

# **Bugio** **Pattern**

Play field-based development – Pattern – version 0.9.6

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## History

After more than 20 years of experience in development team management, various methodologies and many adaptations of frameworks based on day-to-day practice, I decided to document and make my management model in PATTERN.

**Bugio** is a proposed field-based development management framework model. The idea is to define a field with the necessary functions to achieve the project's(s) objective and to continuously position (lineup) people according to their knowledge.

Some in-game functions are required, such as:

- *Quality,*
- *Product Owner ou Leader,*
- *Product Manager,*
- *Products*

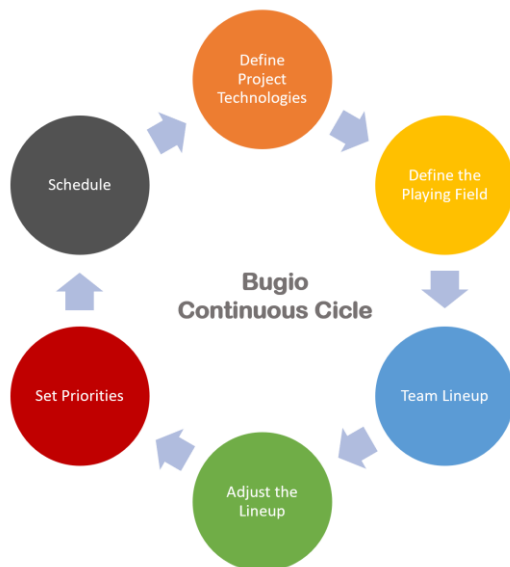
Other functions can be changed as per the needs of the projects.

## The Bugio strategy

It is common for teams segregated by projects or features to have instances of overload or idle moments, as it is not uncommon to have people with great knowledge of some specific technology working on a particular project to be used on another project.

Bugio aims to identify the core knowledge of each contributor so that the Product Owner / Product Manager can chosen him into the best project / sprint of the moment.

In today's fast and easy access to information, it is normal for a collaborator to acquire new knowledge over time regardless of what role he or she may play. Bugio allows you to align this knowledge perspective of each employee on a quarterly basis, so you can make level changes and promote him.



This Pattern does not do away with methodologies, as it is a team management model and depends on a methodology to reach the objectives. It works great with Scrum, but works best when a project manager is added.

## License

This PATTERN is absolutely free and is framed in the MIT licensing model.

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## The Bugio pillars

Bugio consolidates the following pillars.

1. Definition of the playing field.
2. Definition of technologies.
3. Team Lineup.
4. Mandatory Functions.
5. Quarterly assignment recycling.

## How to start?

### 1. Define project technologies.

It is important that everyone involved is aware of all the technologies involved, first because he may know part of these technologies that the leader / PO may not be aware of yet, in which case, if an employee is aware of all the technologies, he can dedicate his time to new studies to meet other demands and thus be able to modify his field of action.

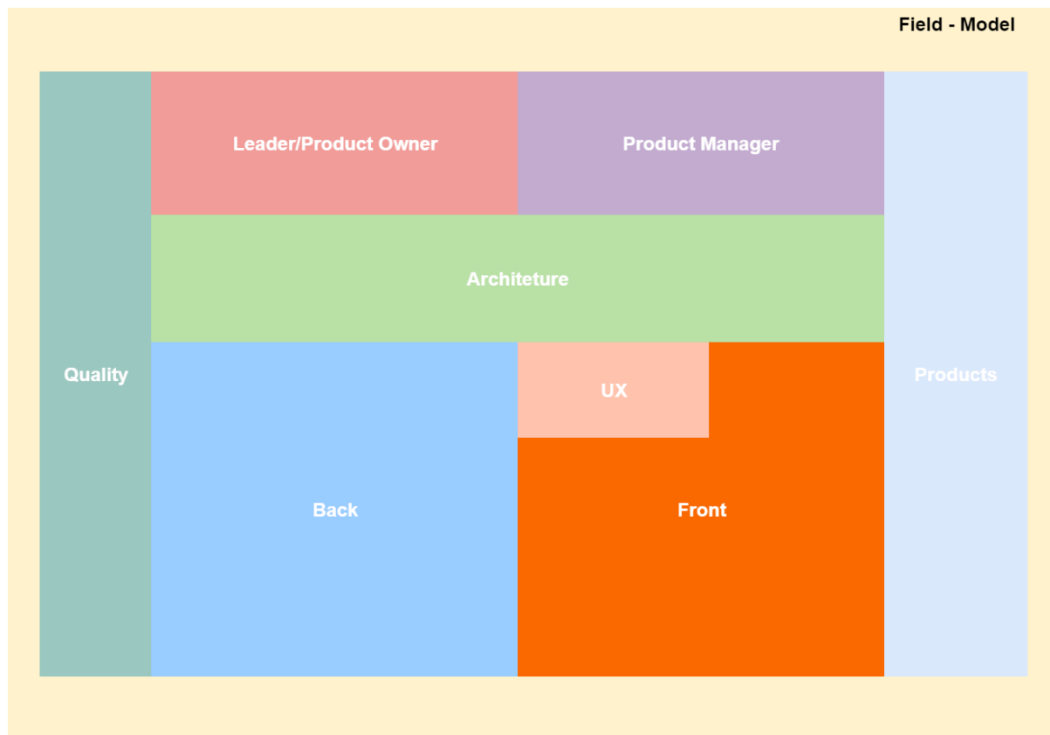
### 2. Define the playing field (areas)

