Building Blocks of Agile

Make your deadlines, finish in your budget, and build a team that works together

David Leonard (@davidleonardii)
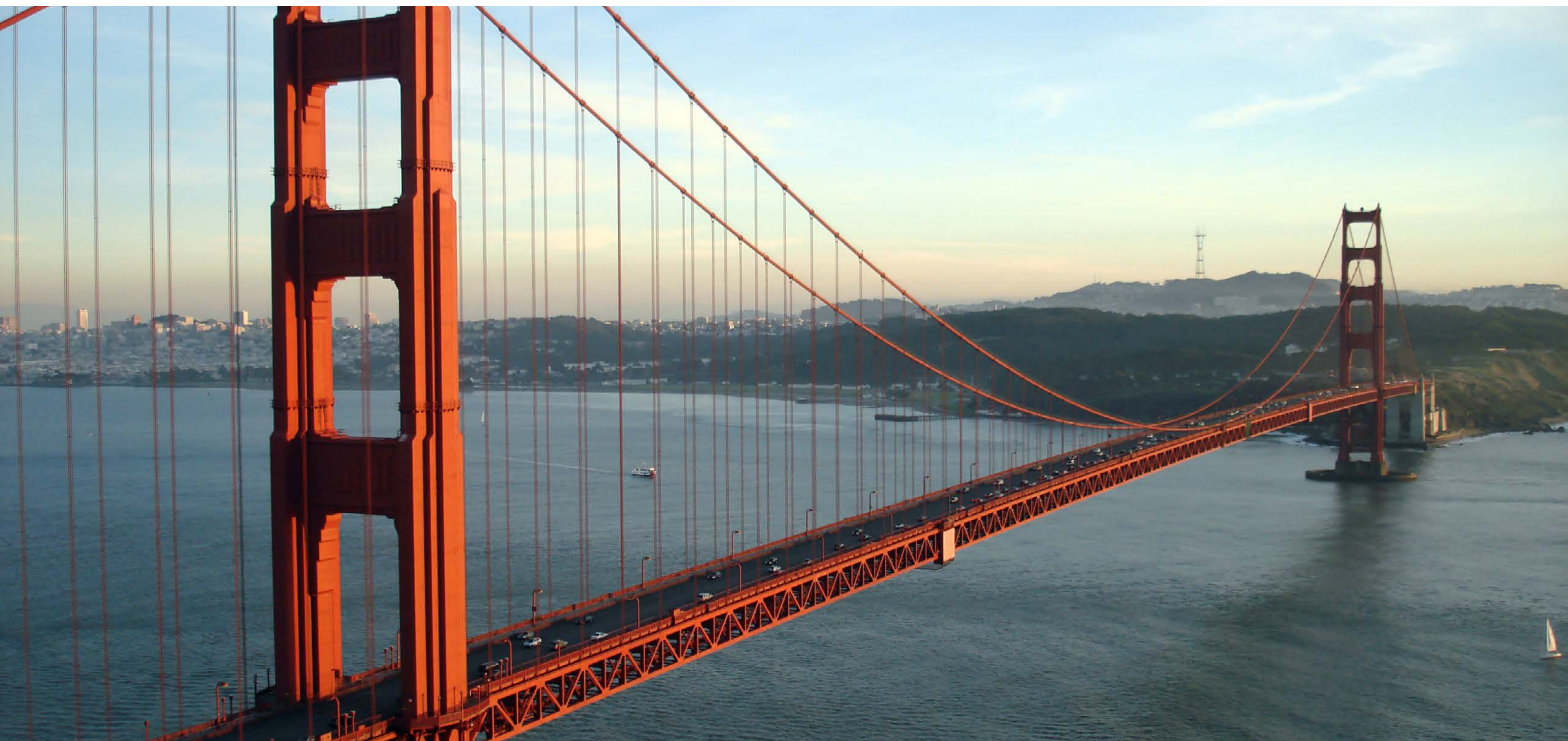Frontend Developer
Code for America

Amy Mok (@amymok)
Software Developer
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Waterfall Model

