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EXPERT SOLUTIONS FOR .NET DEVELOPERS

ROCK YOUR CODE TOUR · 2017 | CHICAGO

Professional Scrum Development Using Visual Studio 2017

PSD

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About Me

- From Boise, Idaho, USA
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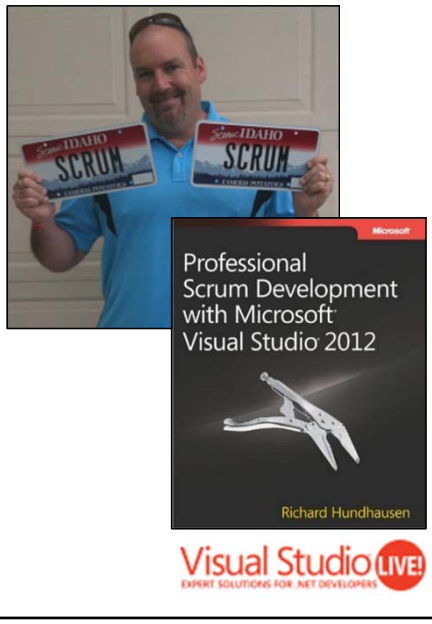


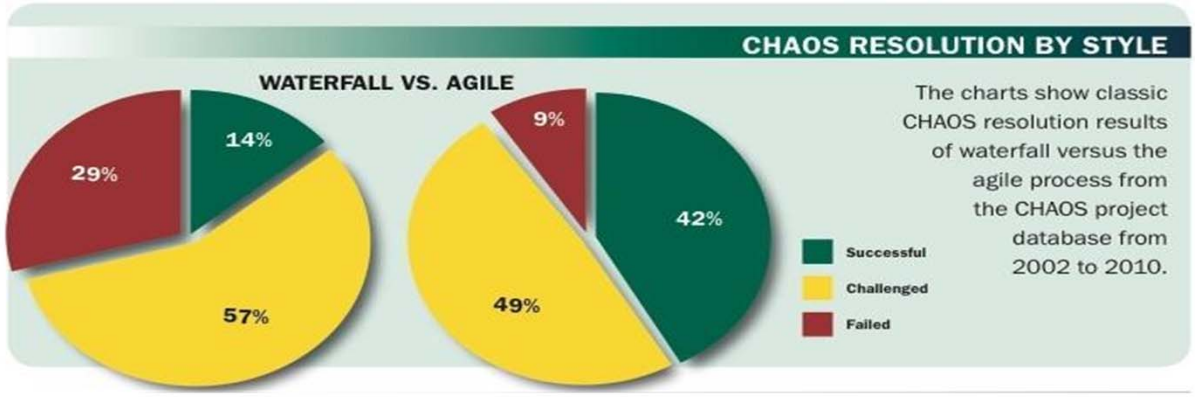
Session Backlog

- Why Scrum and what is it anyway?
- How Visual Studio supports Scrum
- Setting up a Scrum team project
- Planning and managing work

"We need to figure out a way to deliver software so fast that our customers don't have time to change their minds."

- Mary Poppendieck

The Process Wars Are Over: Agile Won



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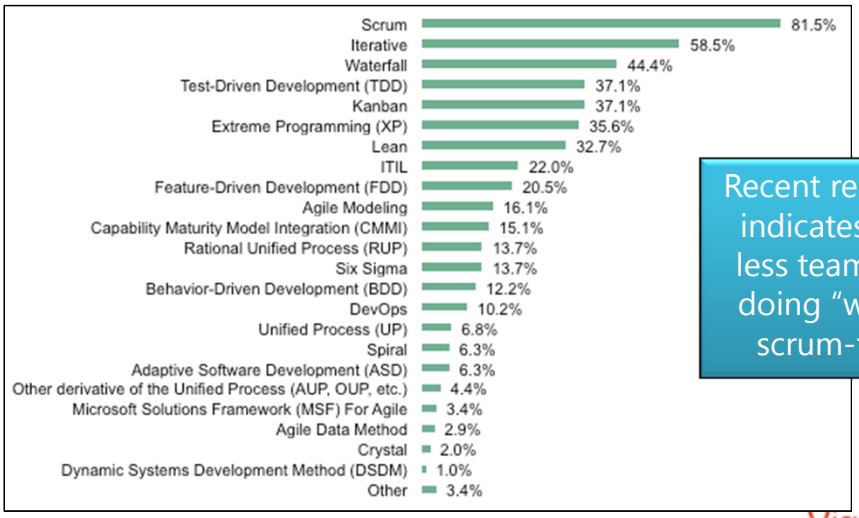
And By Agile, I Mean Scrum



Recent research indicates that less teams are doing "water-scrum-fall".

