

A Practical Agile Project Management JIRA Tool

By PMFASTRICK®

**A Practical Guide to JIRA Tool
v.0.1**





- Name
- Experience
- Current Organization
- Expectation from Training



- Name
- Teaching Experience
- Industry Experience



Introduction to JIRA Tool

Chapter – 1

JIRA Basics

PMFASTRICK® Learning Space



Project Type

Issue type

Field & Relationships

Scrum SDLC

Enable Forum to discuss

- Created by Atlassian Company
- Visit <https://www.atlassian.com>
- Total 11 Products
 - **JIRA Software: Plan, Track & Release software**
 - JIRA Service Desk: Support in incident tracking
 - JIRA Core: Marketing + Operations + HR + Legal + Finance
 - Confluence: organizing documents (Similar to Wiki)
 - HipChat: Share ideas & chats, group chat rooms
 - Bamboo: Continuous Integration, Deployment & Release Management
 - Clover: Test optimization
 - FishEye: Search / monitor source repository
 - Crucible: Code quality / Code Review

Project Type

Create project

[View Marketplace Workflows](#)

<> SOFTWARE



Scrum software development

Agile development with a board, sprints and stories. Connects with source and build tools.



Kanban software development

Optimise development flow with a board. Connects with source and build tools.



Basic software development

Track development tasks and bugs. Connects with source and build tools.

≡ BUSINESS



Project management

Plan, track and report on all of your work within a project.



Task management

Quickly organize and assign simple tasks for you and your team.



Process management

Track all the work activity as it transitions through a streamlined process.



...















WEBDESIGN board

WEBDESIG Sprint 5

Backlog Management, with Version, EPIC & Stories

🕒 0 days remaining [Complete Sprint](#)

Board ▾



QUICK FILTERS: [Only My Issues](#) [Recently Updated](#)


To Do


In Progress

Testing


Completed

Accepted


 DEV-57

 Create ONLINE COURSE page similar to training

PMFGLOBAL





13


 DEV-67

 Error: Text change for IPAD


PMFGLOBAL




 DEV-71


 Error: Subscribe Updates is not working

PMFGLOBAL




5


 DEV-69


 Search Box at TOP Header

PMFGLOBAL




8


 DEV-40


 Create a Training Features page

PMFGLOBAL




5

 DEV-54

 Remove Effects when highlighted over images

PMFGLOBAL



3

Project Type : Kanban Software Development

KSD board

Kanban board

Board ▾

QUICK FILTERS: **Only My Issues** Recently Updated

1 Backlog

KSD-1

Design Development Framework

1 Selected for Development

KSD-2

Populating Wireframe details

EPIC - Design Framework

1 In Progress Max 1

KSD-4

Minimize Loading page time

EPIC - Design Framework

1 Done Release...

KSD-3

Test Stubs

EPIC - Design Framework

No Backlog Management, No Version, Only the Kanban Flow & Flow Items



When to use Kanban?

- Ongoing Support projects
- When more focus on flow

Benefits

- Manage waiting time between tasks
- Manage WIP limits
- Less time in task switching
- Best optimizing waiting time

