Starting from Scratch:

A Story about Country by Country Reporting

Brian Hendrick
Delivery Lead / Scrum Master
HMRC
DaT FS

What is Country-by-Country Reporting?

What is Country-by-Country Reporting?

mandated by OECD as part of its project to strengthen international standards on Base Erosion and Profit Shifting (BEPS)

- Pre defined XML Schema to submitted
- shared with other Tax Authorities (57 Signatories)
- MNEs with a turnover of €750 million are required to report
- Approx. 350(+/-) MNEs submitting CbC Report in the UK

Ministerial commitment to have a 'live-ready' service by July 2017





Pre-Discovery

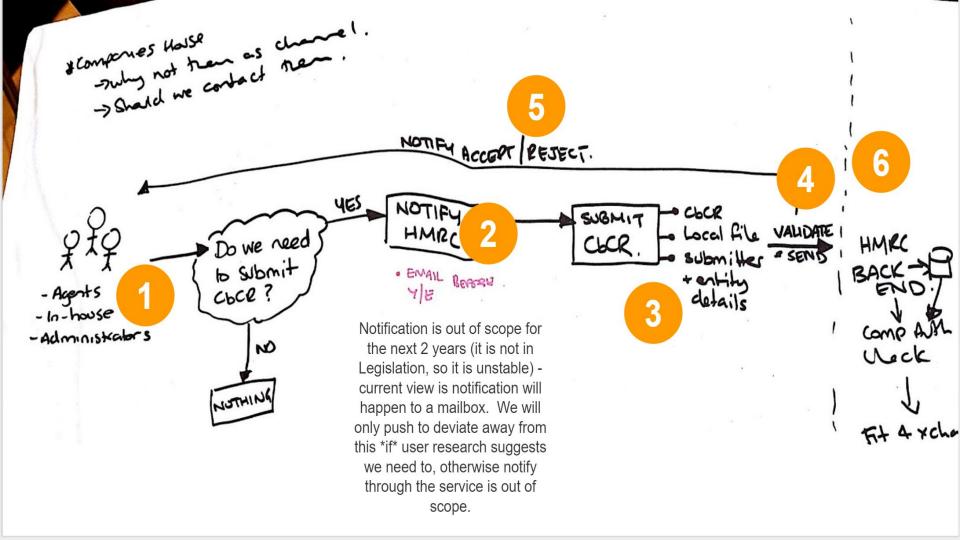




Pre-Discovery

What was Known:

- E2E technical requirements in Strategic Solution Design (SDD) document
- The interdependencies among delivery groups working on CbC
- The scope of the Digital delivery group (my team) within CbC







Pre-Discovery

Challenges Identified:

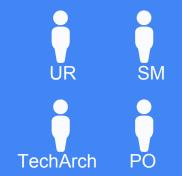
- Getting buy-in for User Research
- Integration and collaboration among interdependent delivery groups
- Being Agile and Finding Flexibility w/ pre-defined requirements signed off in SDD

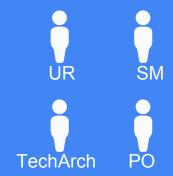
Challenge: Gaining Buy-In for User Research

Buy-in was achieved was through emphasising:

- Users are dynamic CbC user group is unique (MNEs / Agents / Admins)
- User Research is not asking for a list of wants but identifying needs
- Importance of feedback even with pre-defined requirements and deadlines

Discovery Kick-Off (Phase 1)





Discovery Kick-Off (Phase 1)

Outcome:

Discovery could finally be kicked-off

- Initial contacts for MNE's were provided
- research plan established
- First round of user research initiated

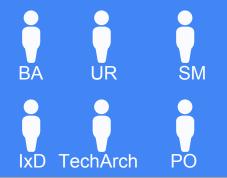
Challenge:

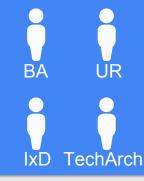
Integrating with interdependent delivery groups who work in a non agile way

How teams were integrated teams and agile was adapted

- Aligning our <u>Planning Roadmap</u> with the <u>interdependent Delivery Groups</u> end-to-end planning roadmap
- Encouraging collaboration and input with interdependent teams
- Visualising our workflow / making artefacts simple and accessible

Discovery Wrap-Up (Phase 2)







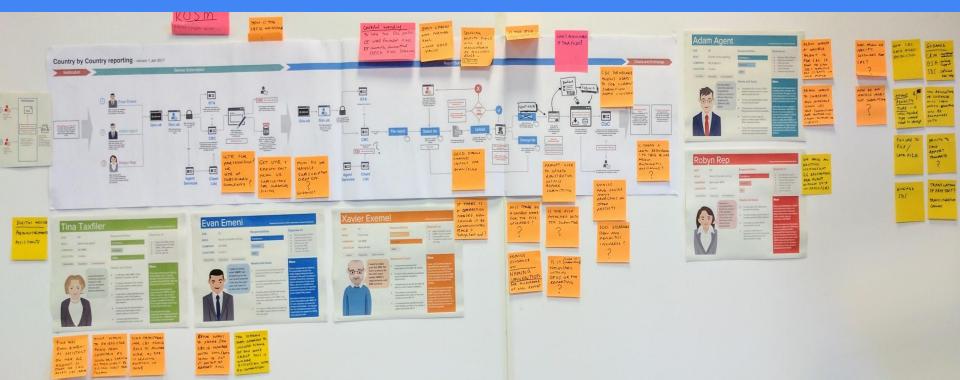


What was Discovered:

