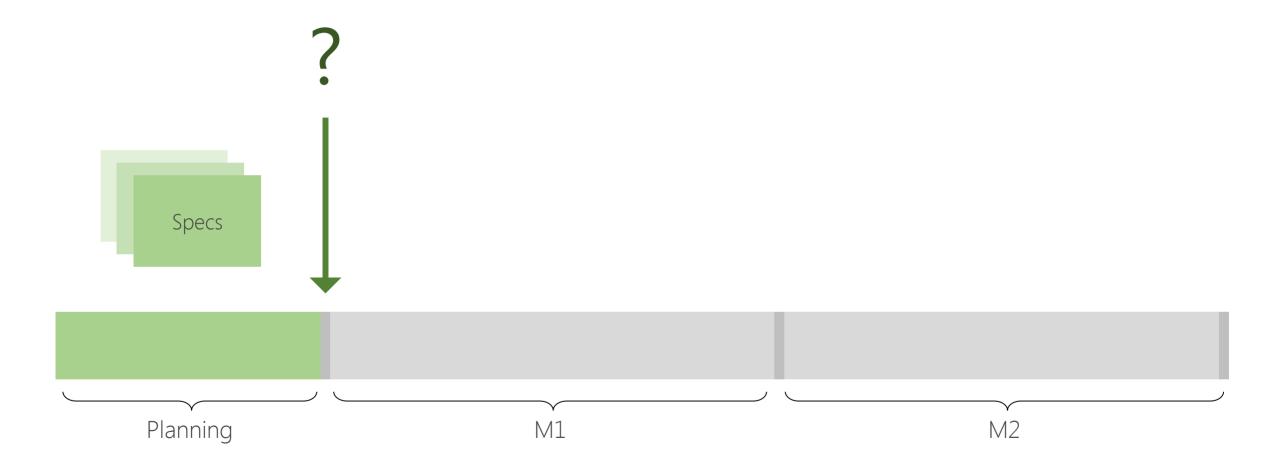


#### OLD: Schedule





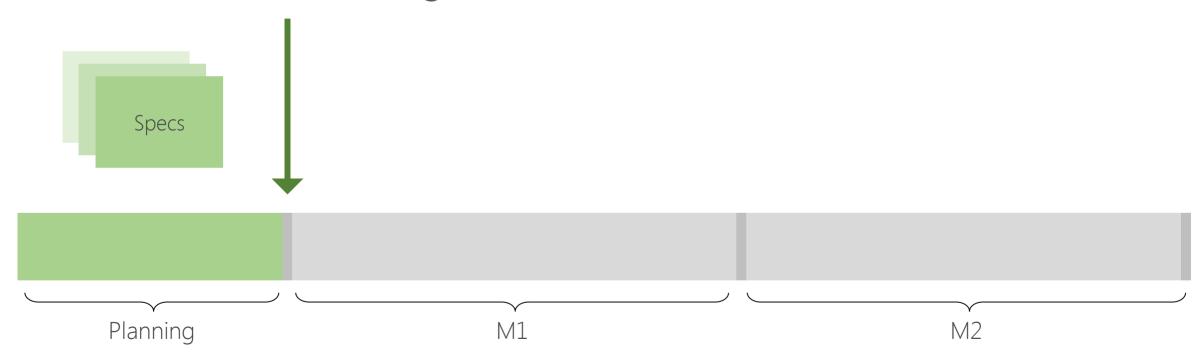
# OLD: Planning





## OLD: Planning

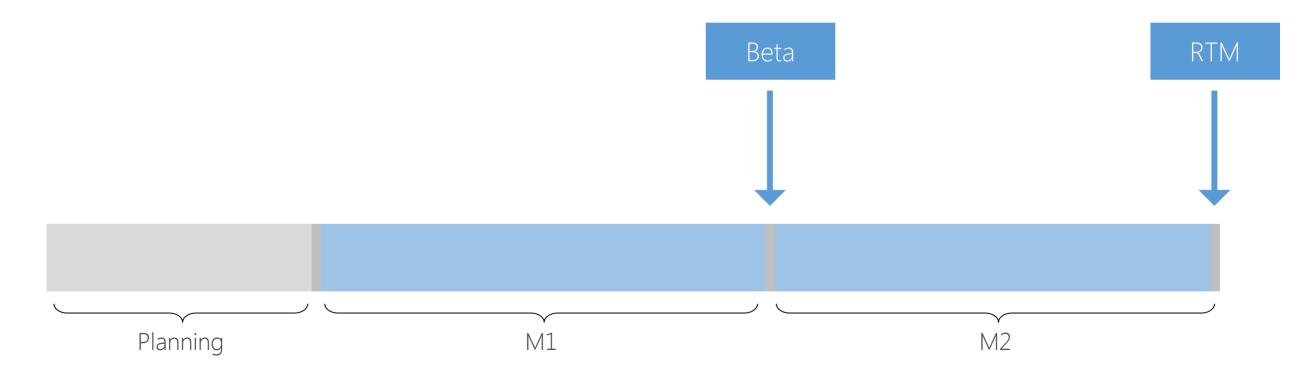
We knew exactly what to build, and we knew it was right!





#### OLD: Milestones

We had a perfect schedule and knew exactly when it would be ready!





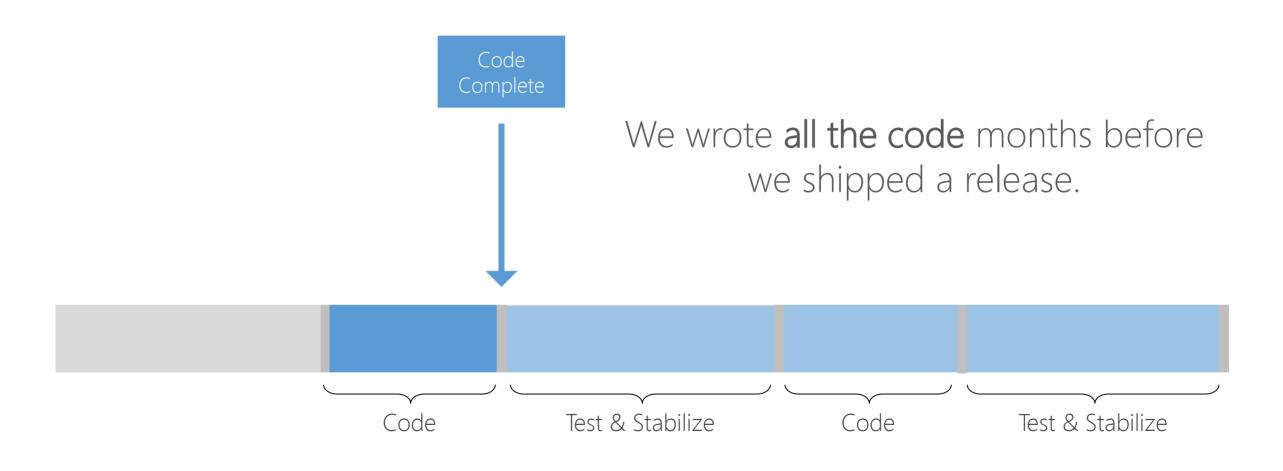
#### OLD: Milestones

We now had **perfect estimates** and we understood how it would all come together!