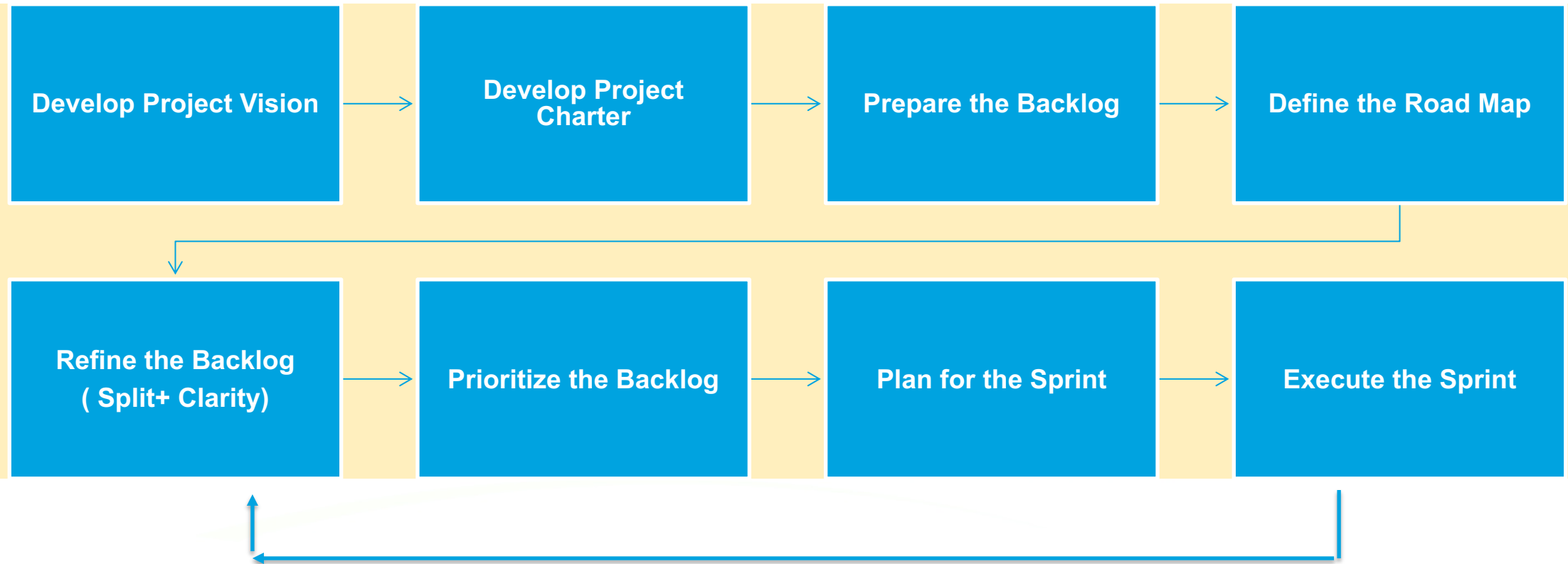
When to Use Scrum?

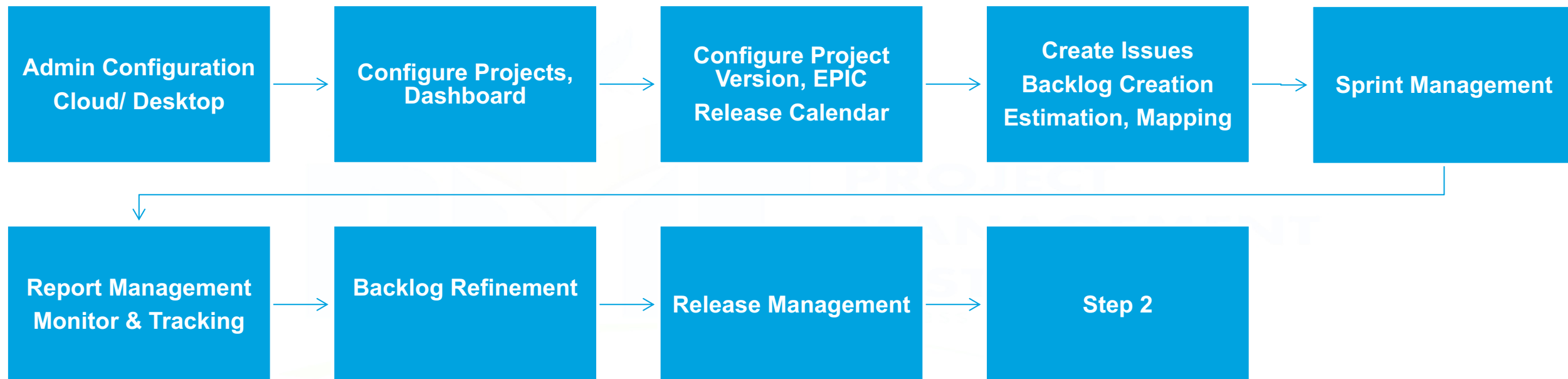
- Active development Project
- Development with release calendar

Benefits

- Manage Iteration & Planning
- Track release, sprint progress
- Better forecast

Agile Product Development Life Cycle







“Timebox is a short span of time. Time boxing is setting a fixed time limit to overall scrum ceremonies and letting other characteristics such as scope vary. It maximizes the benefit by delivering a product increment in a Fixed Time frame with a Fixed Capacity (team)”

