



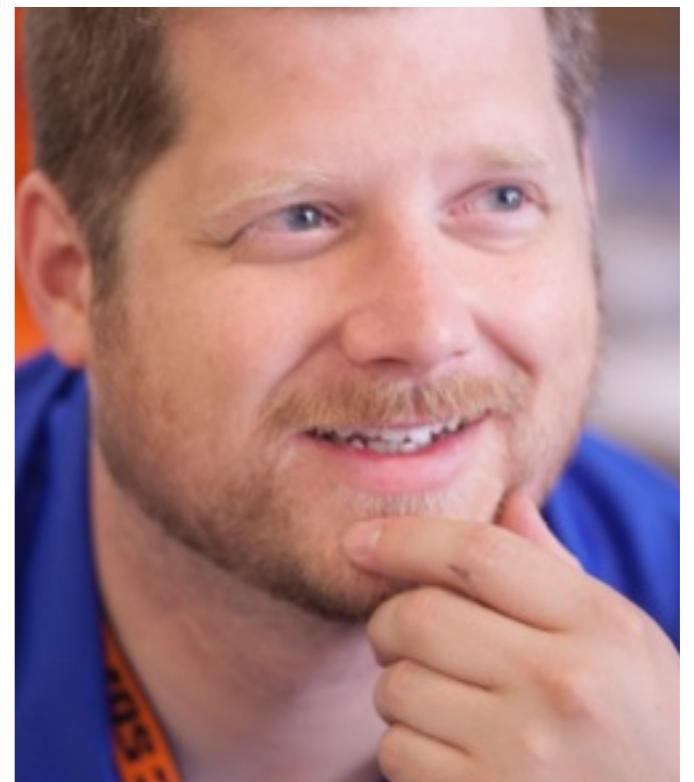
# Agile Workshop

# Who Is This Guy?

Paige Labs:  
Research & Development

Twitter:  
@jonathanfmills

Website:  
[jonathanfmills.com](http://jonathanfmills.com)



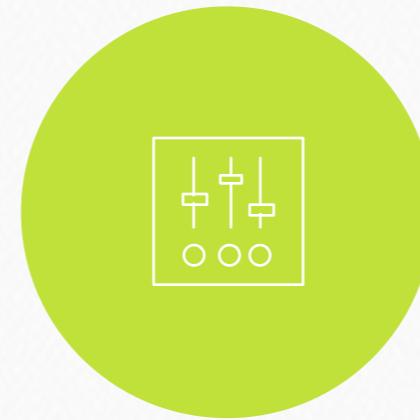
# Why Are We Here?



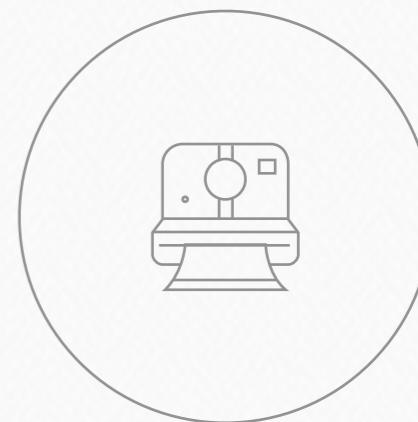
# Why Are We Here?