_ Sequential design process

_ Progress flows downward

_ Used in software development

_ Maps to making other things

REQUIREMENTS

DESIGN

IMPLEMENTATION
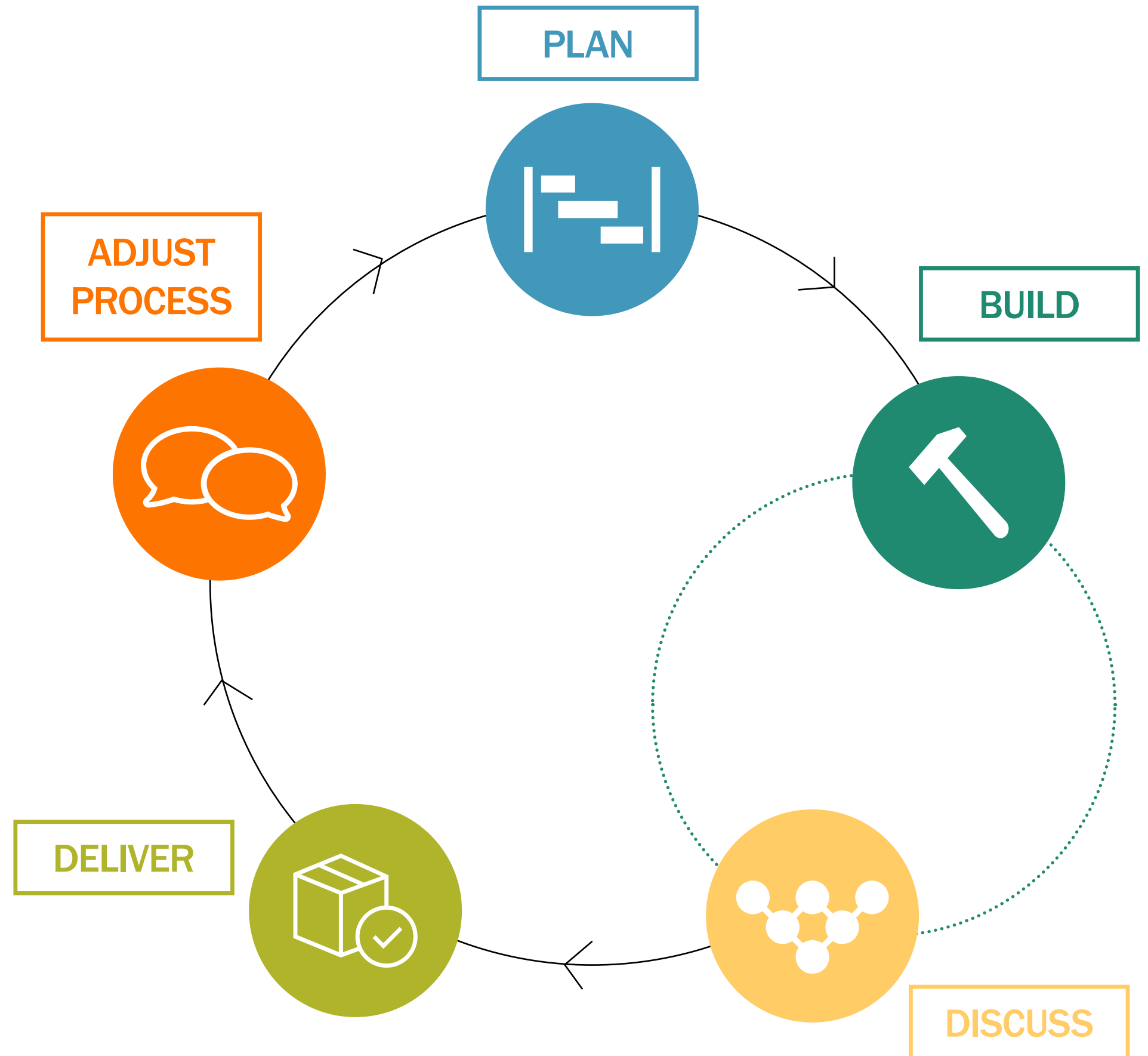
VERIFICATION

MAINTENANCE

Building Blocks of Agile
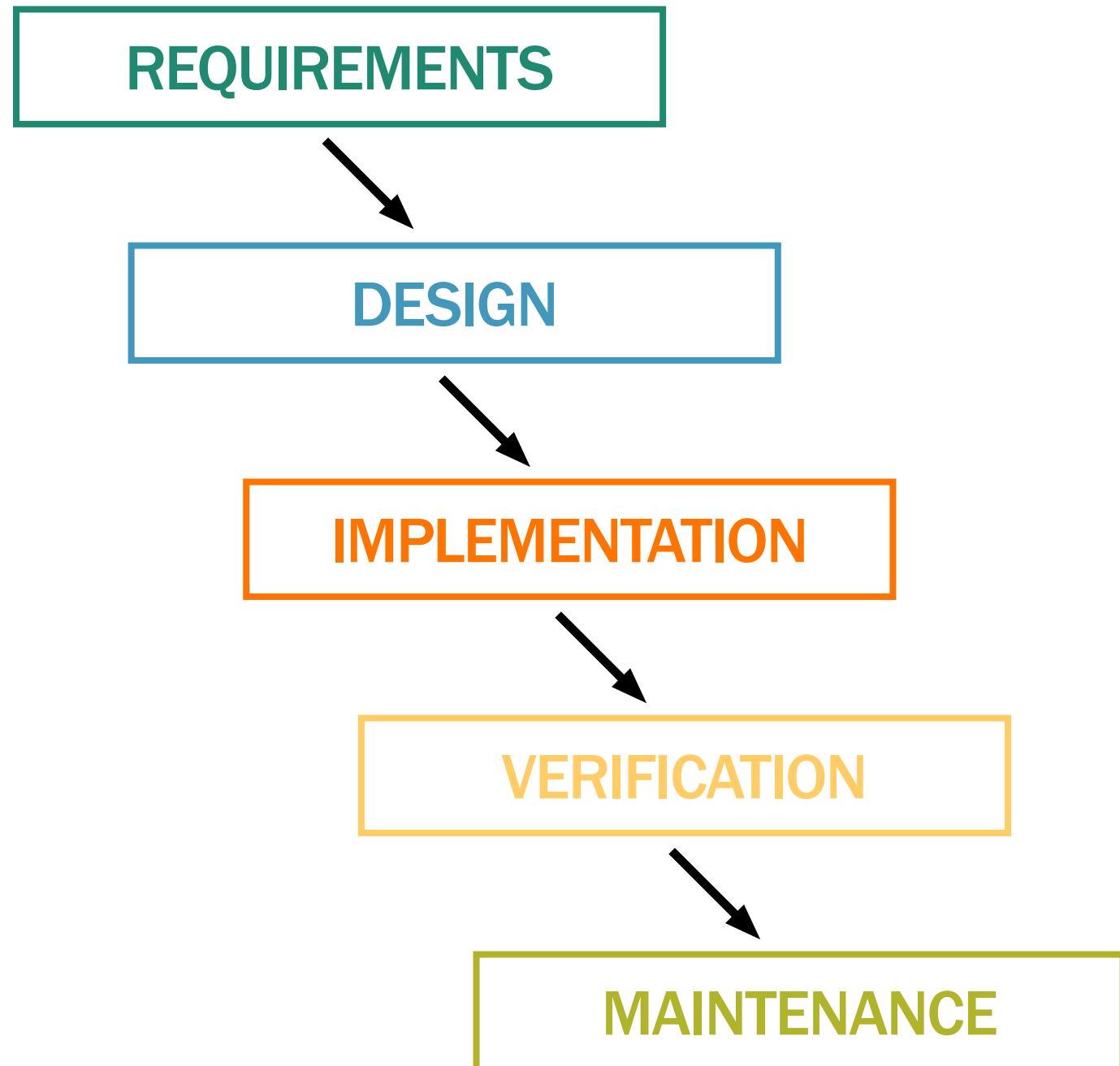
Like building a bridge...

