

YORGOS SASLIS
@GSASLIS
YORG@PROTONMAIL.COM



ANDY HOLDSWORTH
ASHOLDSWORTH@GMAIL.COM

FUN BEGINS

QUIZ

LET'S PLAY A GAME

— RAISE YOUR HAND IF YOU'VE BEEN THERE





SOFTWARE DEVELOPMENT EVERYDAY STORY #1

HOW MUCH

DOES IT COST ?



SOFTWARE DEVELOPMENT EVERYDAY STORY #2

WHEN

IS IT GOING TO BE READY?

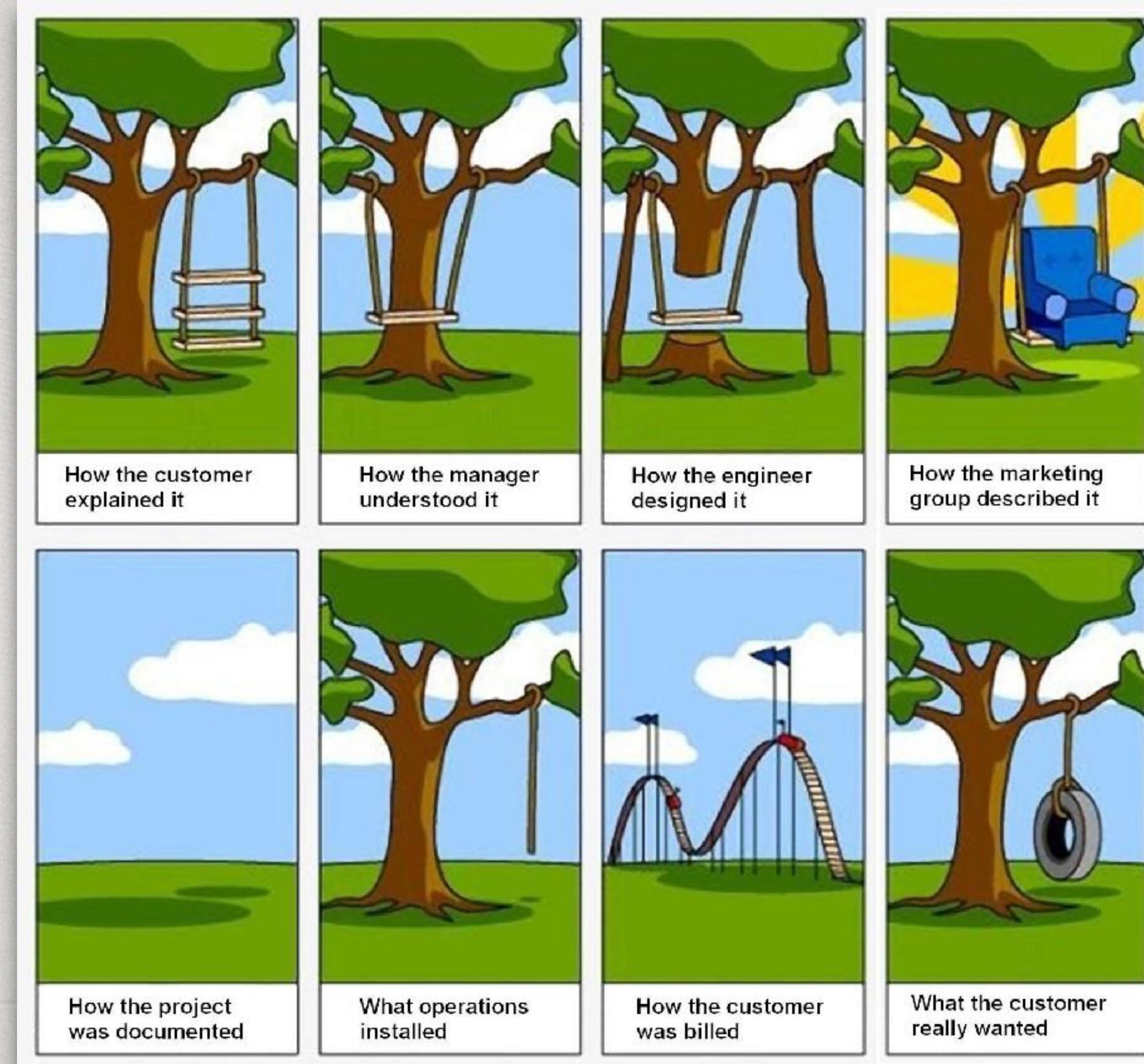


SOFTWARE DEVELOPMENT EVERYDAY STORY #3

D: IT'S READY!

