

Agile - Business Team Practices

Mark Windholtz, AgileDNA



Introduction

Mark Windholtz, AgileDNA

www.AgileRoundTable.org

- Training for Agile teams in ...
- Finance, Telecom, DoD
- PlanningPoker.com

Tough Acts to Follow

Agile Success Story	<i>Sujit Upadhye</i>
Engineering Practices	<i>Jim Weirich</i>
Estimation	<i>Mike Eaton</i>
2 Things to do tomorrow to be more agile	<i>Brian Prince</i>
Why Agile Fails	<i>Chris Nelson & Ed Sumerfield</i>
Enterprise Agility	<i>Phil Japikse</i>
Budgeting an Agile Project	<i>Todd Kauffman & Matt Van Vleet</i>
Retrospectives	<i>Joe O'Brien</i>

XP Core Practices *

Customer Practices

How to Define Features Iteratively

- Small Releases
- On-Site Customer
- Planning Game

Team Practices

How to Communicate Iteratively

- Open Workspace
- Sustainable Pace
- Stand-up Meeting
- Continuous Integration
- Collective Ownership

Programmer Practices

How to Build Features Iteratively

- Test-First
- Pairing
- Continuous Design
(aka Refactoring)
- Simple Design
(aka YAGNI)
- Coding Standard

Small Releases



Small Releases

- Make Money sooner
- Quicker ROI
- Lower upfront Investment

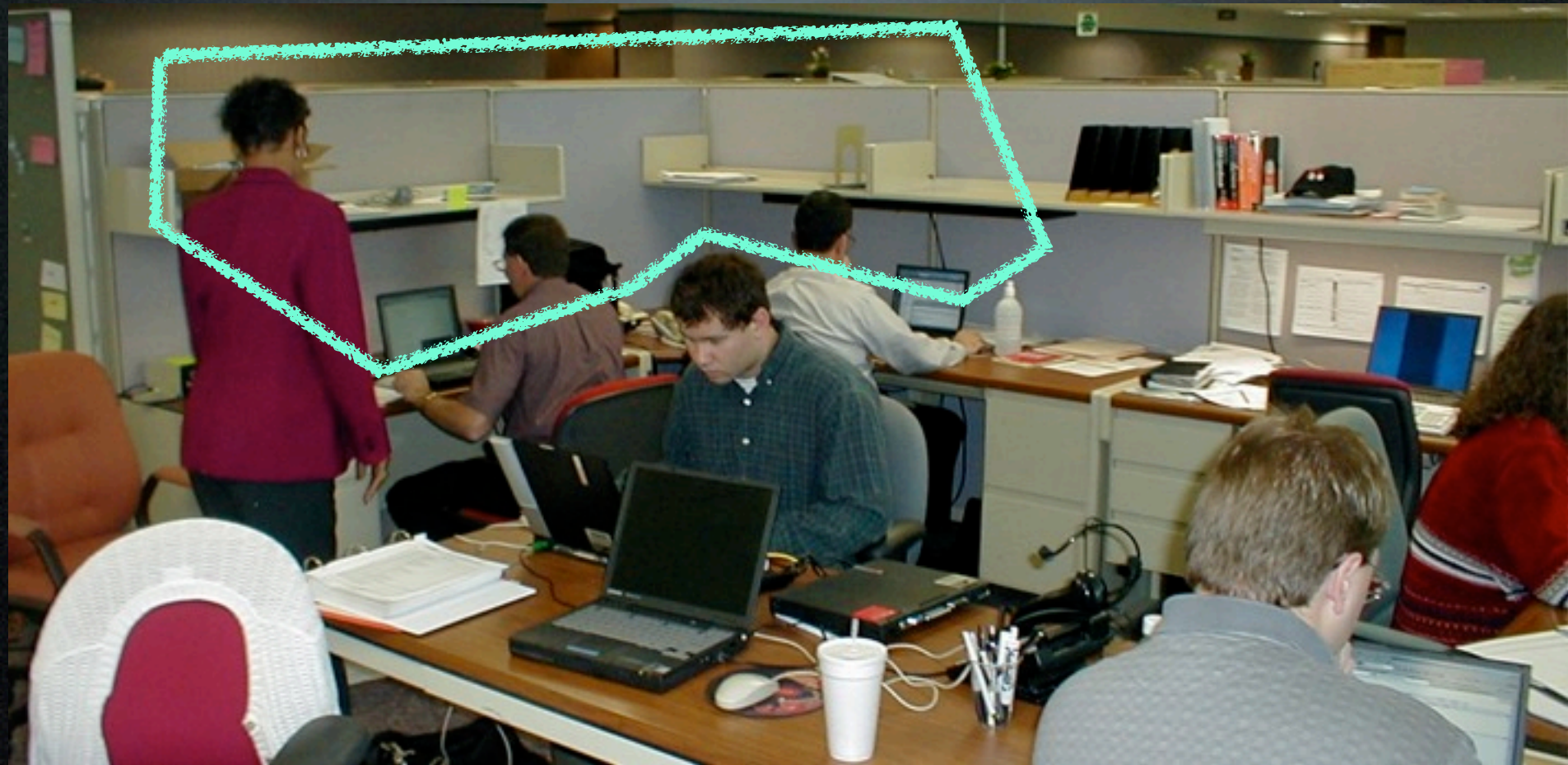
Small Releases

- Get Market-Place feedback
- Technical ability
- Business option

Open Workspace



On-Site Customer



On-Site Customer



On-Site Customer



Sustainable Pace

A Sprint,
and a sprint,
and a sprint ...
soon turns into a Jog.

– Danny (Danko) Kovatch, CST

Sustainable Pace

- Work at a Quick but Sustainable Pace
- Don't burn out

Sustainable Pace

- “It’s a Marathon not a sprint”
- Rested minds == fewer errors
- Forced overtime kills productivity
 - Max. 4 weeks

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References

- Mike Cohn
 - Succeeding With Agile
 - Agile Estimating and Planning
- Kent Beck
 - Extreme Programming Explained 2nd Ed
 - Planning Extreme Programming

