AGILE & JIRA CONCEPTS

Agile Principles

- Iterative development
- Adaptive to changing requirements
- Frequent delivery
- Close collaboration between cross-functional teams
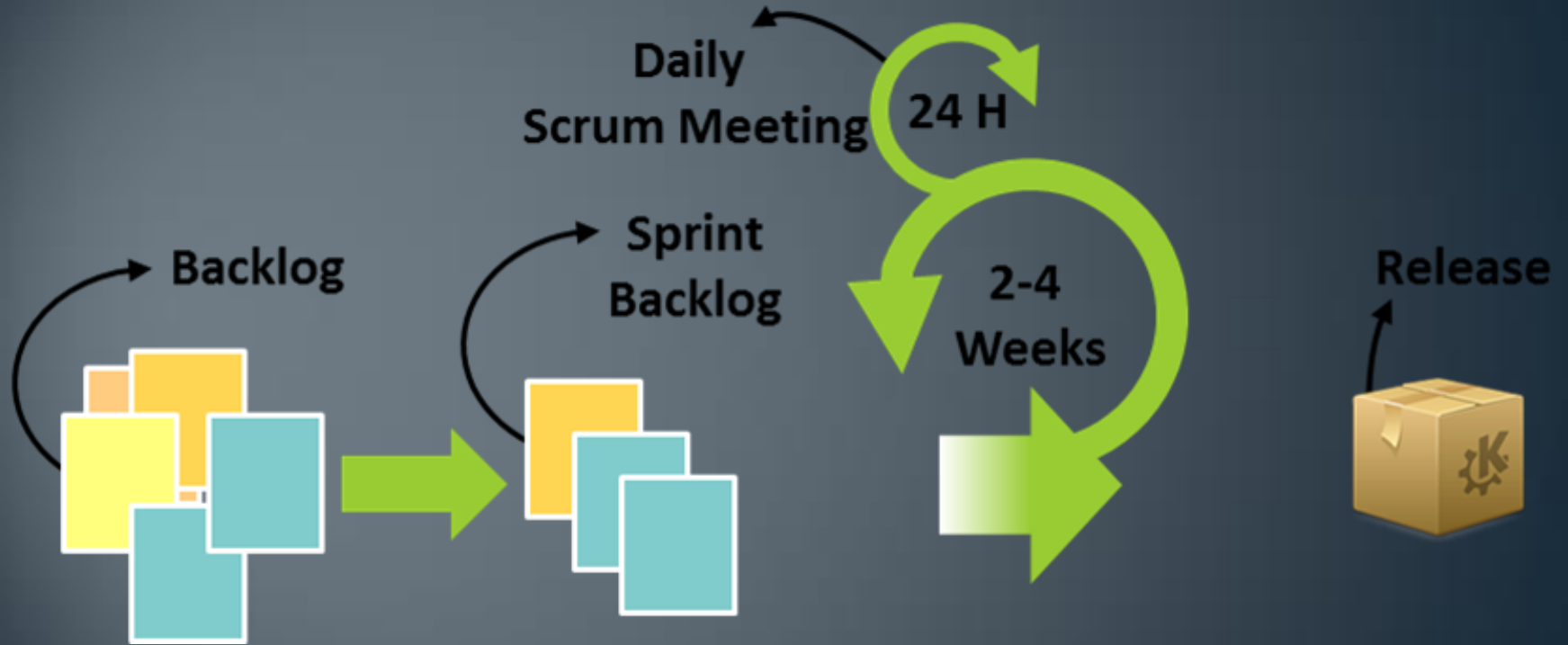- SCRUM and Kanban methodologies
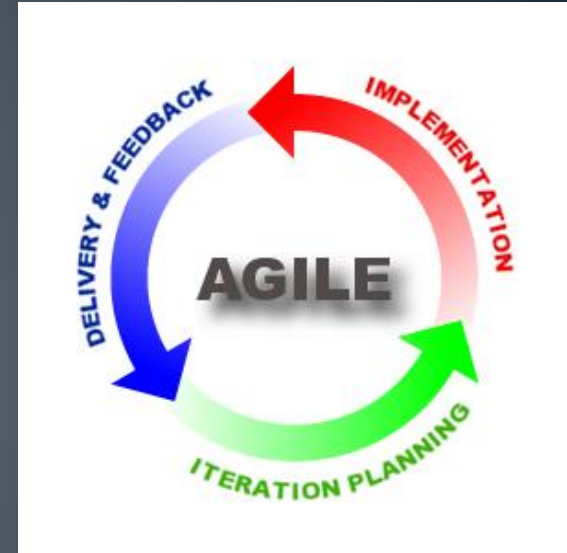
Scrum