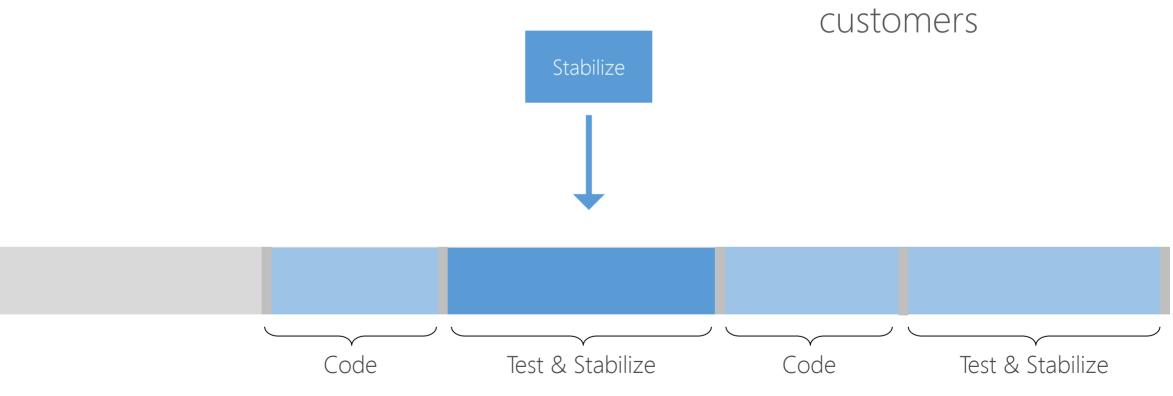
### OLD: Writing code





### OLD: Fixing bugs

We now just needed to stabilize the code and get it ready to ship to customers





Q: How did it work?

A: Very well in the era in which it was born. But...

### What were the problems?

Bug Debt No way to react to customer feedback Success was a one time shoot Very little team autonomy "Firms today experience a much higher velocity of business change. Market opportunities appear or dissolve in months or weeks instead of years."

Diego Lo Giudice and Dave West, Forrester February 2011 Transforming Application Delivery

#### Video : Agile Shift in Microsoft

Sprint
3-week sprints

Season
6 month season



#### Our roles



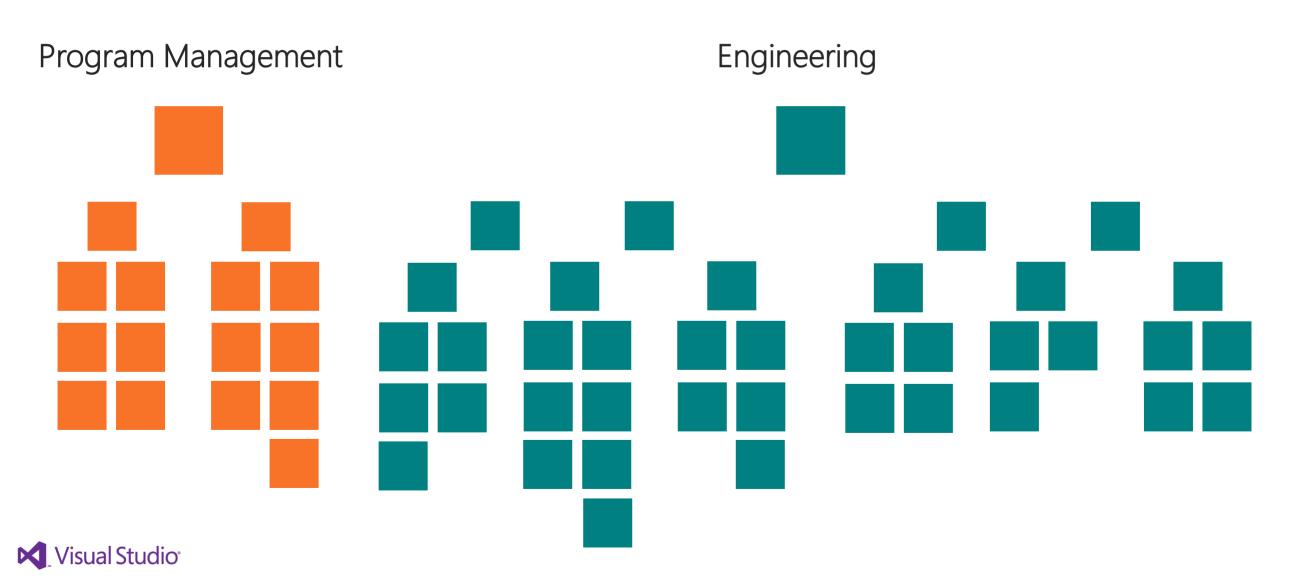
**Program Manager** – Responsible to ensure <u>we're building the right</u> <u>thing</u>.



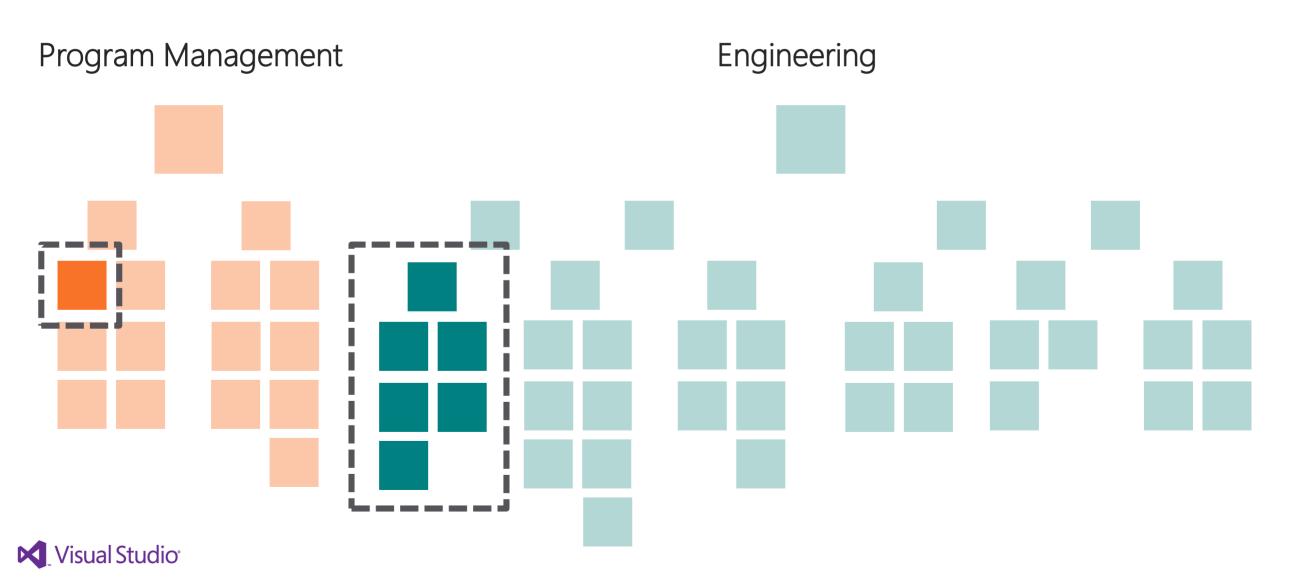
**Engineer** – Responsible to ensure we're building products that are <u>fast</u>, <u>reliable</u>, <u>and well engineered</u>.