**What Do You Do Well?**



**What Needs Improvement?**



**Why Agile?**

# The Name Game



# What is Agile?



# The Problem



# Driving a Car to L.A.



**Microsoft**  
**Streets & Trips** 2013

# Microsoft **Streets & Trips** 2013

The perfect trip is at your fingertips

**Microsoft**



Map - Microsoft Streets & Trips

File Edit View Data Route Tools Help

Back Forward Stop Refresh Home Map Zoom In Zoom Out Help

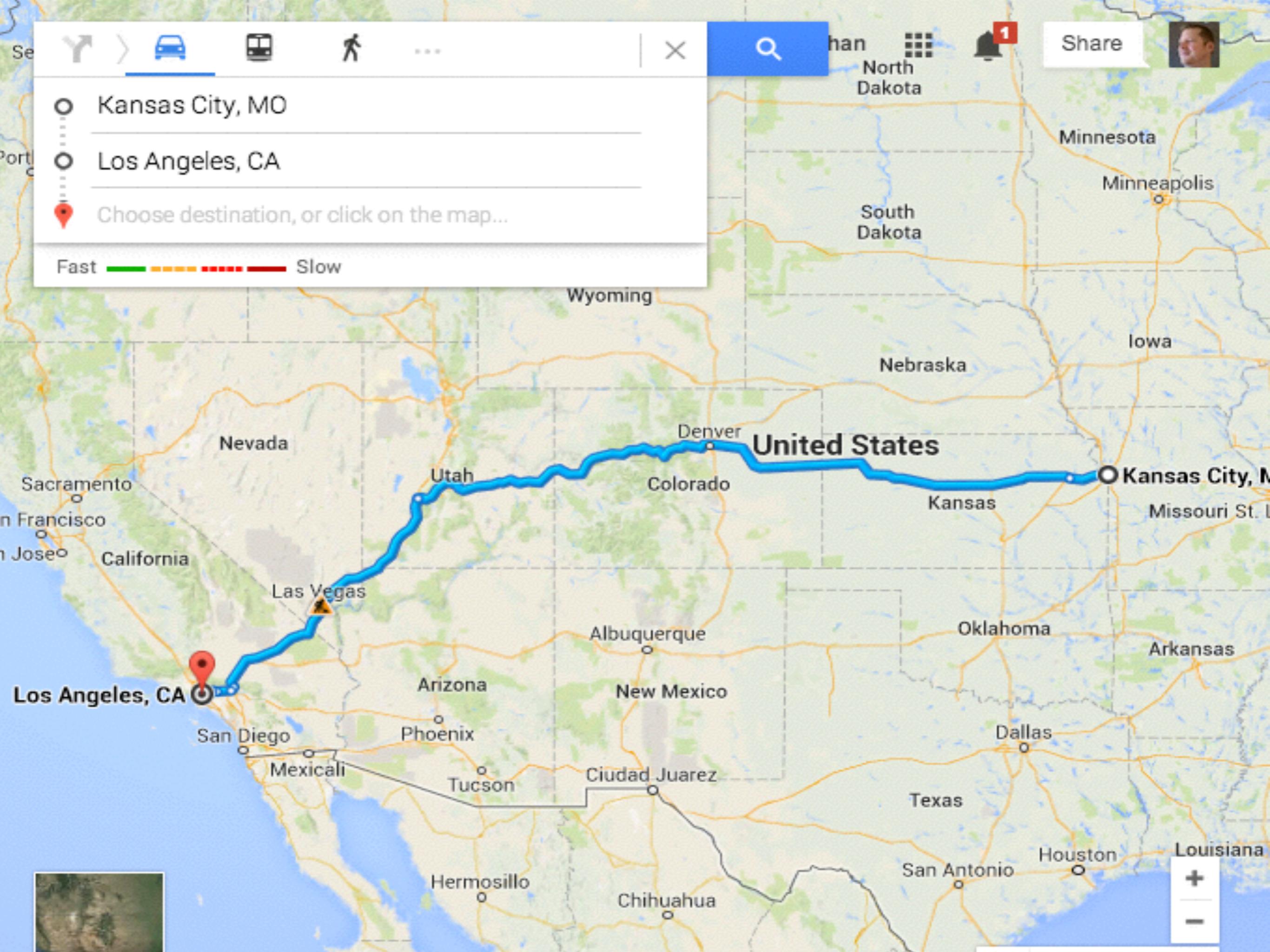
Road map

Time	Mile	Instruction	For	Toward
1:26 PM	1459.7	Road name changes to AZ-66 [E Andy Devine Ave]	9.0 mi	Peach Springs
1:35 PM	1468.7	Keep STRAIGHT onto AZ-66 [Historic US-66]	44.3 mi	
2:15 PM	1513.5	Turn LEFT/North onto BIA-18 [Hualapai Hilltop Rd]	45.5 mi	
3:49 PM	1559.0	Keep STRAIGHT onto BIA-18 [Hualapai Hilltop Hwy]	7.9 mi	
Check local time; this stop is in a different time zone.				
<b>4:00 PM</b>	<b>1566.8</b>	<b>End of day</b>		