EEERRRMM... THAT'S NOT EXACTLY WHAT I MEANT...

SOFTWARE DEVELOPMENT EVERYDAY STORY #3.1



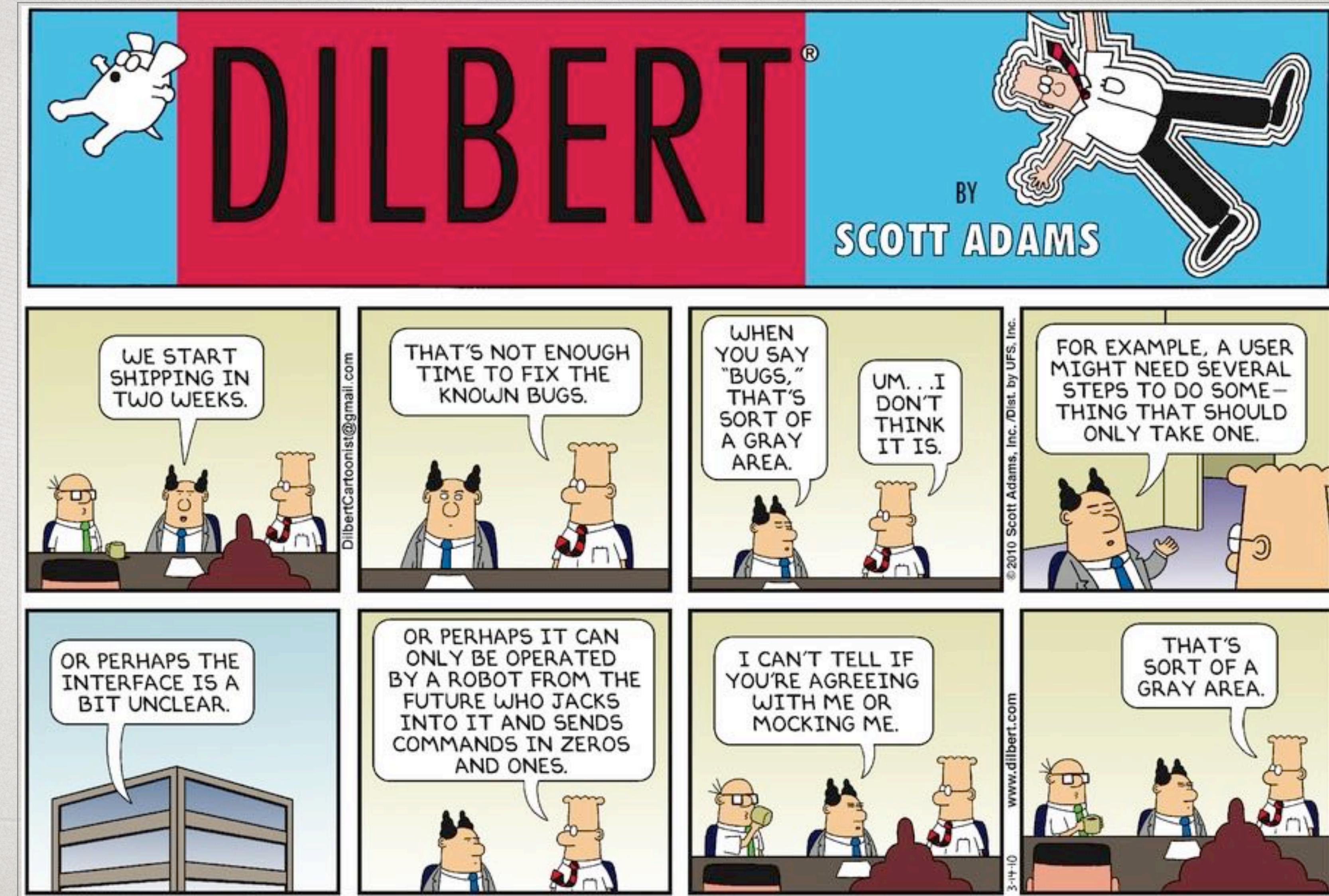
SOFTWARE DEVELOPMENT EVERYDAY STORY #3.2



SOFTWARE DEVELOPMENT EVERYDAY STORY #4

NO

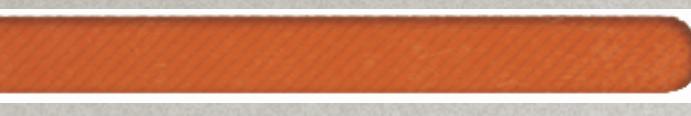
TIME TO WRITE TESTS



So WHAT?

AGILE

SOFTWARE DEVELOPMENT MANIFESTO



MANIFESTO FOR AGILE SOFTWARE DEVELOPMENT (1/2)

WE ARE UNCOVERING BETTER WAYS OF DEVELOPING SOFTWARE BY DOING IT AND HELPING OTHERS DO IT.
THROUGH THIS WORK WE HAVE COME TO VALUE:

INDIVIDUALS AND INTERACTIONS OVER PROCESSES AND TOOLS
WORKING SOFTWARE OVER COMPREHENSIVE DOCUMENTATION
CUSTOMER COLLABORATION OVER CONTRACT NEGOTIATION
RESPONDING TO CHANGE OVER FOLLOWING A PLAN

THAT IS, WHILE THERE IS VALUE IN THE ITEMS ON THE RIGHT, WE VALUE THE ITEMS ON THE LEFT MORE.



MANIFESTO FOR Agile SOFTWARE DEVELOPMENT (2/2)