### Organization chart

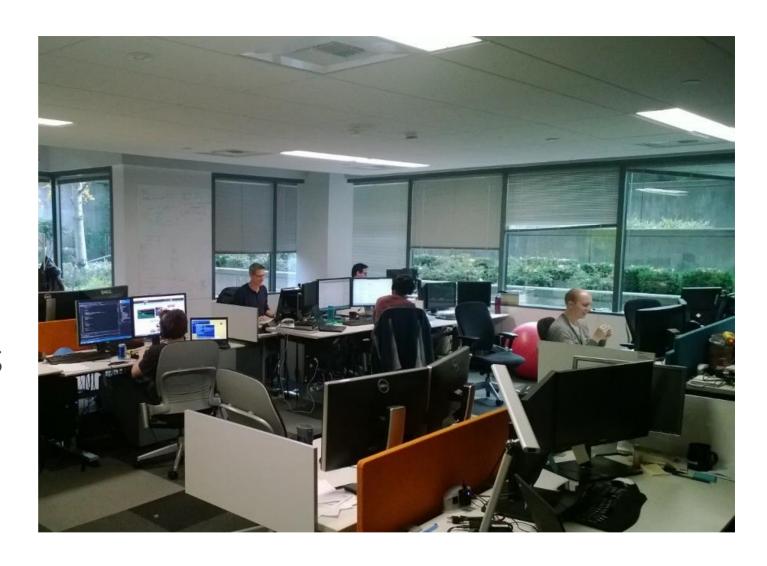


#### Our teams

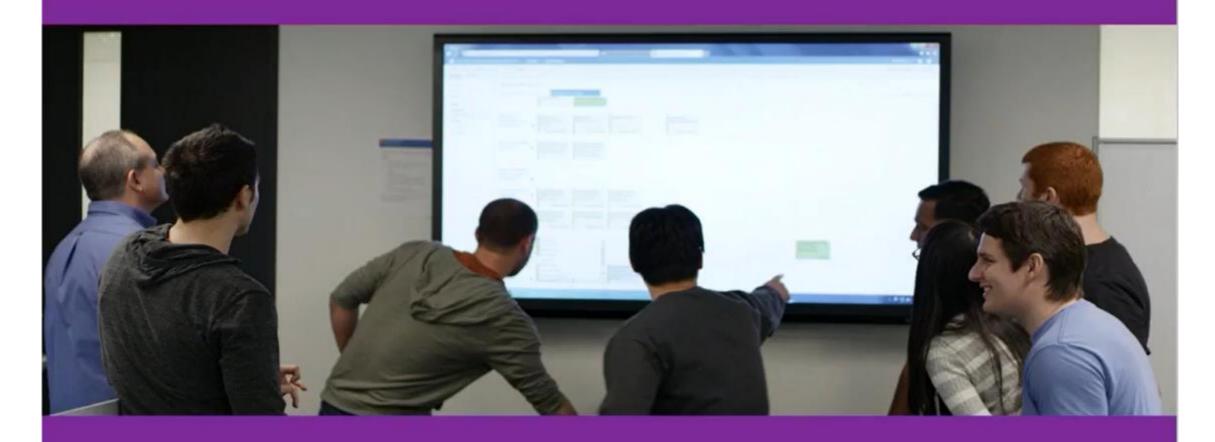


#### Teams

- Cross discipline
- 10-12 people
- Self managing
- Autonomous backlog
- Intact for 12-18 months
- Physical team rooms







Team Rooms

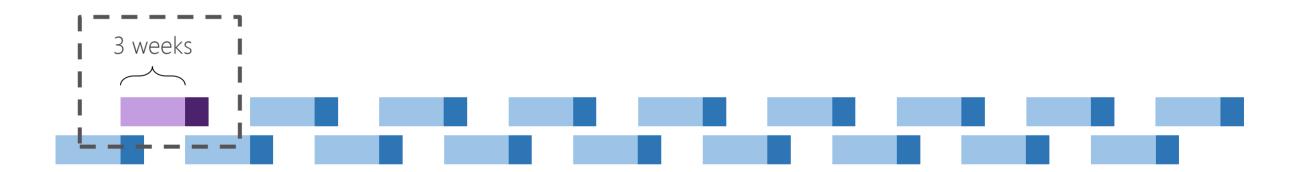


## Q: What about remote employees?

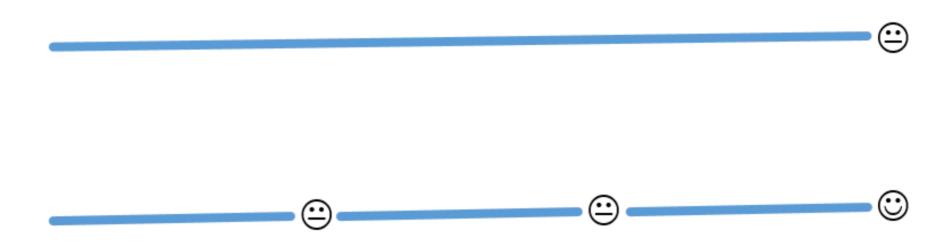
- Yes, we do have some remote individuals. It's the exception, not the rule.
- We aim for remote teams, not remote disciplines.



