

Explore

Deliver running, tested, accepted stories

Resources

http://www.jamesshore.com/AgileBook/iteration_planning.html

Explore Practices

Iteration Planning and Monitoring

Technical Debt

Technical Practices

- Test-Driven Development

- Pair Programming

- Refactoring

- Continuous Integration

Iteration Show and Tell

Iteration Retrospective

Why Iterations

Iterations are the heartbeat of execution for a project

Iterations are a critical risk management practice

From James Shore Iteration Planning Article –

Programming schedules die in inches. At first you're on schedule: "I'll be done once I finish this test." Then you're limping. "I'll be done as soon as I fix this bug." Then gasping. "I'll be done as soon as I research this API flaw... no, really." Before you know it, two days have gone by and your task has taken twice as long as you estimated.

Death by inches sneaks up on a team. Each delay is only a few hours, so it doesn't feel like a delay, but they multiply across the thousands of tasks in a project. The cumulative effects are devastating.

Iteration Planning & monitoring

Theme

- A statement of the what the iteration is expected to accomplish
- Provides a focus for the iteration

Iteration Planning

- Iteration Length

- Estimating and Task Size

 - Stories Rule of Thumb – 2-5 Days of Effort*

 - Tasks – less than 8 hours*

Participants

- The Entire Team

How Long is the meeting?

- 1-2 Hours per of iteration

Iteration Planning Meeting Preparation

Product Owner Responsibilities	Development Team Responsibilities
Review the current iteration results and determine impacts to the next iteration	Review the highest ranked items in the backlog and prepare questions
Review backlog items and re-rank as necessary	Understand and communicate the teams expected velocity for the upcoming iteration

Results

The iteration theme

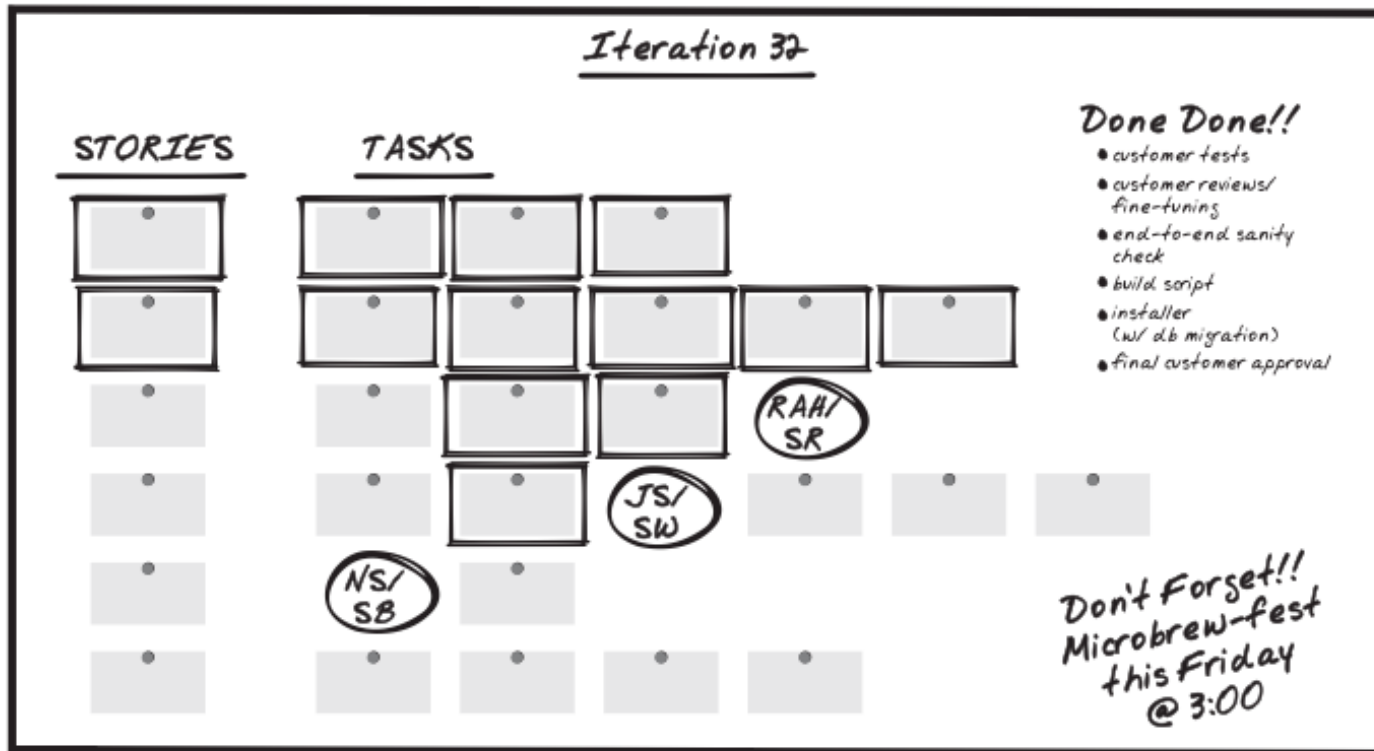
A stack-ranked list of stories to work on for the iteration

The tasks and their detailed estimates

A commitment by the team

Let's discuss...

Big Visible Chart



The Art of Agile Development – James Shore

Good Practices

Avoid using the iteration planning meeting for extensive release planning.

Don't start iterations on Monday

Don't finish iterations on Friday

Keep Iterations short, but not too short

- Ideal 1-2 weeks

- 30 Days – too long

- Monthly – Terrible idea

- Months vary in length*

Keep tasks less than 1 days of activity

Exercise: Iteration Planning

Goal: Have the development team complete an iteration plan for the following stack-ranked backlog

1. Read and understand a detailed, 10-page article of agile software development in IEEE Magazine
2. Upgrade your current version of Microsoft Office to Microsoft Office 2013
3. Create a 60-minute presentation about the Speculate phase of the Agile Delivery Framework
4. Change the hard drive on your computer
5. Change the brakes on your car

Setup: 3-4 people

Rules:

- No tasks greater than 8 hours

- Assume that you have to break-down all the stories into tasks

- Summarize the estimates to indicate the estimated effort needed to complete the first feasible deployment

- Create a big visible chart to track progress

Duration: 30 Minutes