KENT BECK

MIKE BEEDLE

ARIE VAN BENNEKUM

ALISTAIR COCKBURN

WARD CUNNINGHAM

MARTIN FOWLER

JAMES GRENNING

JIM HIGHSMITH

ANDREW HUNT

RON JEFFRIES

JON KERN

BRIAN MARICK

ROBERT C. MARTIN

STEVE MELLOR

KEN SCHWABER

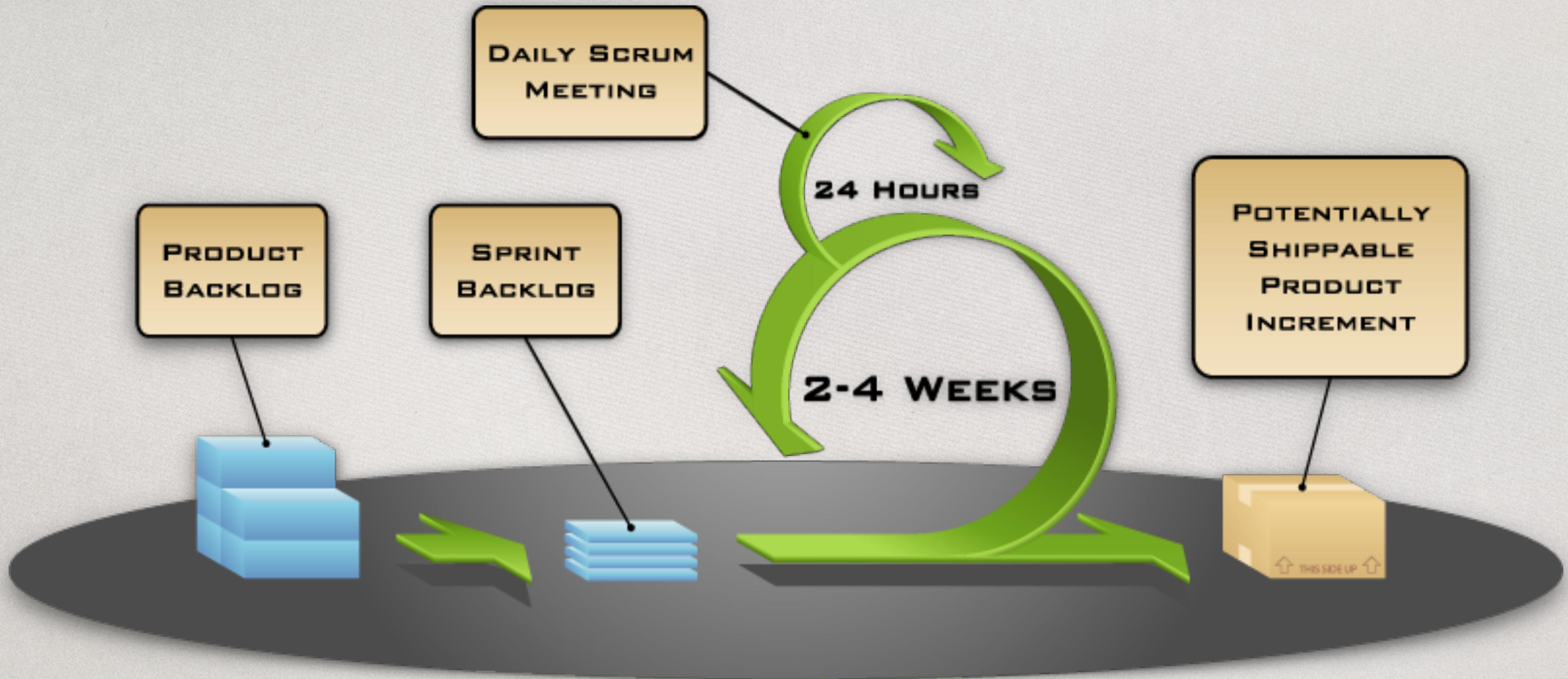
JEFF SUTHERLAND

DAVE THOMAS

BUT How?

“AGILE”
METHODOLOGIES

SCRUM



SCRUM HIGHLIGHTS

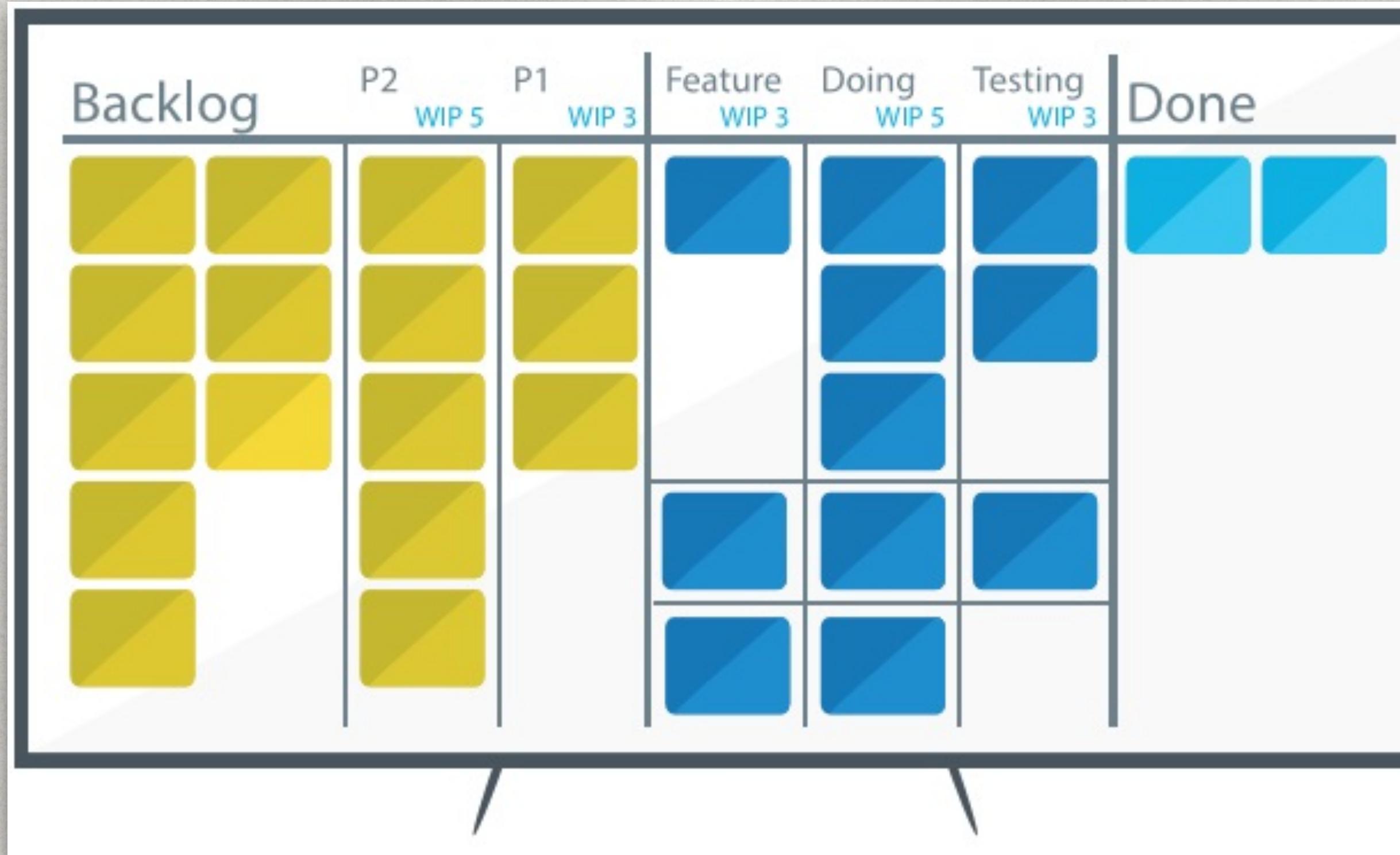
SPRINT REVIEW (DEMO)