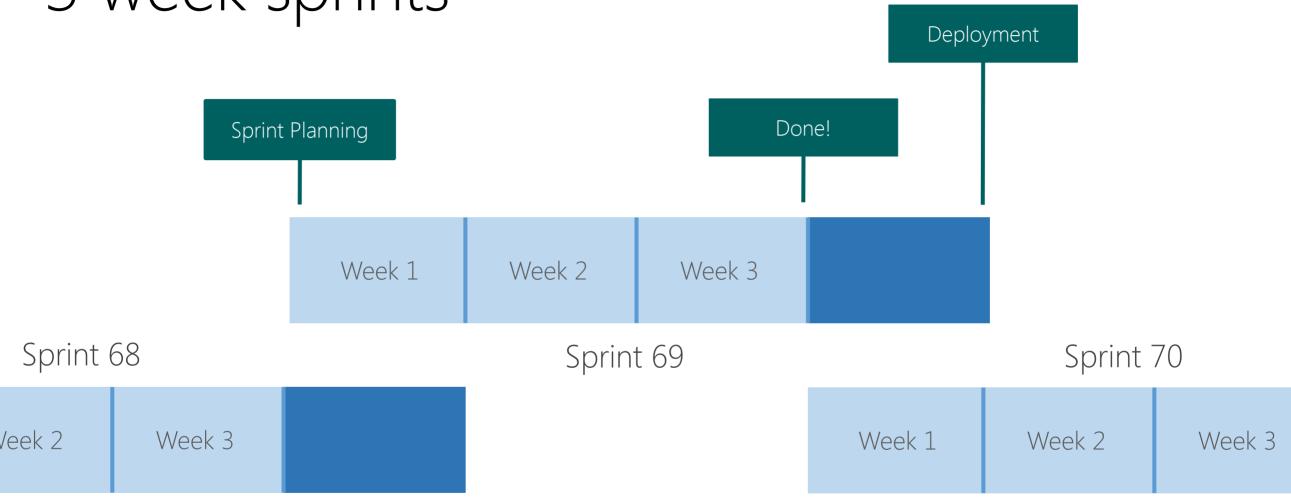
# 3 week sprints





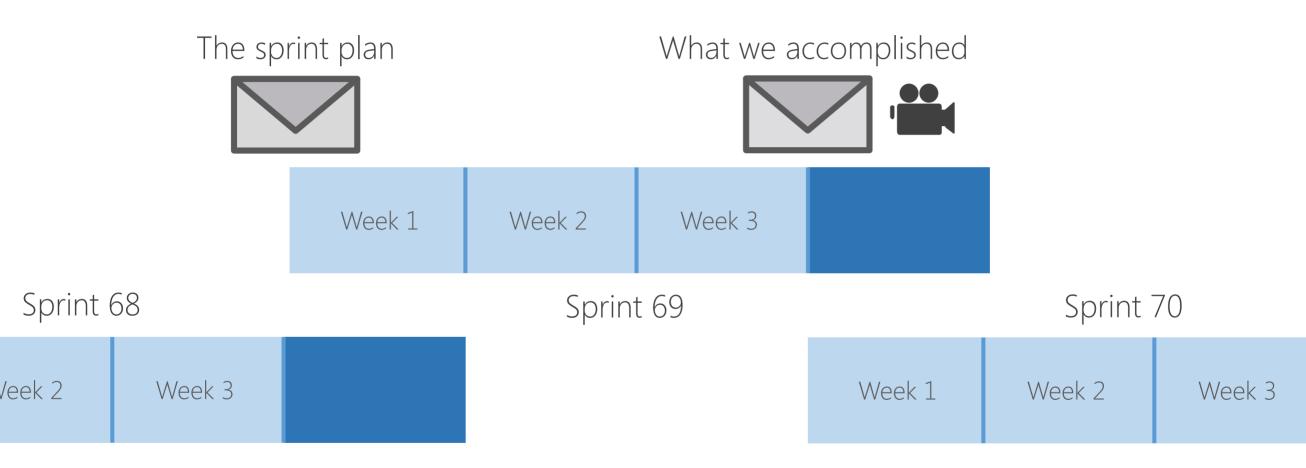


## 3 week sprints





## 3 week sprints

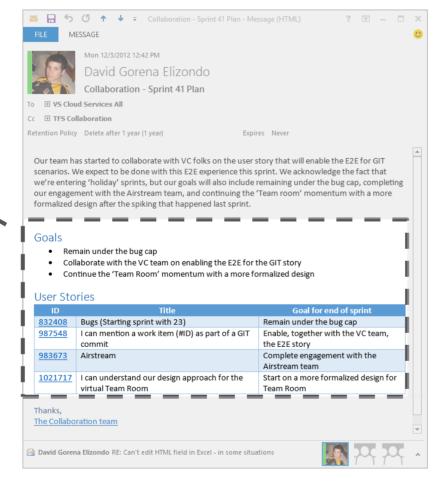


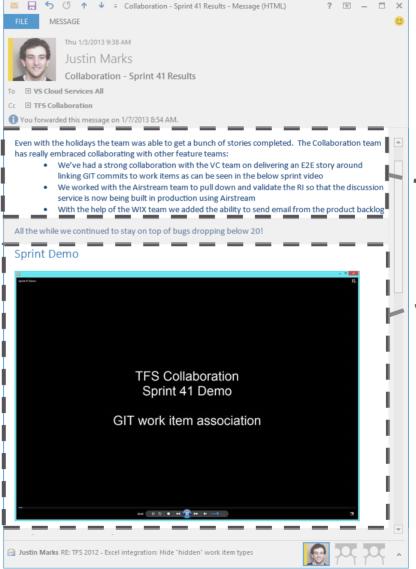


# Sprint mails

Plan







Accomplished

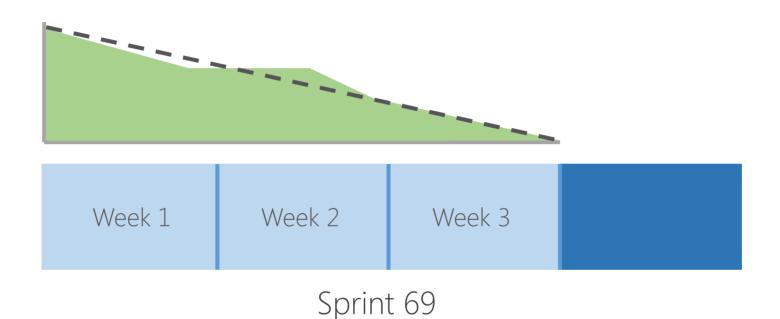






#### Video: The New Formal

# Q: What do you track?





# Q: What do you track?

#### Things we watch

- # of bugs
- Unit test coverage
- Rolling build quality
- Dev cycle time
- Live site issues

#### Things we don't watch

- Team burndown
- Team velocity
- Original estimate
- Completed hours
- Team capacity

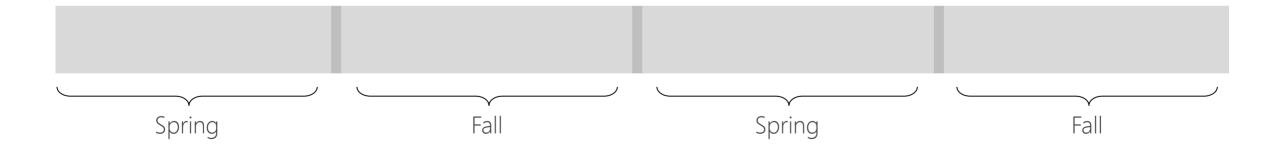


Sprint
3-week sprints

Season
6 month season

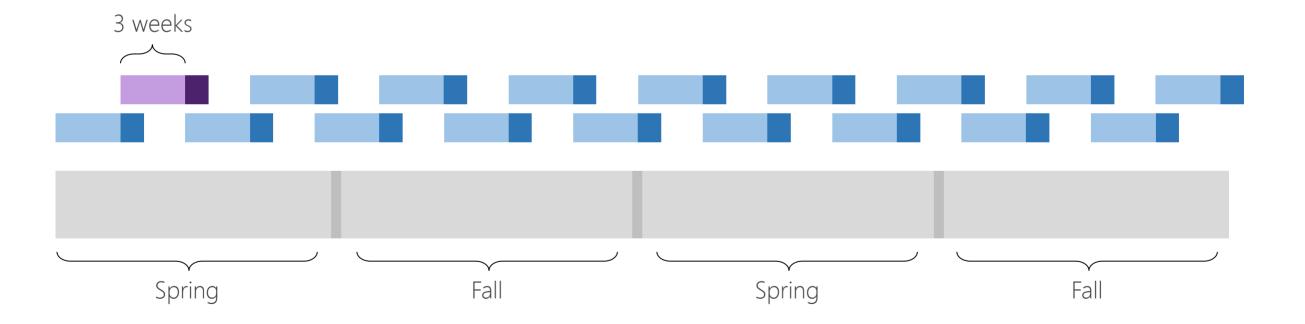


### Seasons





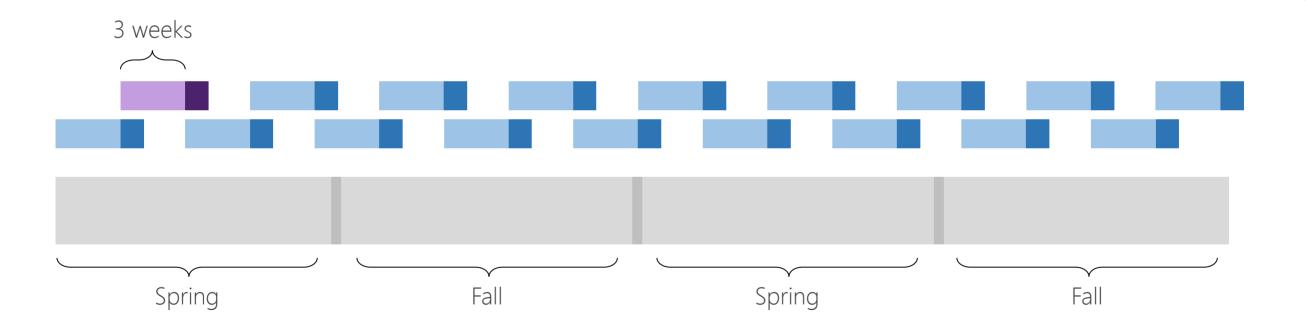
### Seasons





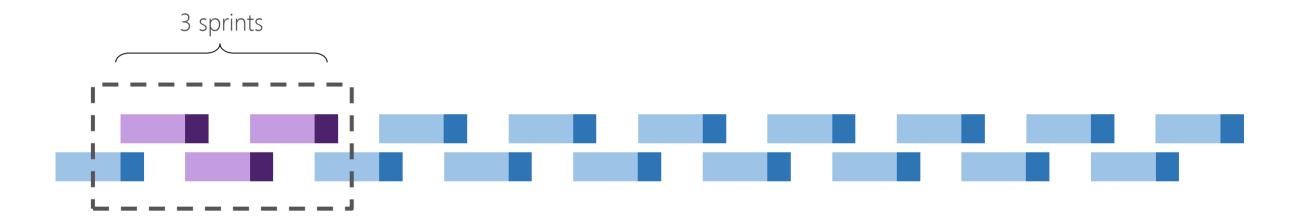
# How do you stay in sync?