“A single container, A wish-list, which holds all prioritized user requirements and get refined continuously to fulfil the product vision is called Product Backlog. Every single item list called as Product Backlog Item”

User requirements
+
Supporting needs
+
Enablers

Different Forms of PBI

- User Stories / FRs
- Defects
- NFR's
- Risks
- Technical Debt
- Change Request
- Business Need
- Spike

Three Parts (3 C's Ron Jefferies)

- **Card:** Stories are written on an index card, with estimates & notes
- **Conversation:** Detailed are explored during conversation with PO
- **Confirmation:** Based on acceptance tests written for a user story

Bill Wake's: INVEST Model

I – Independent
N – Negotiable
V – Valuable
E – Estimable
S – Small Enough
T - Testable

"As a <role>, I want <goal/desire> so that <benefit/ Impact>"

As a

< Who wants this piece of functionality >

I want

< What the user wants >

So that

< Why the user wants it >

Story 1 Example:

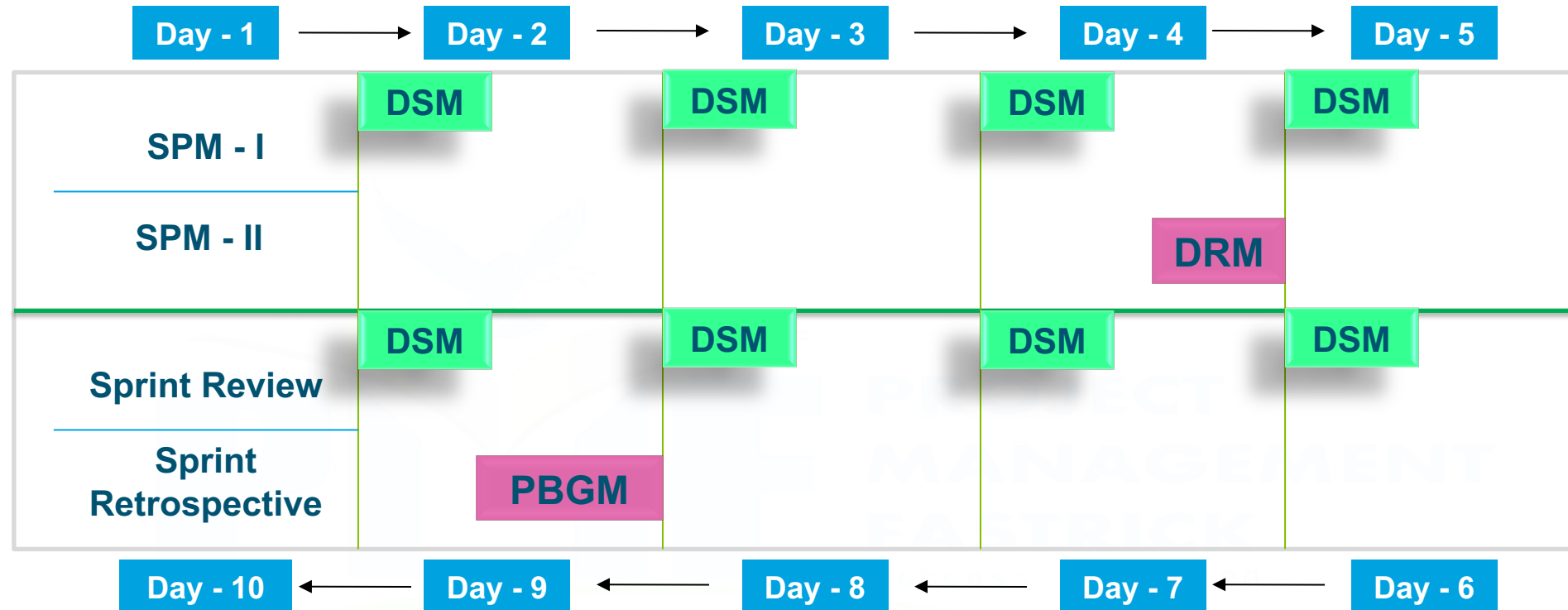
As a librarian, I want to be able to search for books by publication year so that I can easily track specific books.