**DAY 5**

9:00 AM	1566.8	Stay on BIA-18 [Hualapai Hilltop Hwy]	7.0 mi	
9:19 AM	1573.8	Bear LEFT/West onto Local roads(s)	1.8 mi	
<b>9:24 AM</b>	<b>1575.6</b>	<b>At Grand Canyon, return East on Local roads(s)</b>	<b>1.8 mi</b>	
9:35 AM	1577.5	Bear RIGHT/East onto BIA-17 (Desert View Highway) 36 mi E	14.7 mi	

North America United States Arizona Meadview



# United States



# The Problem



Kent Beck  
Mike Beedle  
Arie van Bennekum  
Alistair Cockburn  
Ward Cunningham  
Martin Fowler

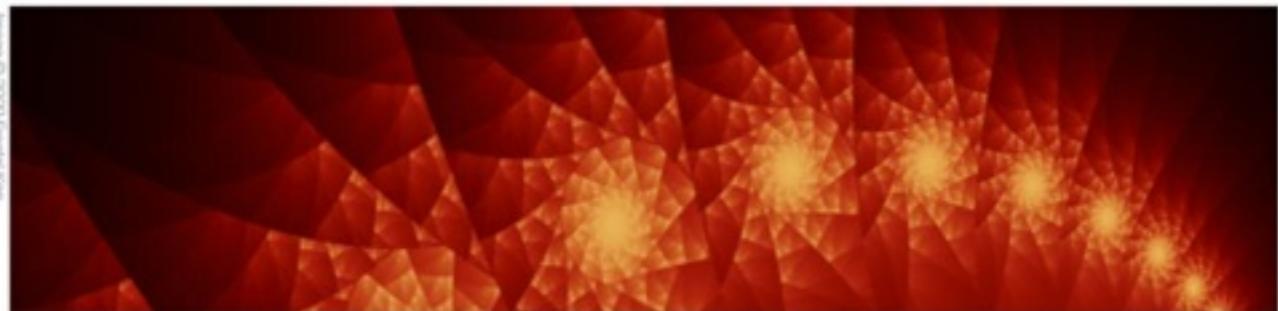
James Grenning  
Jim Highsmith  
Andrew Hunt  
Ron Jeffries  
Jon Kern  
Brian Marick

Robert C. Martin  
Steve Mellor  
Ken Schwaber  
Jeff Sutherland  
Dave Thomas



# Agile Manifesto





# AGILE MANIFESTO

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.



## Twelve Principles of Agile Software

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity – the art of maximizing the amount of work not done – is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



“We are uncovering better ways of developing software by doing it and helping others do it.”

–The Agile Manifesto



“We are **uncovering** better ways of developing software by **doing it** and helping others do it.”

—The Agile Manifesto



“Through this work we have come to **value**:”

–The Agile Manifesto



# Agile Manifesto

**Individuals and Interactions** over process and tools



# Agile Manifesto

**Working software** over comprehensive documentation



# Agile Manifesto

**Customer collaboration** over contract negotiation



# Agile Manifesto

**Responding to change** over following a plan



# Agile Manifesto

**Individuals and Interactions** over process and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan



# Agile Manifesto

That is, while there is value in the items on the right, we value the items on the left more.



# Agile Manifesto

**Individuals and Interactions** over process and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan



# Agile's 12 Step Program



“We follow these principles:”

–The Agile Manifesto



# Agile Principles

“Our highest priority is to satisfy the customer through **early** and **continuous** delivery of **valuable** software.”



# Agile Principles

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# Agile Principles

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# Agile Principles

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# Agile Principles

“The best architectures, requirements, and designs emerge from self-organizing teams.”



# Agile Principles

“At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.”