SPRINT RETROSPECTIVE



KANBAN



TODO - DOING - DONE

MORE LAID BACK

ADAPTABLE

LESS PROCESSES AND ROLES

LACKS DESCRIPTIVENESS

YOU CAN WITH KANBAN

- CREATE YOUR BOARD AND ANALYZE YOUR PROCESSES
- ADD WORK-IN-PROGRESS LIMITS
- PRIORITIZE TASKS
- DAILY MEETINGS
- REVIEW AND PROGRESS REPORTS
- RE-PLAN AND RE-EVALUATE
- PRESENT WORK FOR FEEDBACK
- START SIMPLE AND ADD YOUR PROCESS COLUMNS TO REFLECT PROGRESS
- 1-3 WIP LIMITS PER TEAM MEMBER
- HIGHER TASK PRIORITY MEANS HEAVIER WIP LIMIT
- DON'T SKIP TASKS, FORCE THE TEAM TO LOOK FOR SOLUTIONS
- REVIEWS AND PLANNING MEETINGS ARE HELD WHEN THE TEAM FEELS IT HAS ADDED VALUE TO THE PROJECT



OTHERS

- **EXTREME PROGRAMMING (XP)**
- **SCRUMBAN**
- **SCRUM...BUT!**
- **SAFE**
- **NEXUS (SCALED SCRUM)**
- **AGILE PATH**

SPLIT INTO TEAMS (10 PPL - 10 MINS)