The model below is suggested and certainly will for the most part work, however some adaption can be expected. Take the model suggested and change as needed.

\* Some functions within the game are mandatory, such as:

- *Quality,*
- *Product Owner ou Leader,*
- *Product Manager*
- *Products*

In very small teams, the role of Product Manager can be done by the Product Owner himself.



### Product Owner Role

The main activities of the Product Owner or team leader. The best results are had when the PO has a hands-on profile.

1. Build, enhance and maintain the team Backlog;
2. Be the main source of information about project priorities;
3. Clearly indicate required Product Backlog items;
4. Ensure that the Product Backlog is visible, clear and transparent to all;
5. Recognize the individual attributes of the team.
6. Set priorities with the user.
7. Help solve block ups.
8. Demonstrate the effect of interference on agreed deadlines.

### Product Manager's Role

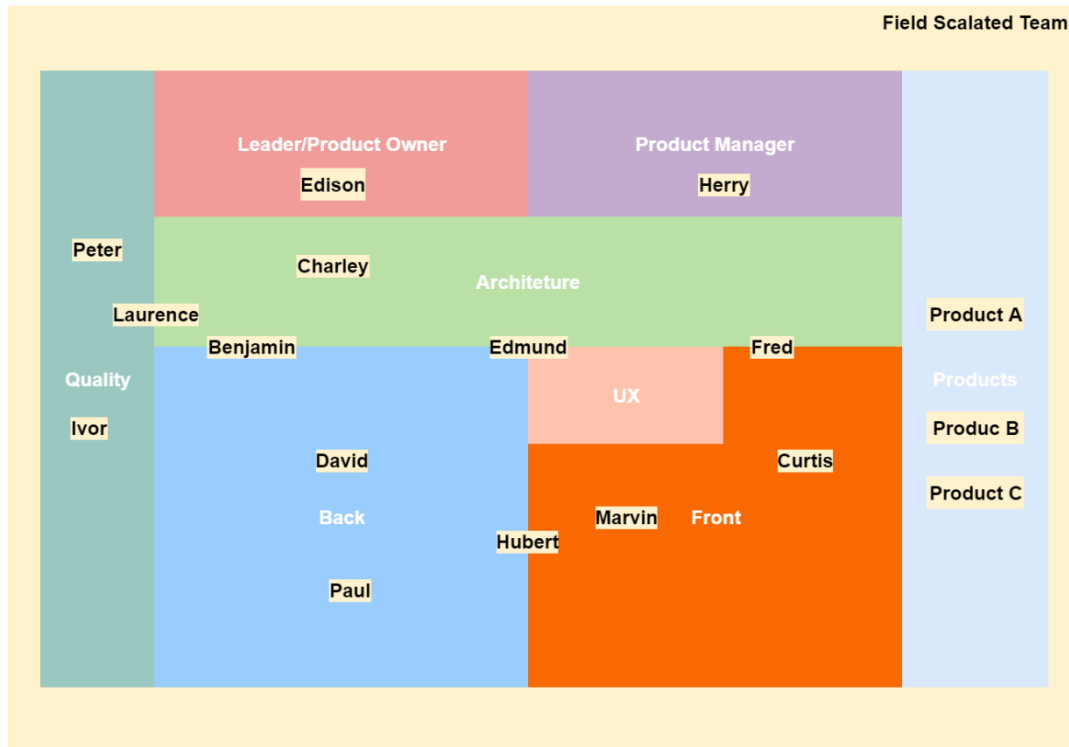
1. The project manager ensures that the project will be completed and the objectives reached.
2. The project manager is the one who defines: general objective of the project, individual goals, schedule of activities, responsibilities and resources.
3. His main task is to prevent inherent process failures from happening. The project manager must be able to anticipate difficulties and act pre-emptively to ensure that work progresses smoothly.
4. Help reach the goals.
5. Extend the requirements beyond development (Marketing, Sales, Operations)