# Who's Who of Agile



# Who is in Charge?



# Who is in Charge?



# Who is in Charge?



# Product Owner



# Scrum Master



# Scrum Master



# Scrum Master



# Project Team



# Project Team



# Project Manager



# Neighbors...



# What's What of Agile



# Backlog



# User Stories



“A JOURNEY OF A THOUSAND  
MILES BEGINS WITH A  
SINGLE STEP.”

*LAO - TZU*



# MVP





MVP

Everything Else

# Task Board...



# Sprint





# Velocity



# The Rituals.... And Why We Do Them



# Project Kickoff / Sprint 0







# Elevator Pitch

For [Customer]

Who needs to [Need]

The [Product Name]

Is a [Category]

That will [Key Benefit]

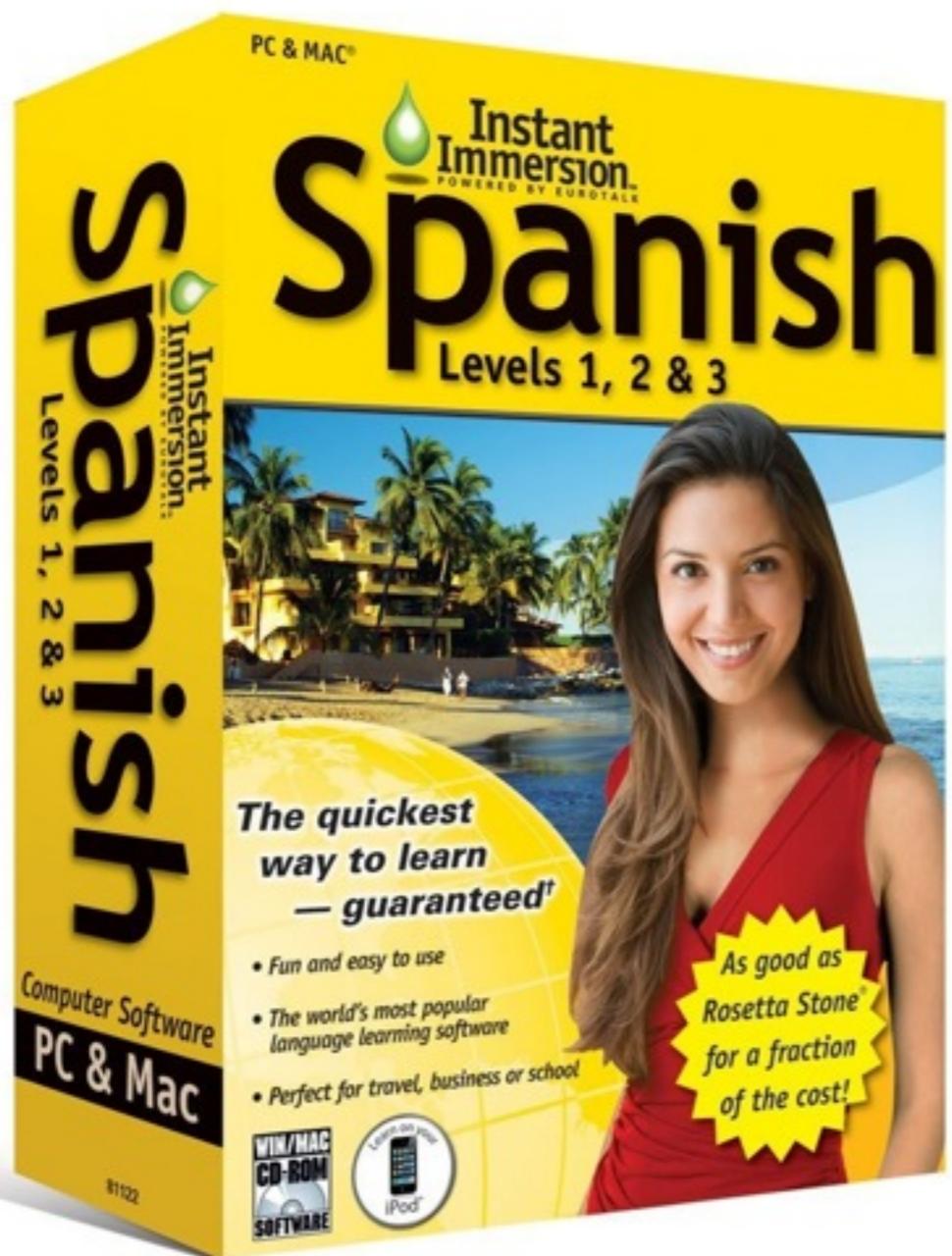
Unlike [Primary Alternative]