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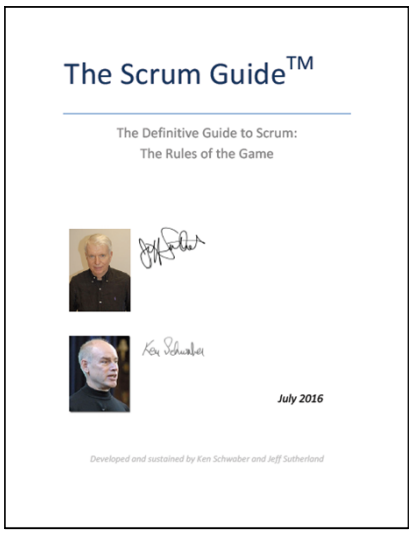
What is Scrum?

Scrum is a framework within which people can address complex problems, and productively and creatively deliver products of the highest possible value.



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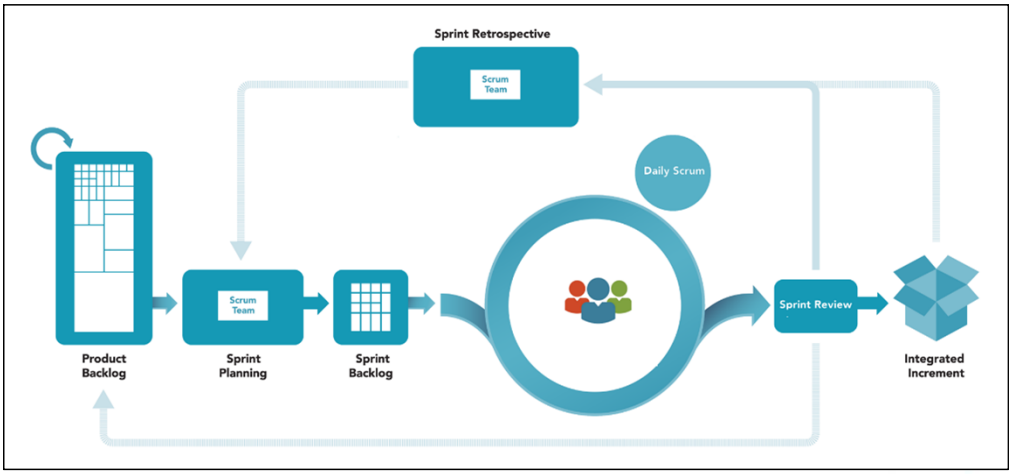
Scrum in 60 Seconds



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The Product Backlog

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Set Up a New Product

- Create the team project
  - Use the Visual Studio Scrum process
  - Consider using the *Professional Scrum* variation
- Configure security groups and permissions
- Configure version control and add files
  - Don't create branches unless and until they are necessary
- Setup dashboard (DoD, DoR, etc.)
- Setup work item areas and iterations (sprints)
- Migrate/create work items for the Product Backlog

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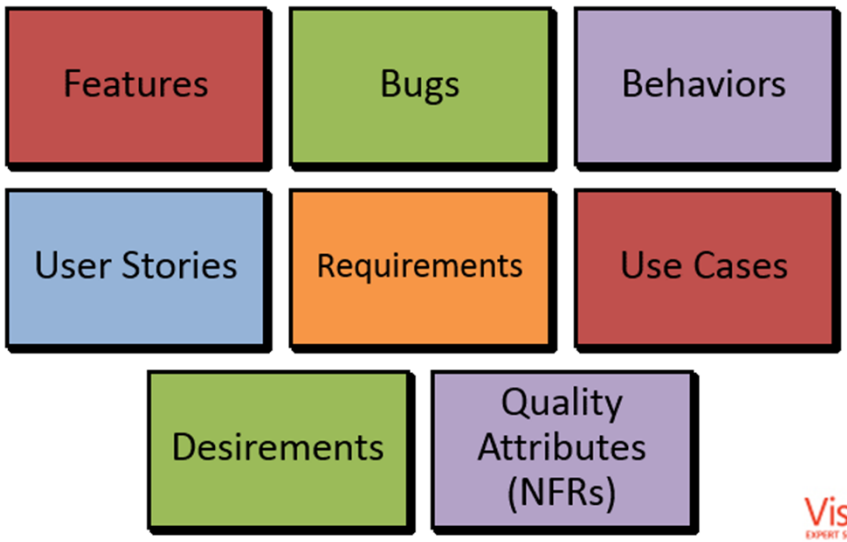
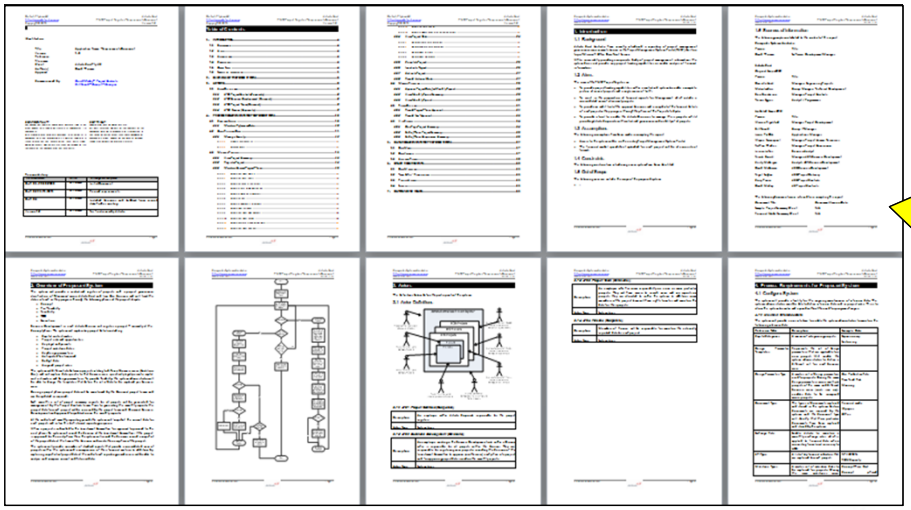
Refine the Product Backlog