- Personas
- User Needs
- <u>User Journeys</u>
- Story Map

Visualisation, Collaboration, and Engagement is essential for success





Challenge:

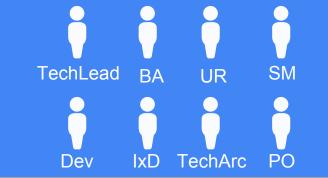
Being Agile with pre-defined requirements and set deadlines

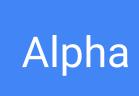
How to be Agile and Flexible with signed-off SDD (defined requirements) and ministerial commitment (deadlines)

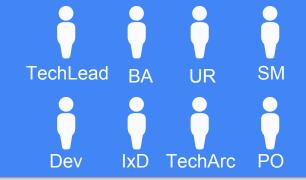
- Iterative development (feedback)
- Incremental releases (sprints)
- Recognizing trade-offs to be more flexible and/or maximize throughput

Alpha









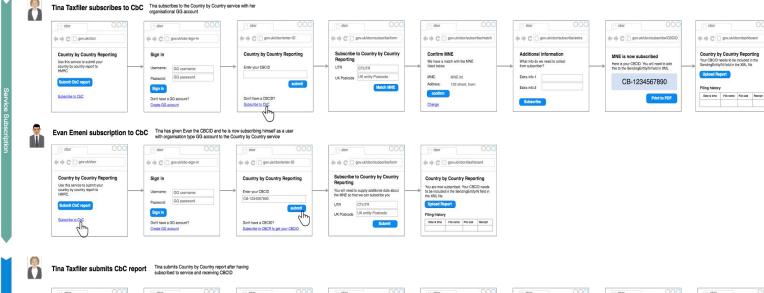
Goal of Alpha:

- Develop a technical walking skeleton
 - build essential and known requirements in live environment
- E2E prototype
 - to be tested on users to elicit more feedback

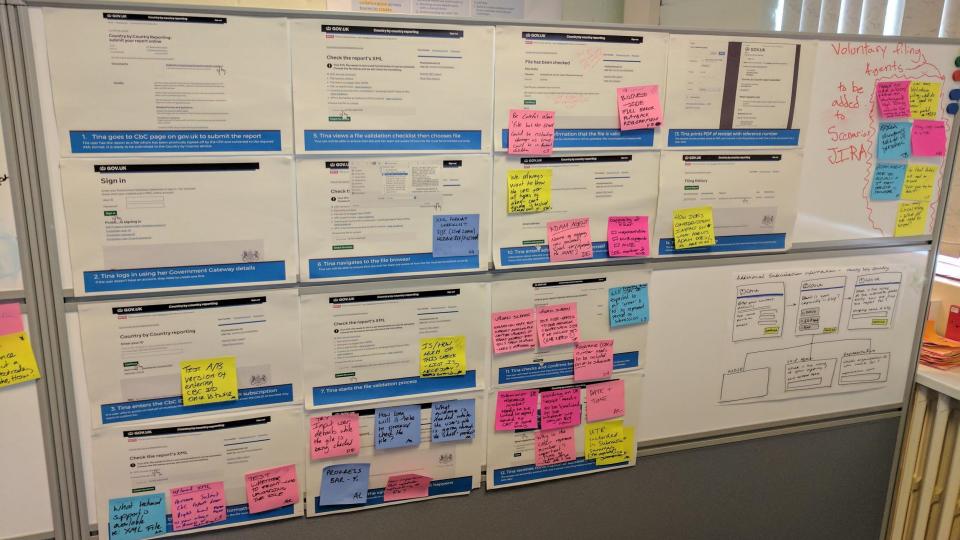
both to be developed cohesively in alignment to each other and have been based on <u>Story Map</u> developed in Discovery

Country by Country Reporting

Walking skeleton service wirefra







Key Takeaway Lessons Learnt



- Receiving feedback is essential:
 - o at every stage in the product development lifecycle
 - regardless of the size/status/capability of the user group
- Agile is not a one-size fits all solution:
 - need to encourage collaboration and work together (break-down siloes)
 - o make things accessible/simplistic/transparent as possible to those reluctant to adapt
- Pre-defined requirements and ministerial deadlines, it is still possible to:
 - find flexibility through recognising trade-offs and
 - o be agile with iterative development and incremental releases of working software

Thank You!

Your feedback is greatly appreciated