The new system will [Differentiator]



# Elevator Pitch

# Design a Box



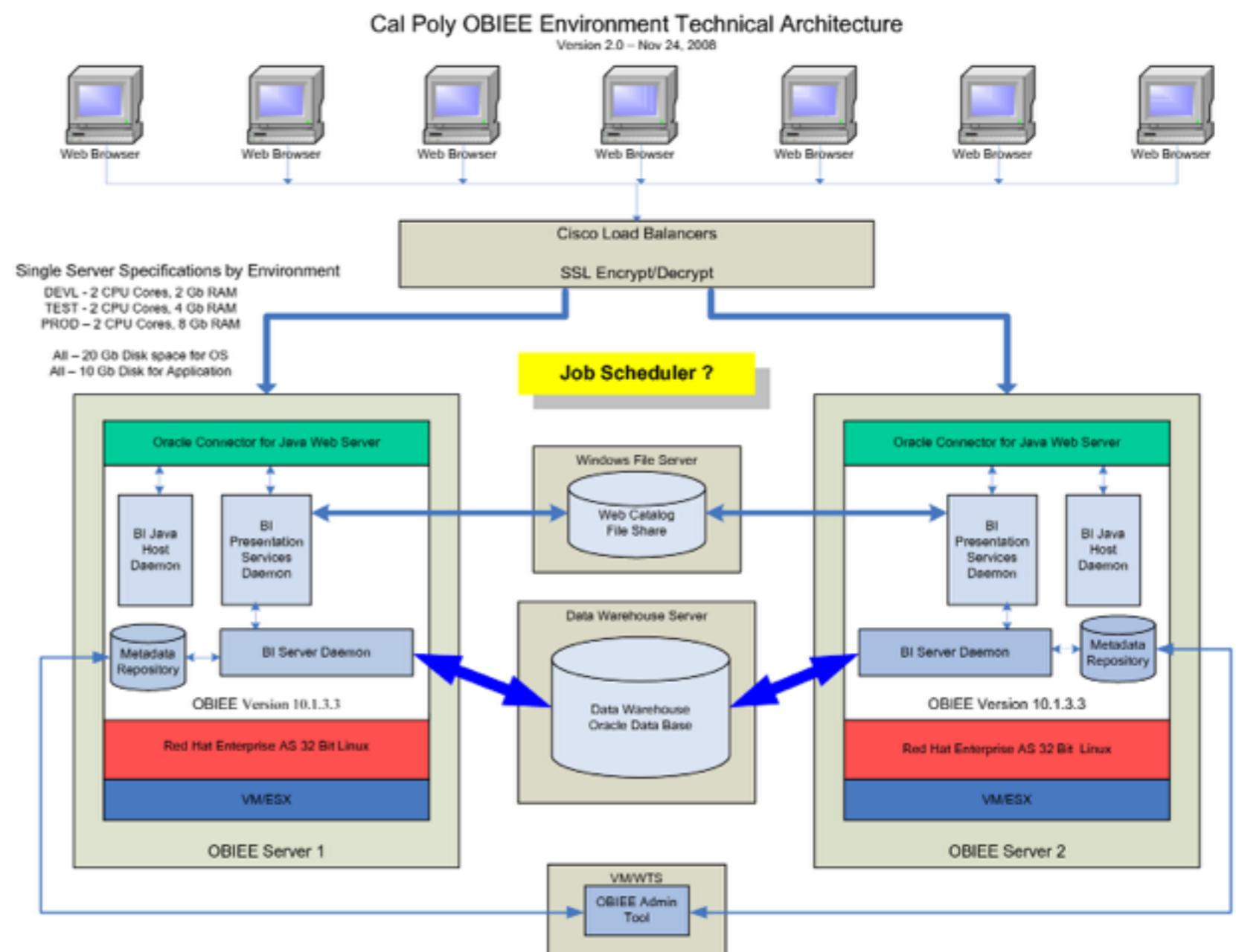
# Create your Not List

<i>Scope</i>	
<i>In</i>	<i>Out</i>
Data Entry	Export Functionality Reporting
<i>Unresolved</i>	
How do I see data? How do I know who you are?	



