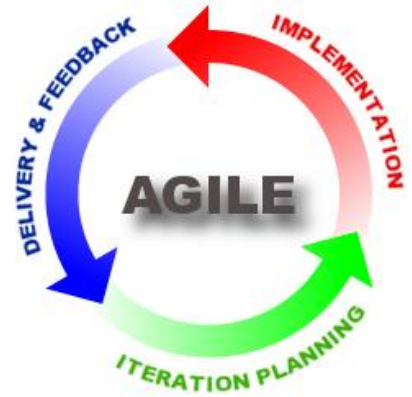# AGILE & JIRA CONCEPTS

AGILE PRINCIPLES

- Iterative development

- Adaptive to changing requirements

- Frequent delivery

- Close collaboration between cross-functional teams
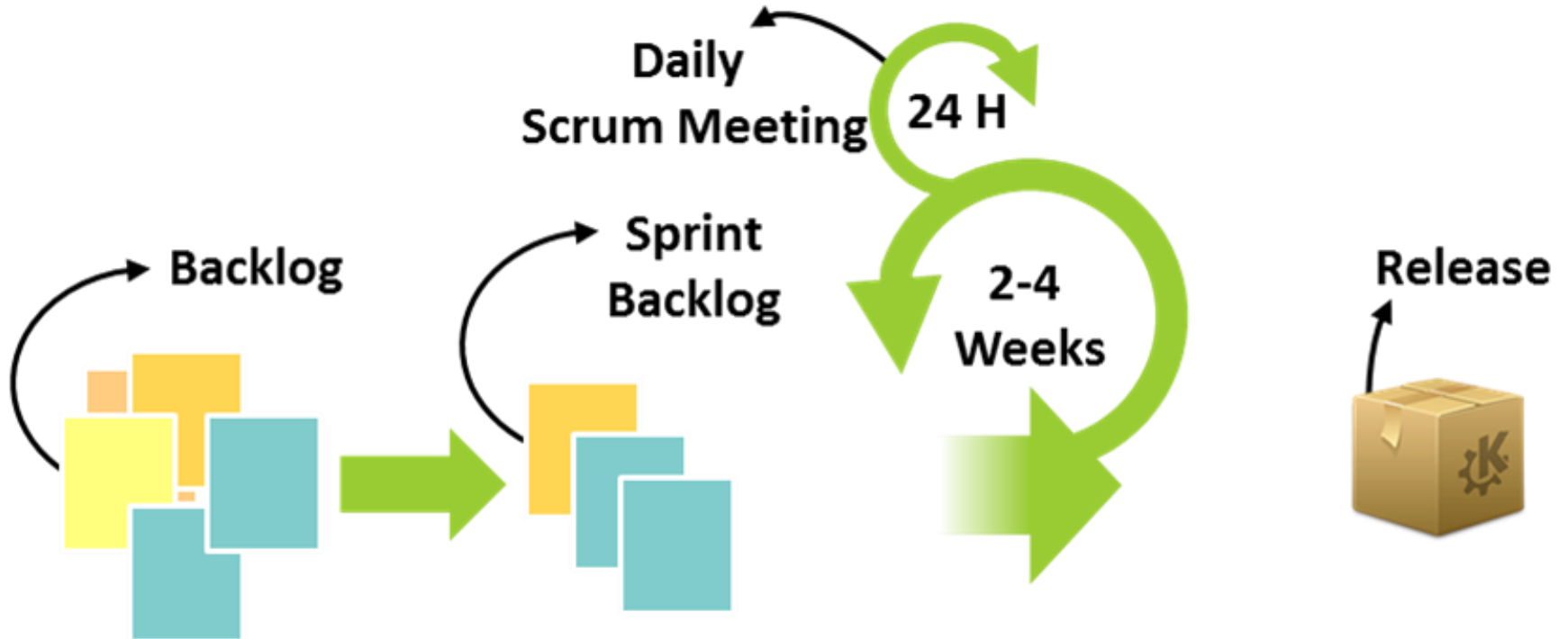
- SCRUM and Kanban methodologies

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

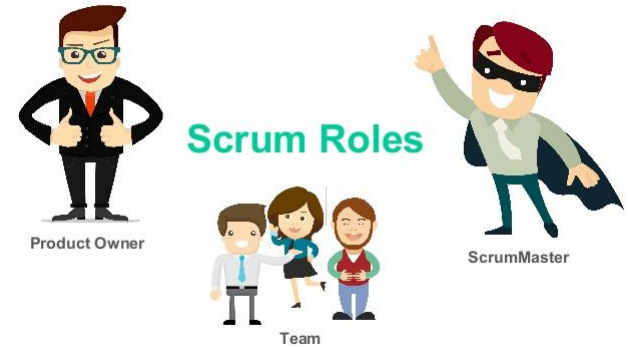- Development is performed in short cycles, known as Sprints