PURSKION





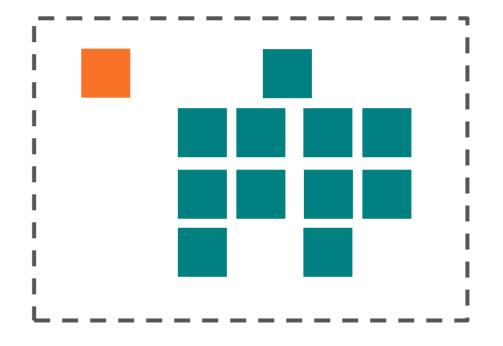
### Team Chats





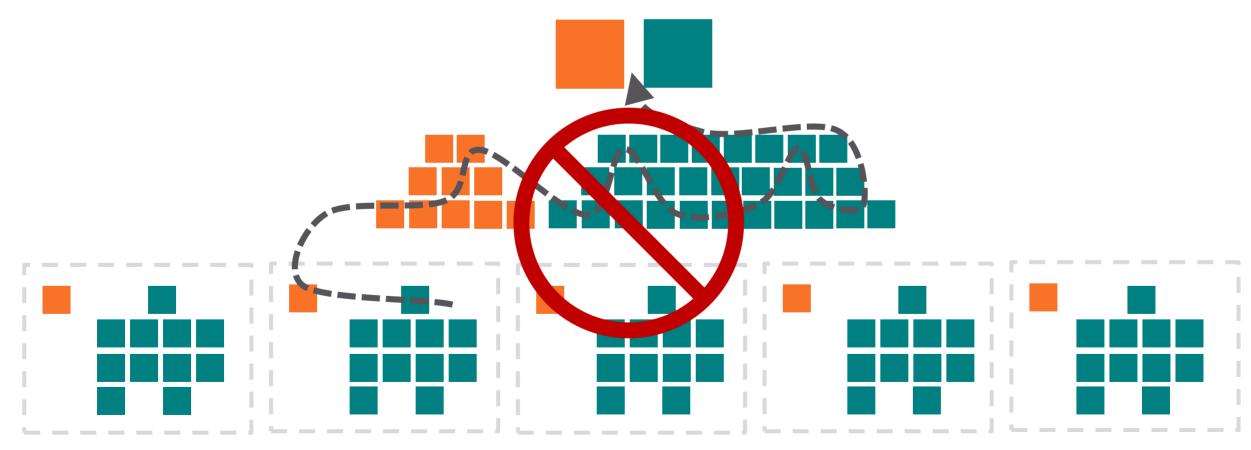
### 3 Questions

- 1. What's next on your backlog?
- 2. What's your debt situation?
- 3. Any issues?



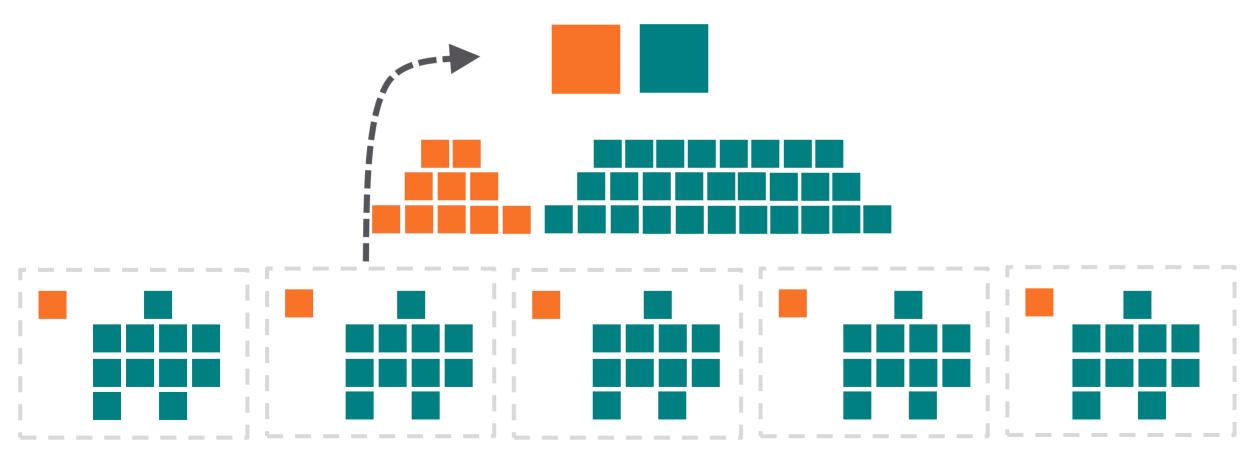


### Direct. No "lost in translation".





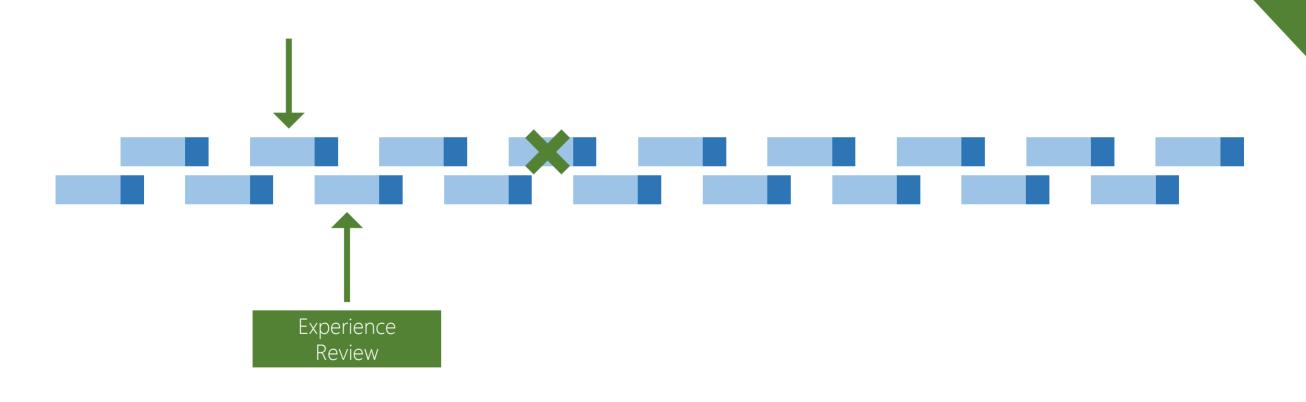
### Direct. No "lost in translation".





Q: What about the details?

Ouestion,





# Experience Review

- Storyboard of what you're going to build
- High level execution plan
  - Talk about sprints, not hours
- Feedback, feedback, feedback



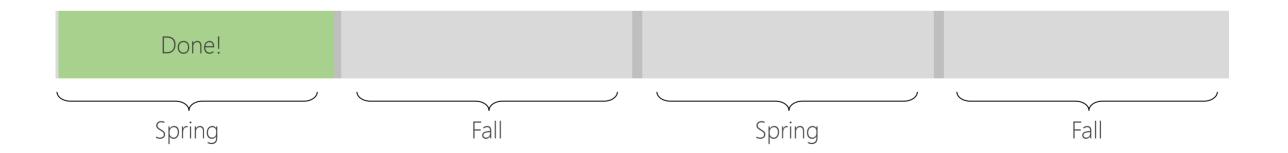
### Now what?

What did we <u>learn</u> over the last 6 months?

What did **customers** tells us?

What did the **telemetry** tell us?

What **changed** in the marketplace?