### Quality (QA/QC) Role

1. Define development metrics and models to ensure that development follows good practices to minimize errors at testing and approval phase.
2. Ensure the quality of product delivery.
3. Approval testing to validate the defined requirements expected by the customer.

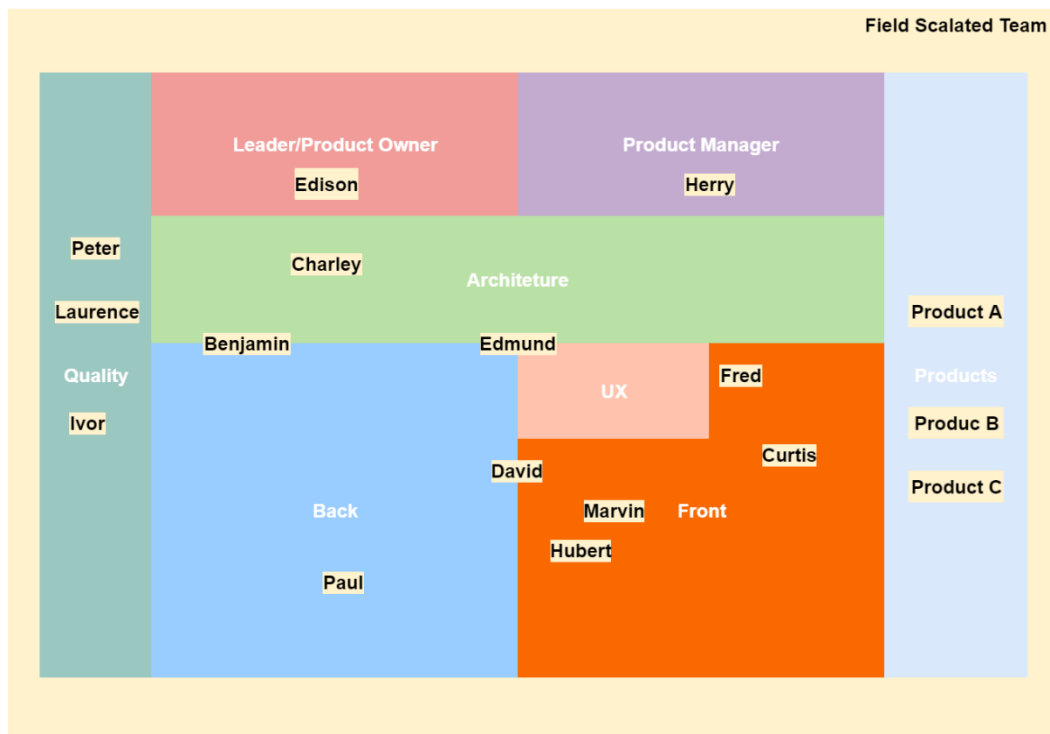
#### 4. Define the team as per the leader's experience.

A player may perform in more than one role but never in more than three.



#### 5. Adjust the lineup according to individual team feedback.

Do this task every 3 months, as it is normal for players to acquire knowledge, either on their own because they have become aware of the demands and technologies presented or by natural experience.



## **6. Set priorities**

The Product Owner must present priorities based on business strategies, be they tendency techniques or commercial demands.

## **7. Schedule**

Product Manager should appoint teams and manage tasks and timeframes. On this point it is important to follow an agile methodology, such as Scrum and to follow its sprint definitions. Short sprints with few activities are advised for best results and to help the work of the team responsible for quality.

## **Summary**

A lot of information can be obtained in training, books and papers, but the path to be followed is the decision of the manager. Bugio is one of the many paths, which has been in practice for many years and included hundreds of teams. It is a practical path, that is fun to work with and which works.