Story 2 Example:

As an employee, I want to purchase a parking pass so that I can park my vehicle safely in the basement and save money.

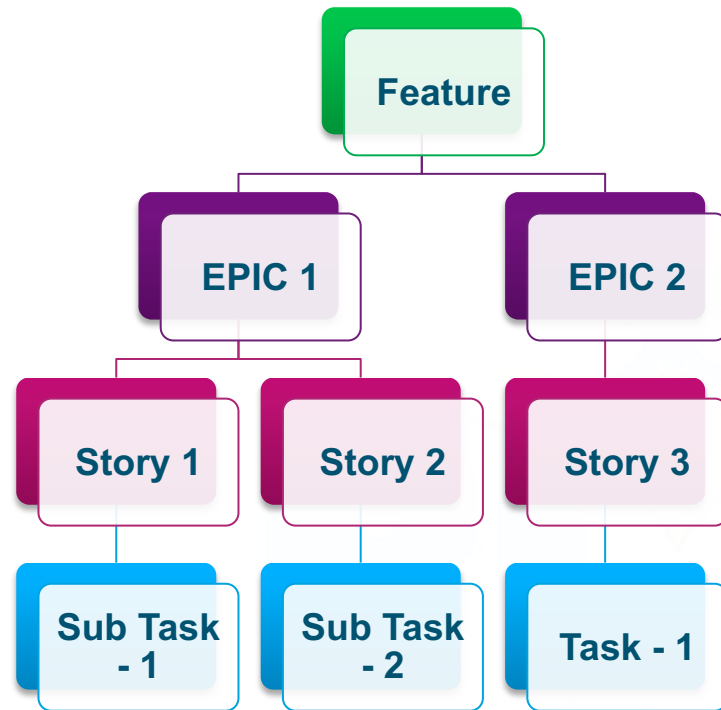
- Improved Control with an **appropriate** lowest level of time boxing.
- Realistic Commitments: Team commits on **what and how much** functionality can be delivered in a time box based on **current capacity**.
- Team get more **focus** on the goal for that short period of time box.
- **Time remaining** helps team member focus on **remaining task**.
- Frequent Inspection & Adaption for every time box helps you **avoiding the waste**.

Sprint Inside - 2 Week Example



DSM : Daily Standup Meeting
 SPM I : Sprint Planning Meeting first part
 SPM II : Sprint Planning Meeting second part

DRM : Dependency Review Meeting
 PBGM: Product Backlog Grooming Meeting



Theme:

A set of related user stories that may be combined together and treated as a single entity for either estimating or release planning.

Epic:

Large user stories which may span across multiple sprint, with lower priority. They are too big to implement in a single iteration and therefore they need to be broken down into smaller user stories at some point

Issue Types

Epic

When to use

- High-level organizational tool
- Measuring progress for a feature set

Ticket Types

Story

When to use

- Define a single feature to be implemented in the system.

Issue Type:

Ticket Types Improvement	Ticket Types New Feature	Ticket Types Bug	Ticket Types Task/Technical Task
<div>When to use</div> <ul style="list-style-type: none"> Minor enhancements or adjustments to existing functionality. Small system tweaks of existing functionality. <div>When not to use</div> <ul style="list-style-type: none"> To add new functionality. 	<div>When to use</div> <ul style="list-style-type: none"> Tracking requests for new features or functionality. <div>When not to use</div> <ul style="list-style-type: none"> To assign development work. 	<div>When to use</div> <ul style="list-style-type: none"> Tracking defects in the system. Includes both internal QA issues and end-user reported issues. <div>When not to use</div> <ul style="list-style-type: none"> For changes/enhancements to the system. 	<div>When to use</div> <ul style="list-style-type: none"> Non-development activities Spikes/Research activities <div>When not to use</div> <ul style="list-style-type: none"> On anything that will directly impact the system.



Estimating size with story points **Story Points** are a unit of measure for expressing the overall size of a user story, feature, or other piece of work The number of story points associated with a story represents the overall size of the story.

**SIZE + EFFORT + COMPLEXITY + TIME +
DEPENDENCIES**

Any Questions?



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