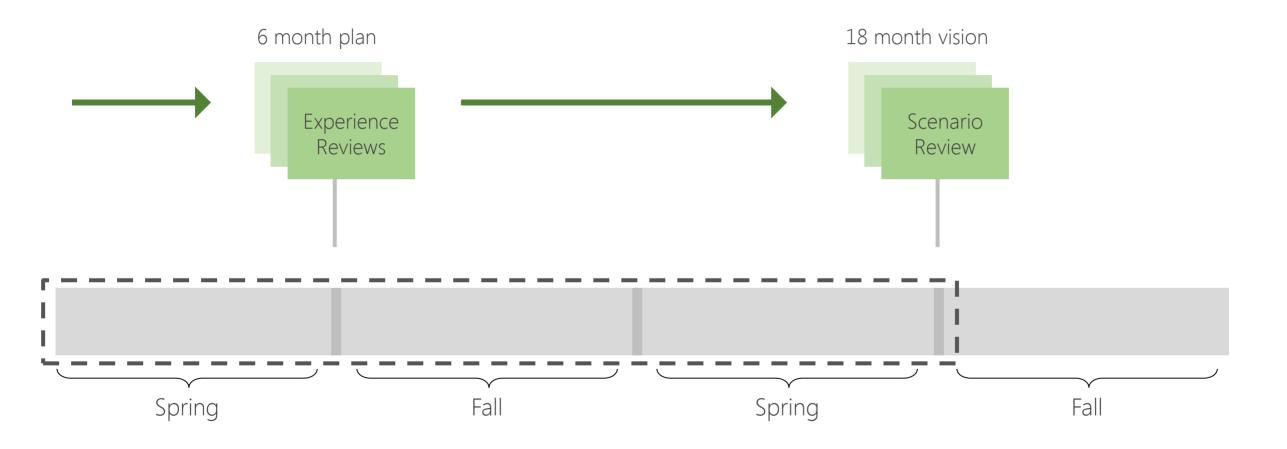


Sprint
3-week sprints

Season
6 month season

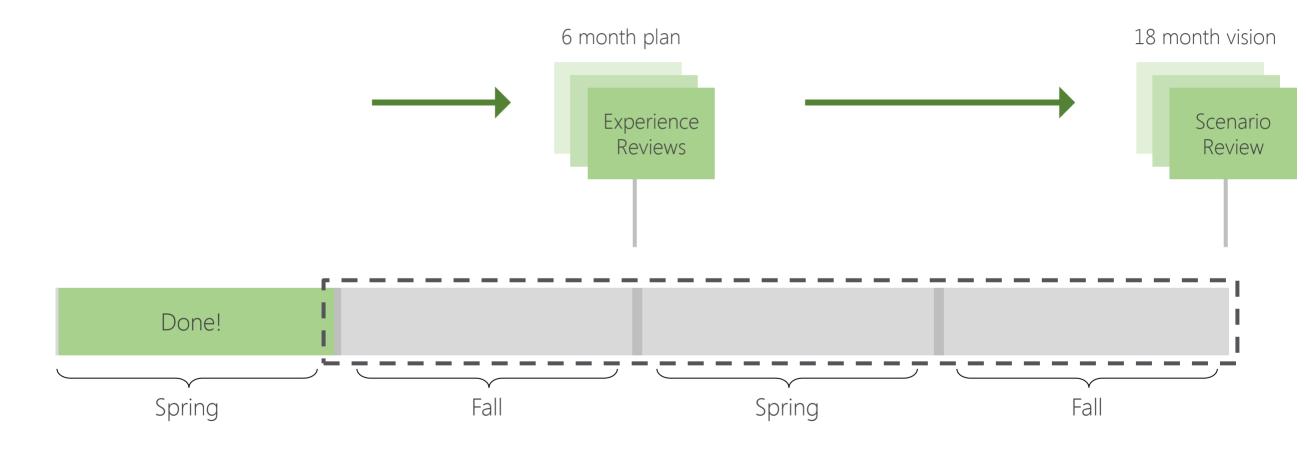


### Vision





# Planning & Learning





# Take-a-ways

- 1. Less is more
- 2. Get out of your teams' way
- 3. Autonomy, mastery, purpose
- 4. Plan & learn
- 5. Have fun