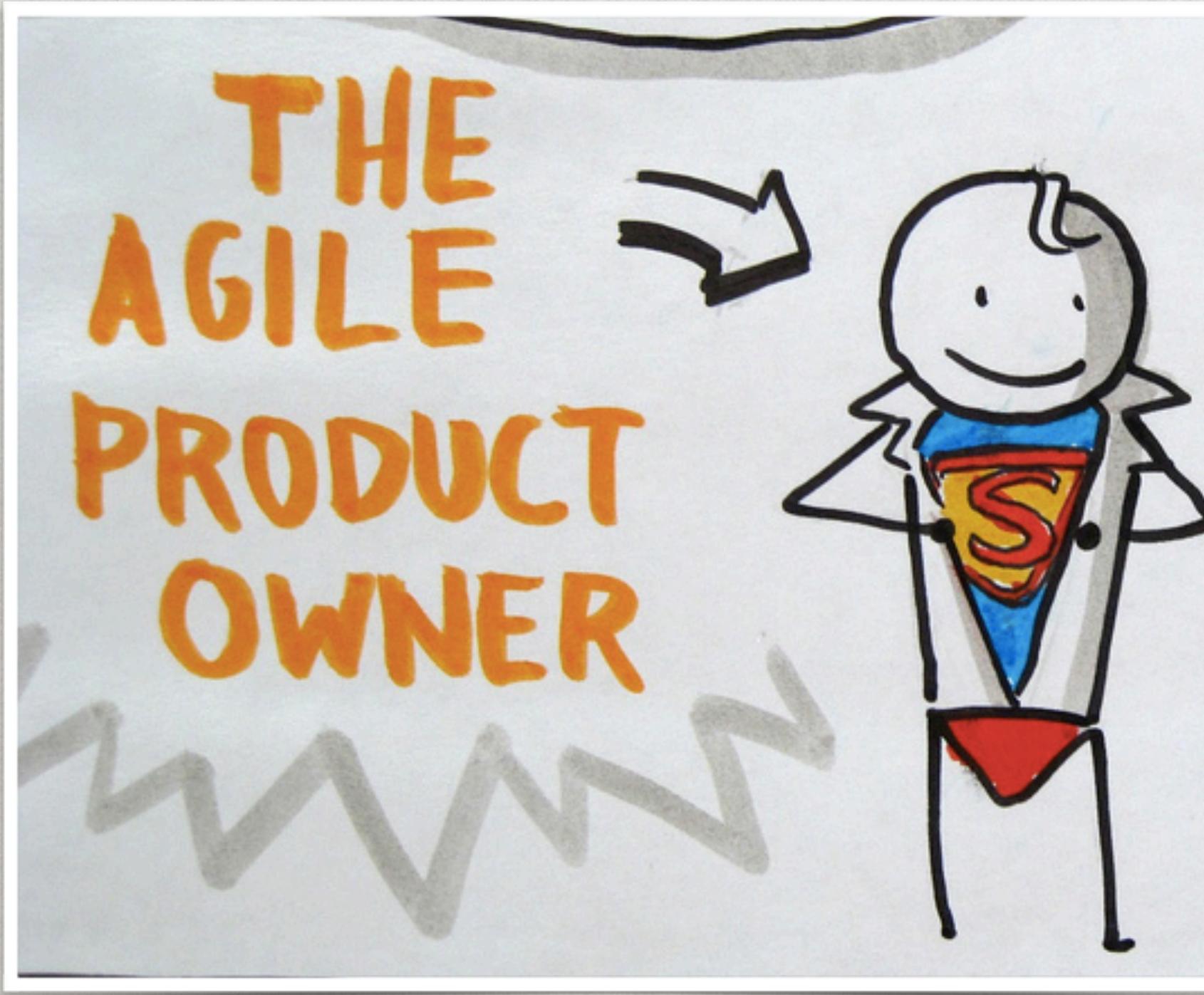
BREAK

WELL, NOT REALLY...



CHOOSE A PRODUCT OWNER (3 MINS)

BE THIS PERSON



NOT ALL PERKS...

- OUR GO-TO PERSON FOR QUESTIONS ABOUT PRODUCT
 - CATCH: MUST BE GENERALLY AVAILABLE
 - CATCH #2: MUST BE ONE PERSON
- OVERRULES PRODUCT DECISIONS
- DOESN'T GET MUCH OF A SAY IN "TECH" DECISIONS
- I.E. YOU DON'T GET TO SAY "HOW", JUST "WHAT"

TIPS

DON'T WORRY TOO MUCH ABOUT WHO THE PO IS, AS LONG AS IT'S ONE PERSON.

CREATING A PRODUCT BACKLOG (10 MINS)

RENOVATING YOUR FLAT



WHAT TO DO

- BUILD A LIST OF PRODUCT BACKLOG ITEMS
- WRITE EACH ITEM ON A POST-IT
- EACH TASK MUST HAVE
 - A TITLE
 - ANY OTHER NECESSARY INFO, IN BULLETS

TIPS

DON'T WORRY ABOUT MAKING THE LIST EXHAUSTIVE. JUST INCLUDE AS MUCH AS POSSIBLE.