- Break projects into Epics and User Stories
  - Epics – larger body of work, broken into stories
  - User Story – or story, smallest unit of work
    - "As a <type of user>, I want <some goal>, so that <some reason>"
- User Stories are prioritized
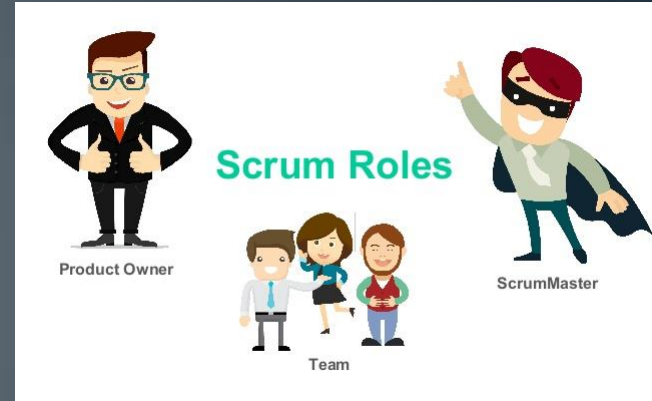- Development is performed in short cycles, known as Sprints

Scrum Flow

Scrum Roles

- Product Owner
    - Defines vision of the product
    - What should be built and why
- Development Team
    - Builds the product
- Scrum Master
    - Facilitates the scrum process

Scrum Events

- Sprint Planning
  - Sprint backlog created from product backlog
  - Dev team provides estimates – story points or hours
- Daily Scrum
  - What I did yesterday
  - What I plan to do today
  - Do I have any blockers?
- Sprint Review & Retrospective
  - Review – what was completed/not completed
  - Retrospective – What went well during Sprint and what could be improved for next Sprint

Scrum Sprint Board

Sample Sprint 2

⏱ 0 days remaining   Complete sprint   ⋯

QUICK FILTERS: Only My Issues   Recently Updated

To Do	In Progress	Done

▽ 🔖 SP-10 | IN PROGRESS | 2 sub-tasks As a developer, I can update story and task status with drag and drop (click the triangle at far left of this story to show sub-tasks)

Update task status by dragging and dropping from column to column >> Try dragging this task to "Done"

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🔲 ↑   SP-11 🧑

When the last task is done, the story can be automatically closed >> Drag this task to "Done" too

🔲 ↑   SP-12

▽ Other Issues 5 issues

As a developer, I can update details on an item using the Detail View >> Click the "SP-13" link at the top of this card to open the detail view

🔲 ↑   SP-13 🧑

As a scrum master, I can see the progress of a sprint via the Burndown Chart >> Click "Reports" to view the Burndown Chart

🔖 ↑ 4   SP-15

As a user, I can find important items on the board by using the customisable "Quick Filters" above >> Try clicking the "Only My Issues" Quick Filter above