Agile Model

_ Flexible cycle of steps

_ Embrace and respond to change

_ Mix and match for best results, pick what fits your needs

Building Blocks of Agile

PLAN

BUILD

DISCUSS

DELIVER

ADJUST PROCESS

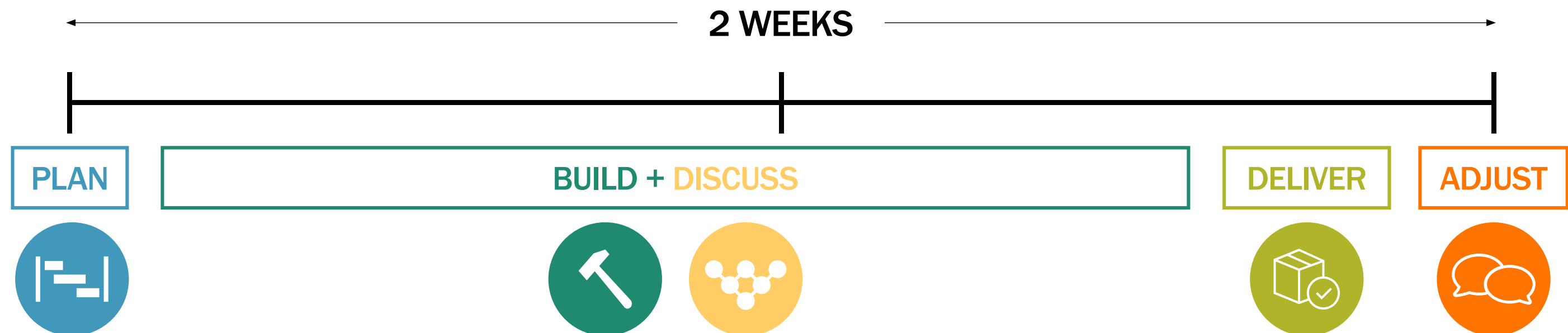| Waterfall	Agile
SCOPE	_ Full scopes are known at the beginning of a project	_ Scope is flexible, focus instead on goal you want to accomplish
CUSTOMER	_ Customer is involved only in requirements and delivery phases	_ Customer is constantly involved and collaborated with
SCHEDULE	_ Tasks and deliverables are rigidly scheduled for project up front	_ Delivery date known up front, work is scoped in small chunks
CHANGES	_ Scope changes are slow and difficult to respond to	_ Scope can be adjusted based on needs from the customer

Using Agile

_ Divide work into time chunks, deliver working product at the end

_ Over communicate

_ Know your customer

_ Engage your team

_ Focus on output, not process

2 WEEKS

PLAN   BUILD + DISCUSS   DELIVER   ADJUST

Terms

_ User stories
_ Backlog
_ Sprint
_ Roles

Building Blocks of Agile

User stories

_ Like requirements, but from the perspective of the user
_ Describes what the user needs to accomplish
_ Format: "As a [user type] I need to [do this task] so I can [attain this goal]."

_ Ex: As a homeowner, I want to apply for a permit so I can get permission to add a new room on my home

Terms

_ User stories

_ Backlog

_ Sprint

_ Roles

Backlog

_ A list of user stories

_ All together, this list describes the features in your end product

_ Prioritize and choose user stories to "solve" in each sprint

Building Blocks of Agile

Terms

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Sprint

_ A defined chunk of time where you work on user stories in your backlog
_ Ex: In a 2-week sprint, a team might finish 10 user stories
_ At the end of each sprint, you should have a real thing that helps users

Terms

_ User stories

_ Backlog

_ Sprint

_ Roles

Roles

_ <u>Customer:</u> Internal client or resident who needs something

_ <u>Product owner:</u> Liason between the customers and team building something

 ^ Translate customer needs into user stories

_ <u>Agile team:</u> The team that builds something to solve user needs

Building Blocks of Agile

You're the Agile Team

_ Your task:

Build a laptop stand with legos.

_ Customer:

User who needs more room on their desk to work
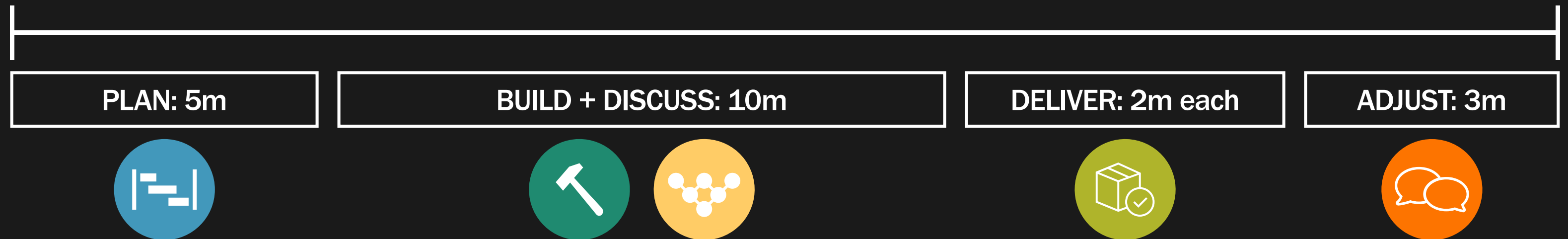
_ Product owner:

David and Amy, who talk to the customer

_ User stories:

^ As an office worker, I want a laptop stand so I can have more desk space

^ As a mobile office worker, I want my stand to be sturdy and not fragile so it doesn't fall apart when I move it

How It Will Work

PLAN: 5m

BUILD + DISCUSS: 10m

DELIVER: 2m each

ADJUST: 3m

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Thanks for coming

Slides and notes http://c4a.me/legos

And thanks to Zac Cohn and Dave Zvenyach from
18F for inspiring the legos exercise.

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