- Refine the Product Backlog regularly
  - Ready items should be adequately described, estimated, and ordered (a.k.a. “ready”)
- The Product Owner is responsible for the Product Backlog content
  - The Development Team estimates the size/effort

Valid Product Backlog Items



But Not This ...



Who's going to read this stuff?

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Enter the User Story

- Represents a user's need
- Planning item
- Incomplete by design
- Mechanism for deferring the conversation

Twitter Feed

As a visitor to the home page,

I want to see recent tweets,

So that I can find a sweet deal

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The Sprint

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Planning a Sprint

- Ensure that the sprint iteration node exists
- Modify the *Current Sprint* queries
  - Or use *@CurrentIteration*
- Review your team's velocity
- Edit the PBI work items being forecasted
  - Set the Iteration Path (drag and drop works)
  - Set the State to *Committed*
- Create and link initial task/test case work items

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Sprinting

- Create and link task/test case work items as needed
- Take ownership of tasks from the Sprint Backlog
  - Update State and Remaining Work estimates at least daily
- Complete work according to your team's DoD
- Create and manage Impediment work items as needed
  - Better to remove impediments than manage them!
- Assess progress (via boards, charts, conversation)
- Refine the Product Backlog when appropriate

Completing a Sprint

- Set the State of the PBI to Done
  - This can be done at any time during the Sprint
  - This can be done by anyone on the Scrum Team
- Update or split PBI work items for any undone work or new work identified during Sprint Review
- Capture the Sprint Retrospective feedback
  - Dashboard widgets work well for this

The Sprints Ahead

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Getting Done

- Done is the state when a PBI becomes “releasable”
- A PBI is done when
  - It is fit for purpose
  - Meets the Product Owner’s acceptance criteria
  - Accepted by the Product Owner
  - Meets the Development Team’s DoD
- Cutting quality to get “Done” is not an option
  - The DoD is there for a reason: To keep quality high
  - The Development Team’s forecasts will improve over time

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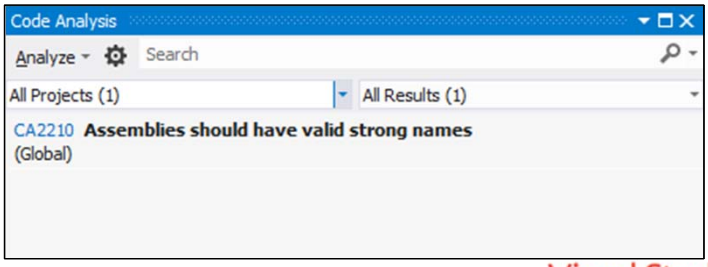
Handing Undone Work

- Undone work is a reality
- Handling undone work
  - Don't release or review/demo undone work
  - Move PBIs back to the Product Backlog
- Over time, the Development Team will improve
  - Better estimation and planning will emerge
- Swarming/single-piece flow can reduce the risk

What Would You Do?

Your Development Team believes that they have met their Sprint Goal and the Product Owner is quite happy with the functionality. One of the PBIs wasn't completed according to your Definition of Done, however. It seems that a Code Analysis warning remains:



Don't Be Flaccid

- In 2009, Martin Fowler described "flaccid Scrum"
  - http://martinfowler.com/bliki/FlaccidScrum.html
  - a.k.a. "Zombie Scrum", "Mechanical Scrum", "ScrumBut"
  - Teams were using the nouns, but not doing the verbs
- Flaccid Scrum Teams believe in magic
  - And so do their customers
- Scrum is not a "silver bullet"

Don't Change Scrum

- Scrum is just a set of rules put forth in the Scrum Guide
  - This makes it comparable to the game of chess
  - You can use Scrum according to its rules, or you can cheat
  - Cheating only provides short-term "wins"
  - Improving as a team only occurs if you play within Scrum's rules
- Every Scrum role, rule, and event is designed to provide the desired benefits and address predictable recurring problems

A Roadmap to Consider

- Adopt Scrum
  - Keep improving how you play the game
- Use Visual Studio to plan and track your work
- Assemble your Product Backlog
- Work with Development Teams to size the items
- Refine the Product Backlog regularly
- Build, Release, Profit
- Repeat

Done();

(thank you)

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