Prioritizing the Product Backlog (10 mins)

ASSIGNING BUSINESS VALUE



WHAT TO DO

- PUT BACKLOG ITEMS IN ORDER
- NO 2 ITEMS CAN HAVE SAME PRIORITY
- NO CHEATING ON THIS (GIVING EQUAL PRIORITIES)
 - E.G. MERGING 2 ITEMS INTO 1 IS CHEATING
- TEAM IS INVITED TO DISCUSS, BUT, IN ANY CASE, PO'S DECISION IS FINAL
- MEANING S/HE CAN EVEN IGNORE OTHERS

TIPS

@PO: FOCUS ON WHAT'S MOST IMPORTANT FOR YOU AS THE FLAT OWNER, WHEN PRIORITIZING. FOCUS ON "PRODUCT" (I.E. THE FLAT).

FOR THE PURPOSES OF THIS WORKSHOP, YOU CAN CHOOSE TO IGNORE COST WHEN ASSIGNING BUSINESS VALUE.

ESTIMATING THE PRODUCT BACKLOG (10 MINS)

UNITS: FRUIT SIZES



WHAT TO DO

- ASSIGN A FRUIT TO EACH TASK
- FOR CONVENIENCE, USE STANDARD FRUIT:
 - WATERMELON,
 - MELON,
 - APPLE,
 - LEMON,
 - GRAPE

TIPS

TRY TO AVOID THINKING IN HOURS. ONLY RELEVANT SIZES ARE IMPORTANT AT THIS STAGE.

DEFINITION OF DONE (DoD) (10 MINS)

WHAT DID YOU MEAN BY “DONE”?

Definition of Done

- Implemented
- Committed to VCS
- Passes acceptance criteria
- automatic Unit tests for non-UI (80% or greater code coverage for business logic tier for new code)
- automatic Selenium tests for web UI + mobile app UI; at least one Selenium test for each scenario.
- CI build job is up-to-date and compiles, tests, and analyzes the existing & newly added code
- All texts are i18n (with an explicit support for English & Greek only atm)
- PO approves existence of known bugs.
- DB migration script for DB Schema tasks
- Documented:
 - APIs + Interfaces: Javadoc (public)
 - Manuals (where applicable)
 - Changelog / Release Notes
 - Inline comments where 'complex' code

WHAT To Do

- **COME UP WITH YOUR OWN DEFINITION OF “DONE”**
- **WHAT WOULD THE BUILDERS HAVE TO DO / FULFILL, SO THE PO CAN APPROVE BACKLOG ITEMS AS “DONE”?**

TIPS

THINK BACK TO COMMON PROBLEMS YOU’VE HAD, AND HOW A DoD COULD HAVE PREVENTED THEM.

(5 MINS)

RE-ESTIMATE

BASED ON NEW DEFINITION OF DONE



RETROSPECTIVE



RETROSPECTIVE (15 MINS)

LIKED, LEARNED, LACKED



WHAT TO DO

- WRITE NOTES ON POST-IT FOR EACH AREA
- LIKED
 - WHAT DID YOU LIKE FROM TODAY'S ACTIVITY?
 - ANY COOL CONCEPT?
- LEARNED
 - LEARN ANYTHING NEW?
 - SOMETHING YOU WANT TO LOOK MORE INTO LATER?
- LACKED
 - WHAT DID YOU FEEL WAS MISSING?
 - WHAT WOULD YOU LIKE TO SEE HAPPEN NEXT TIME?

TIPS

BE HONEST. DON'T HOLD BACK. PRACTICE TRANSPARENCY.