🔖 ↑ 3   SP-14 🧑

As a team, we can finish the sprint by clicking the cog icon next to the sprint name above the "To Do" column then selecting "Complete Sprint" >> Try closing this sprint now
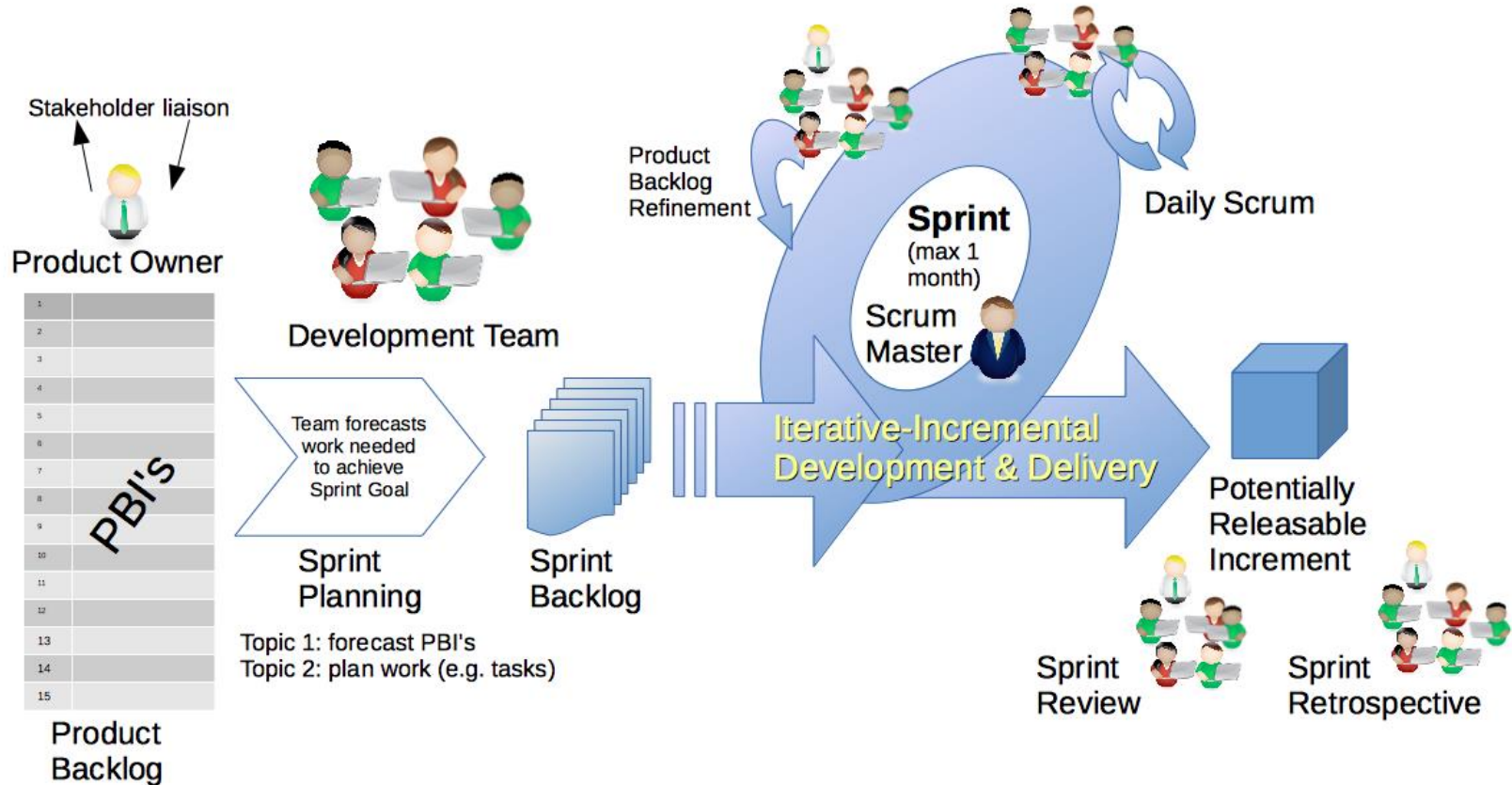
🔖 ↑ 2   SP-16

Instructions for deleting this sample board and project are in the description for this issue >> Click the "SP-17" link and read the description tab of the detail view for more

🔲 ↑   SP-17 🧑

Scrum Summary

Kanban

- Simpler form of agile development
- Define flow of work
- Kanban Board – Visualize the workflow
- Limit on WIP (work in progress) items
- Monitor, adapt and improve

Kanban Board

SKP board

Release ▾   ⋯

4 Backlog   **1** Selected for Development   **2** In Progress   Max 1   **3** Done

▾ Expedite   2 issues

Kanban cards represent work items >> Click the "SKP-1" link at the top of this card to show the Detail view - there's more on Kanban in the 'Description' section

☑ ↑   SKP-1

Kanban boards are often divided into streams of work, aka Swimlanes. By default, Kanban boards include an "Expedite" swimlane for items marked with the highest priority (like this one)

☑ ↑   SKP-2

▾ Everything Else   8 issues

Add work items with "+ Create Issue" at the top right of the screen >> Try adding a new card now

▣ ↑   SKP-3

Work items are ranked in priority order (from top to bottom) >> Try dragging this card over the card below to rank its priority lower

▣ ↑ ••••   SKP-4

Work items flow through different stages from left to right >> Try dragging this card to "Selected for Development"

▣ ↑ ••••   SKP-5

Work In Progress (WIP) limits highlight delays. This column's limit is 1...

▣ ↑ ••   SKP-6

... so 2 work items violate the limit and cause the column to be highlighted

▣ ↑ ••   SKP-7

Filters at the top of the board allow you to quickly cut down the shown items >> Try clicking the "Recently Updated" to hide work items not updated in the past day

▣ ↑   SKP-8

As teams develop with Kanban they get better at reducing average resolution time (aka Cycle time). The Control Chart in the Reports shows this information

▣ ↑ ••   SKP-9

Instructions for deleting this sample board and project are in the description for this issue >> Click the "SKP-10" link and read the description tab of the detail view for more

▣ ↑ ••   SKP-10

Examples:
Scrum vs Kanban

- ✓ Scrum: Use for projects with defined features
- ✓ Kanban: Use for support, unpredictable development