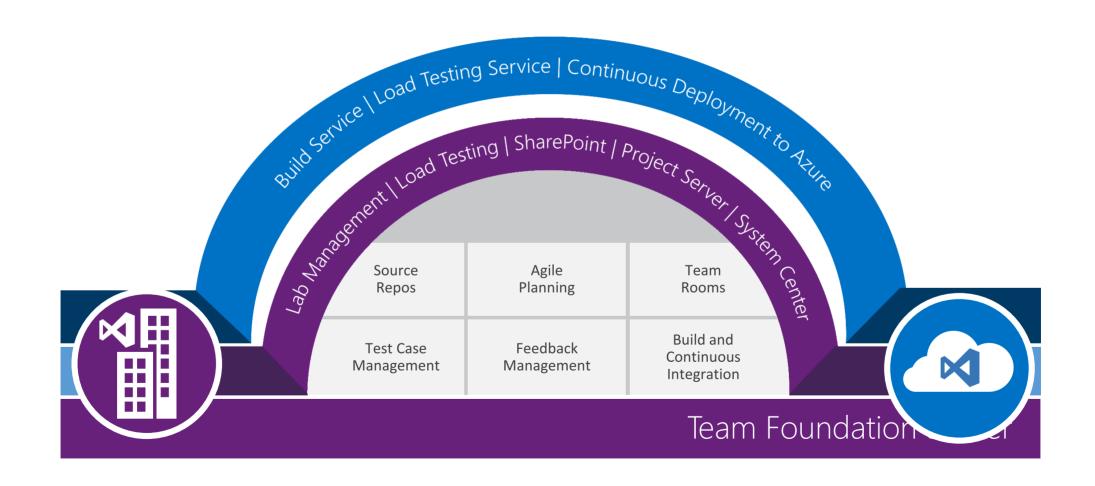
#### Video : Takeaways

## Hear more about our journey...

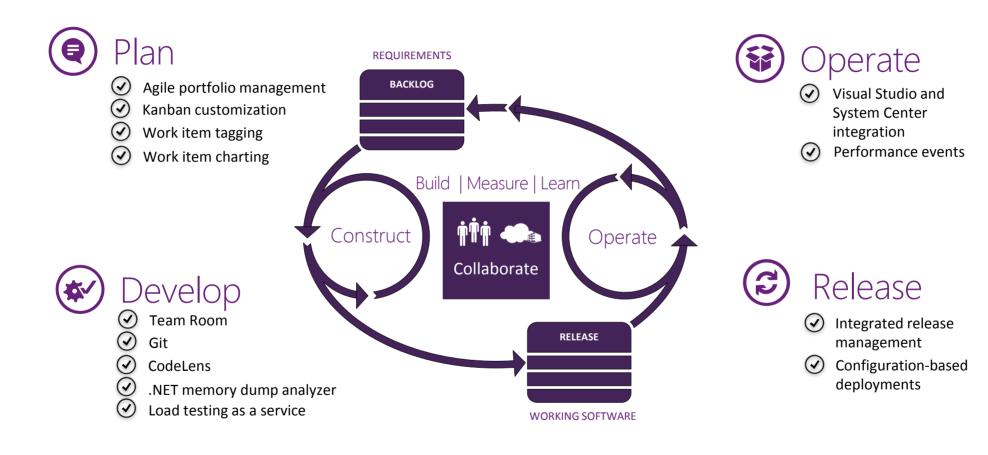
http://aka.ms/engineeringstories



#### Visual Studio 2013 ALM

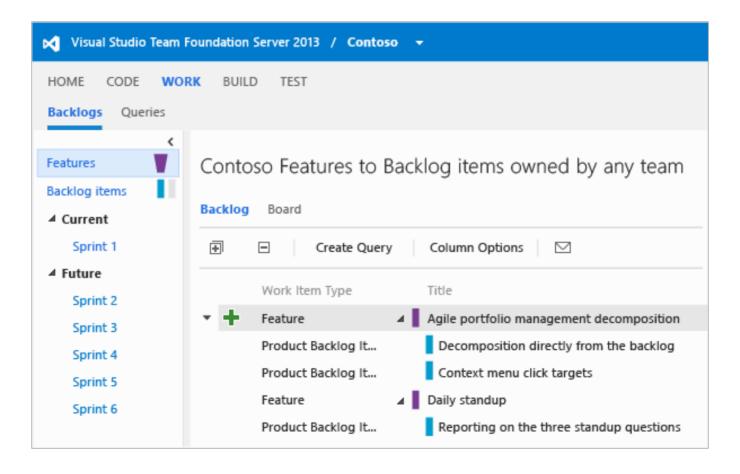


#### **Product Features**



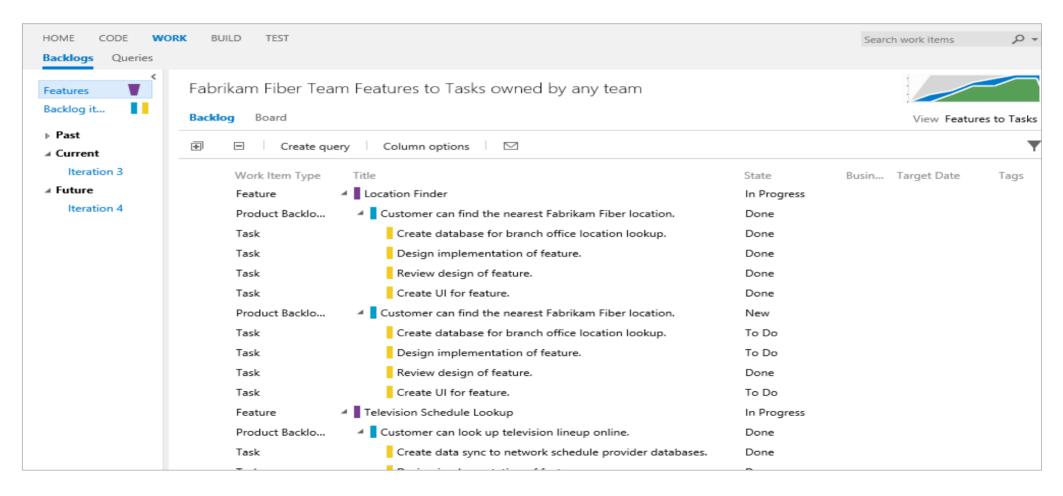
#### Web Portal

• Plan, track, and manage work through Web Portal



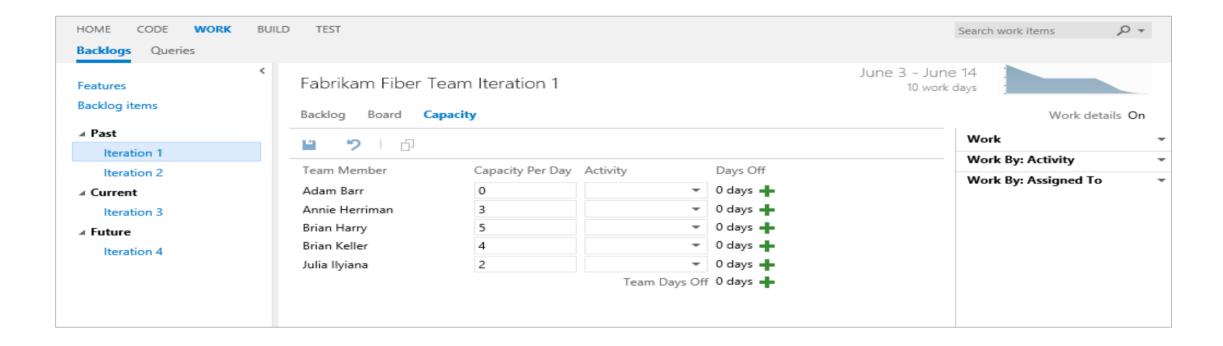
#### Portfolio Backlog

• Work with a hierarchical portfolio of backlog items by creating features

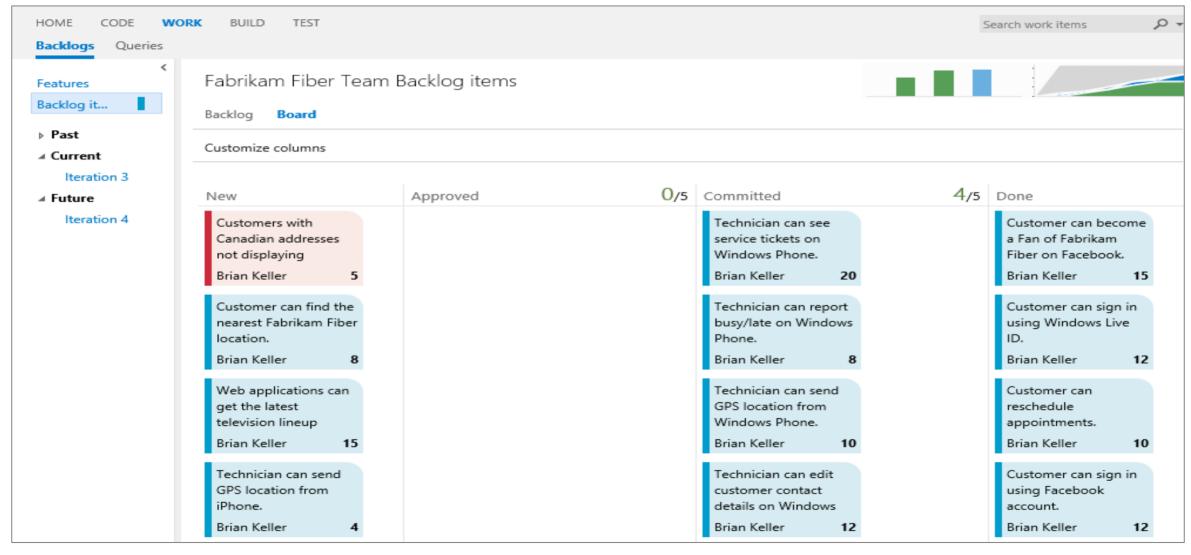


#### Plan an Iteration

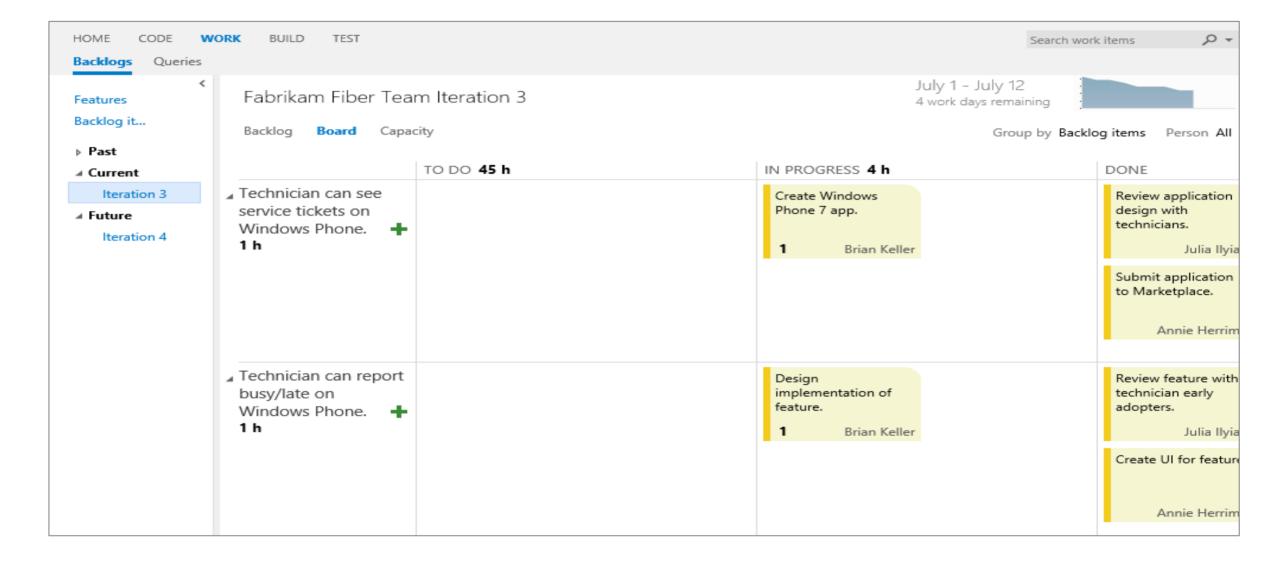
• Use team capacity to determine how much work to plan for the iteration