TO FINISH

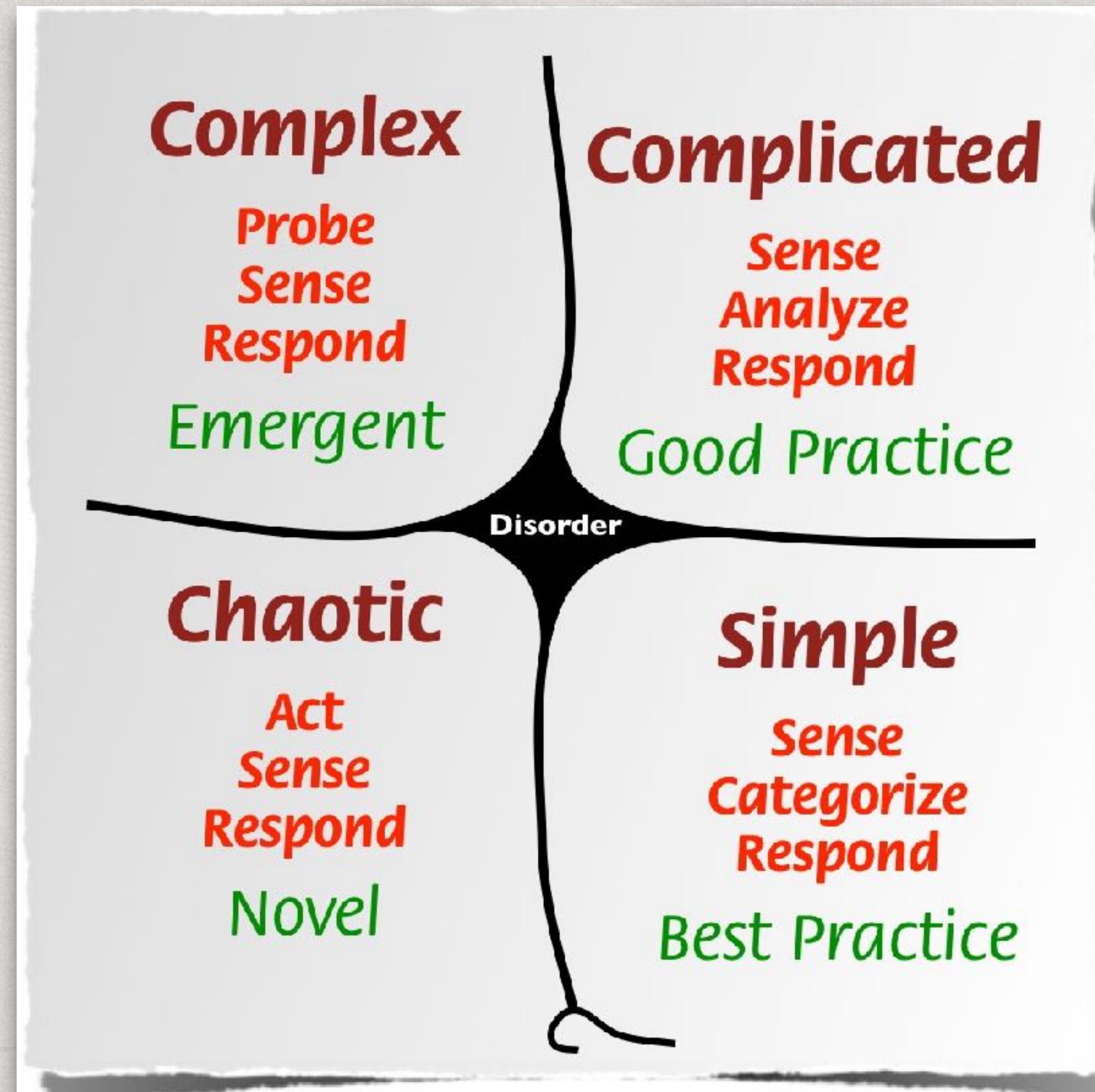
Q&A

PUT YOUR QUESTIONS

TO FINISH

THANKS
FOR YOUR ATTENTION

WHAT TYPE OF SOFTWARE ARE YOU BUILDING?



WHAT'S RIGHT FOR ME?

SCRUM

- DO YOU WANT CLEAR PROCESSES AND ROLES?
- DO YOU NEED REGULAR FEEDBACK FROM USERS, STAKEHOLDERS OR POs?
- ARE YOU NEW TO AGILE SOFTWARE DEVELOPMENT?
- TEAM BIG ENOUGH?
- CONSIDER SCRUM

KANBAN

- ARE YOUR PROCESSES AND ROLES IN YOUR TEAM LESS DEFINED?
- DO YOU HAVE A FULL BACKLOG READY WITH AN OBVIOUS PRIORITY QUEUE, SUCH AS A SUPPORT TEAM?
- CONSIDER KANBAN
- ARE YOU DISSATISFIED WITH THE OTHER APPROACHES FROM BEING EITHER TOO RIGID OR TOO LOOSE?
- CONSIDER OTHER SOLUTION, E.G. SCRUMBAN
- BUT ... BEWARE!
- OTHERS ARE PROVEN TO WORK... YOURS?