SCRUM FLOW

Backlog

Sprint Backlog

Daily Scrum Meeting

24 H

2-4 Weeks

Release

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

5 days remaining Complete sprint

Only My Issues   Recently Updated

TO DO	IN PROGRESS	DONE

▼ ☑ SSPA-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)

closed >> Drag this task to "Done" too

SSPA-12

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

SSPA-11

▼ Other Issues 5 issues

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

SSPA-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   SSPA-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   SSPA-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   SSPA-16
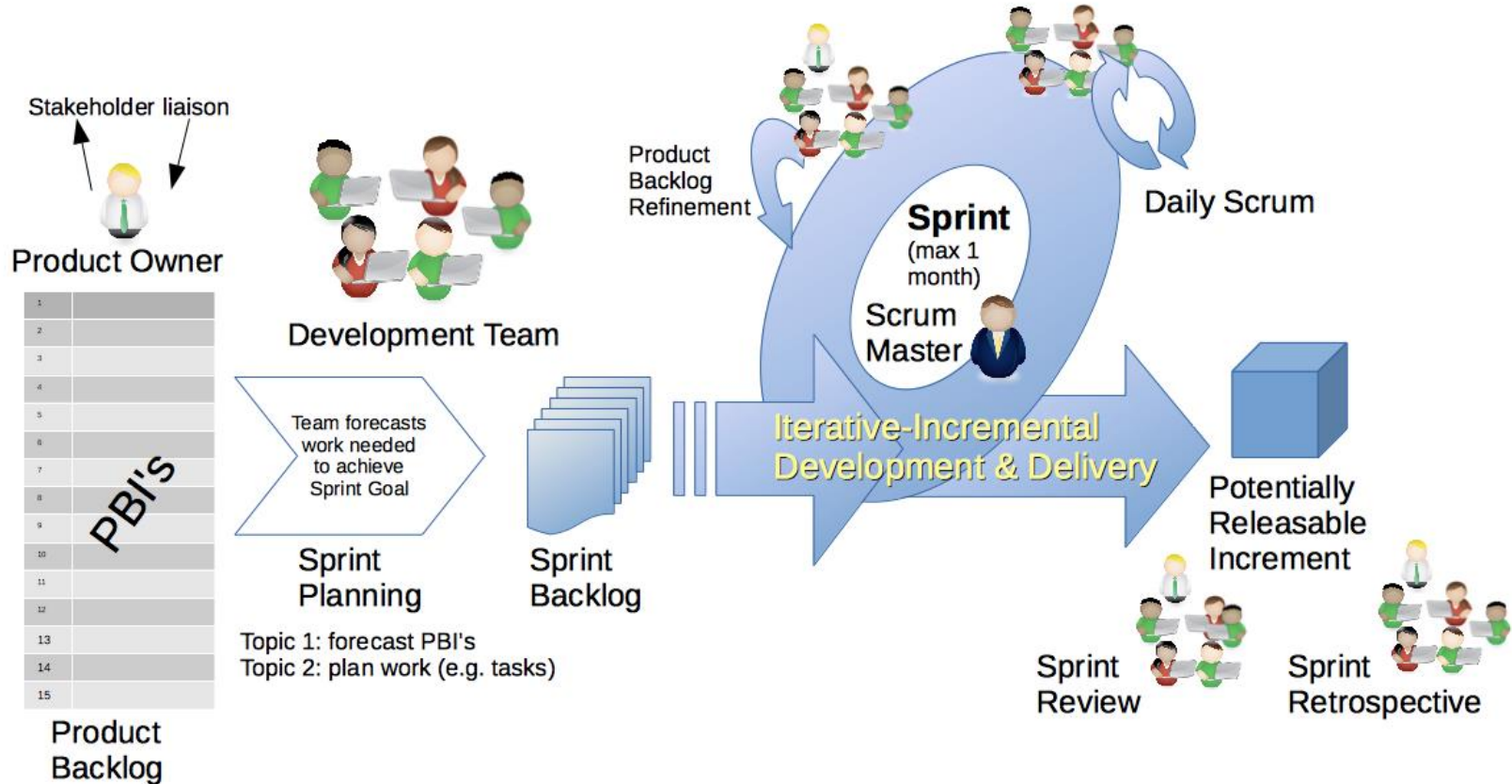
KANBAN

- 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

Kanban board

Release

Only My Issues   Recently Updated

BACKLOG 4

Kanban cards represent work items >> Click the "SKPA-1" link at the top of this card to show

SKPA-1

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

SKPA-3

Work items are ranked in priority order (from top to bottom) >> Try dragging this

SKPA-4

SELECTED FOR DEVELOPMENT 1

Kanban boards are often divided into streams of work, aka Swimlanes. By default,

SKPA-2

IN PROGRESS 2   Max 1

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

SKPA-6

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

SKPA-7

DONE 3

Filters at the top of the board allow you to quickly cut down the shown items >> Try clicking

SKPA-8

As teams develop with Kanban they get better at reducing average resolution time (aka

SKPA-9

Instructions for deleting this sample board and project are in the description for this issue >>

SKPA-10

EXAMPLES: SCRUM VS KANBAN

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