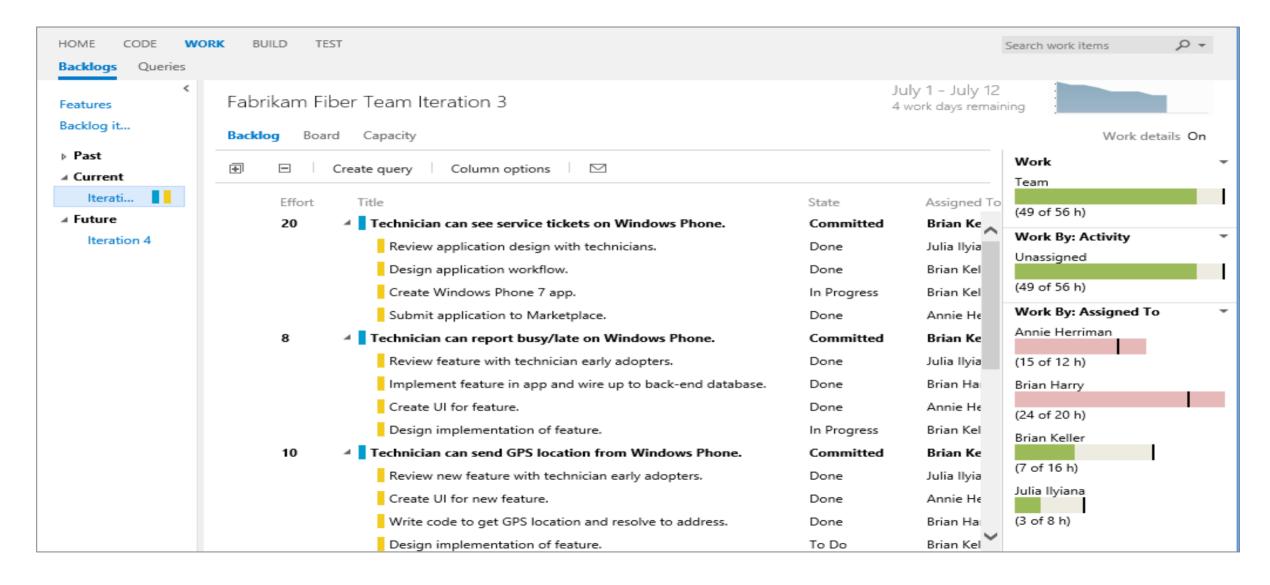
#### Work on the Kanban Board (continued)



#### Task Board

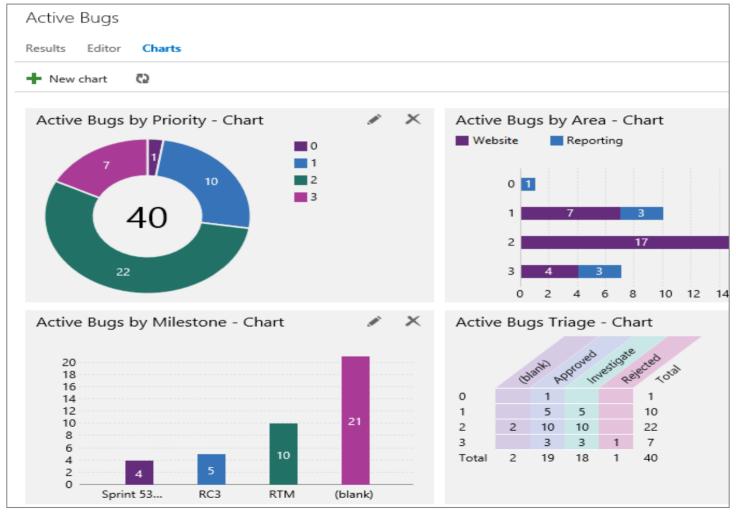


#### Capacity Bars



#### Visualize Progress

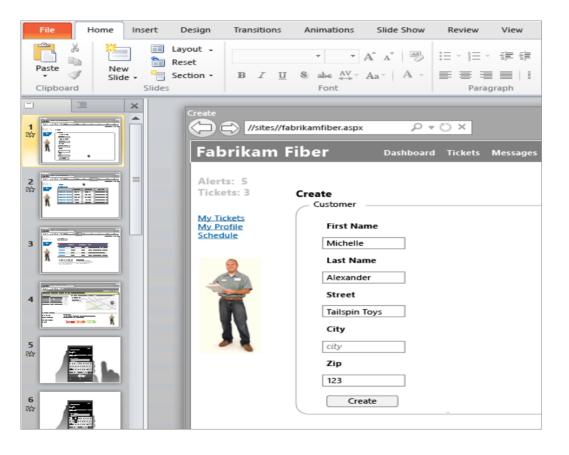
Work Item Charting



# Demo: Plan and Run an Iteration

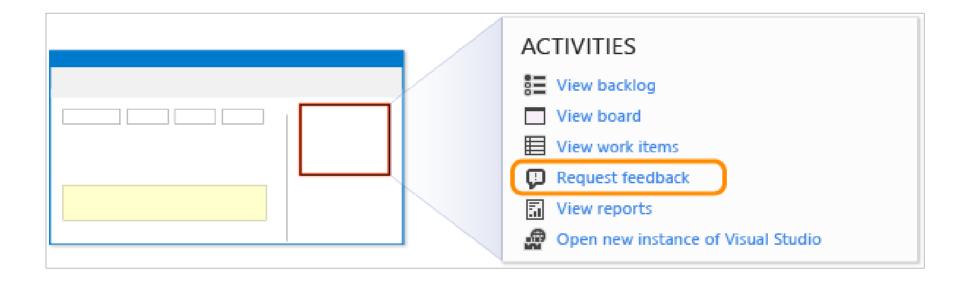
#### Storyboarding

• Illustrate user stories quickly using PowerPoint Storyboarding

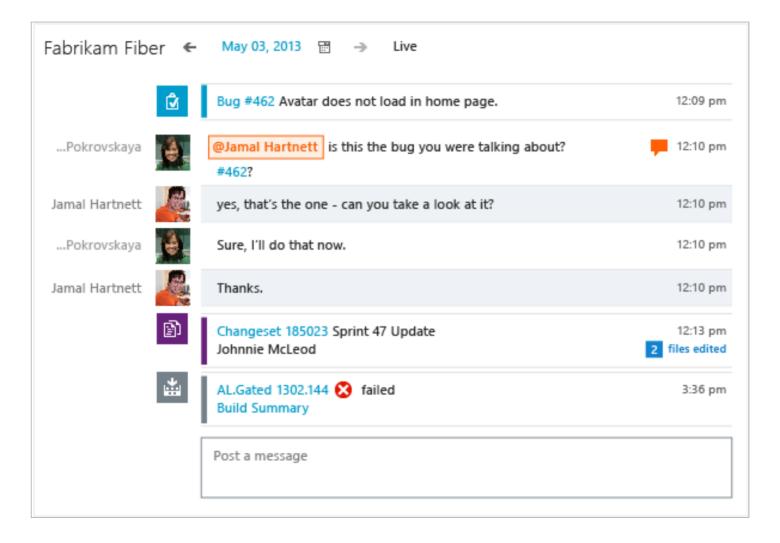


#### Get Feedback

• Initiate feedback requests and track feedback responses using Request feedback and Microsoft Feedback Client



#### Team Room



#### **Microsoft**

# Thank you!

Murat Odabaşı muratod@microsoft.com