**Meet Your  
Neighbors**

# Show the solution



What keeps us  
up at night?



God grant me  
the serenity  
to accept the things  
I cannot change  
Courage to  
change the things I can  
and the wisdom  
to know the difference

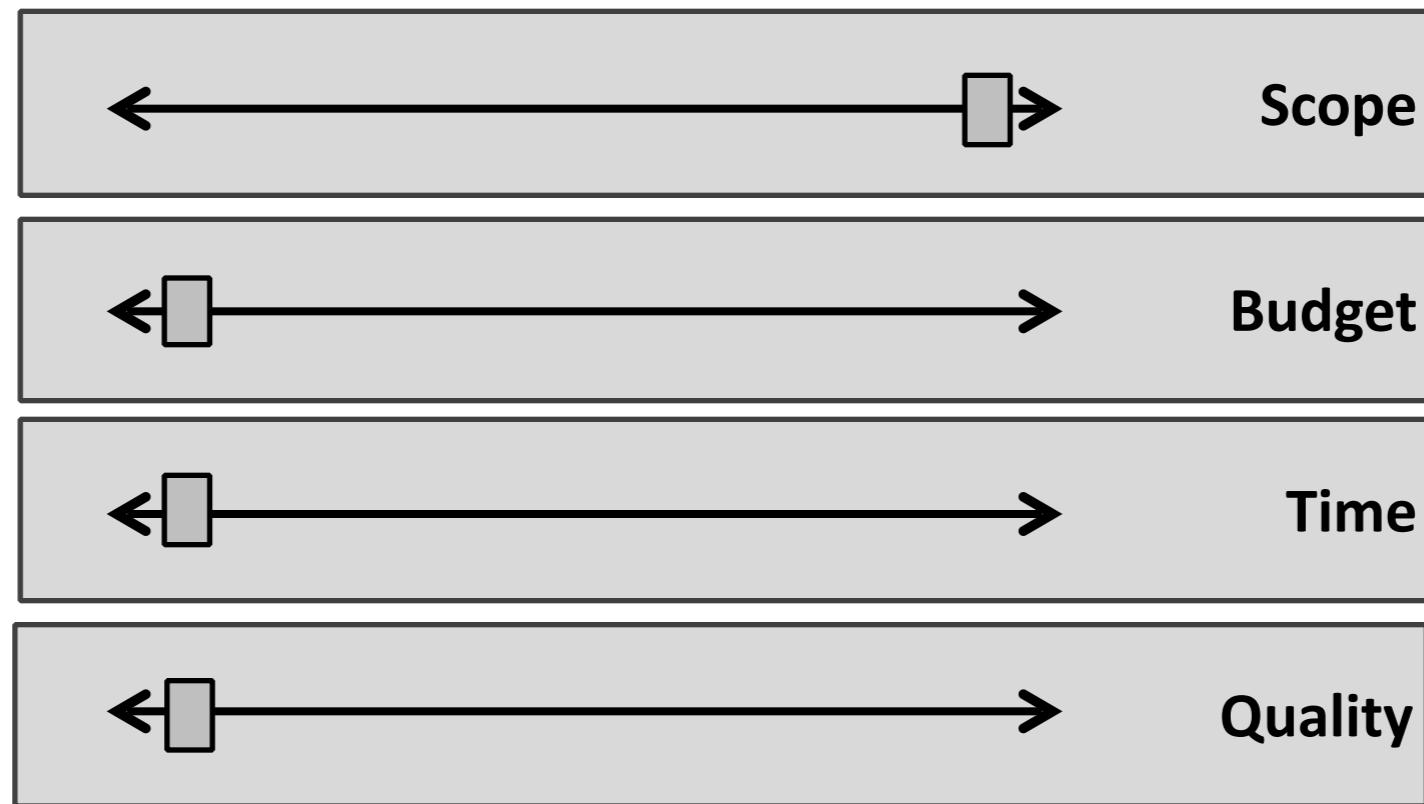
# Size it up



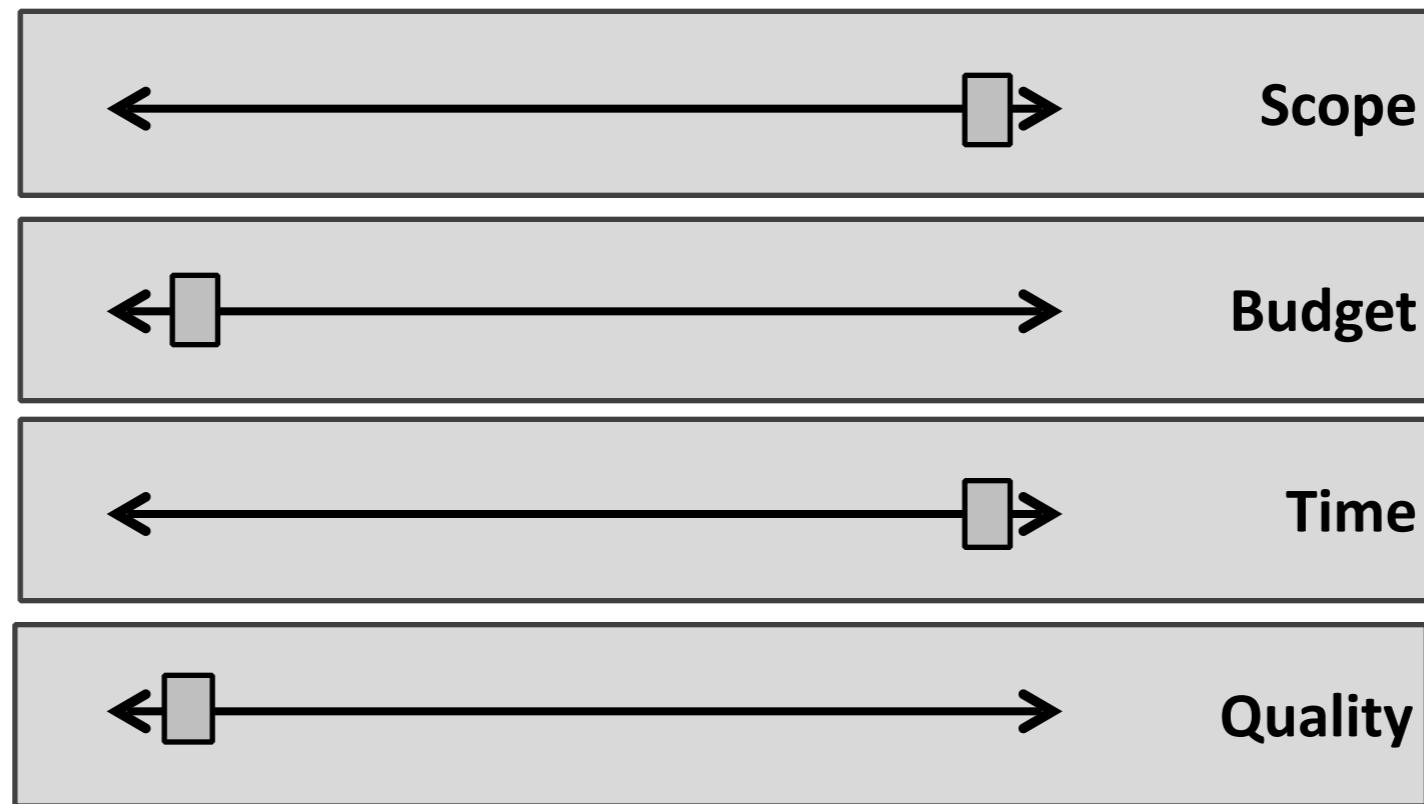
# Be Clear On Priorities



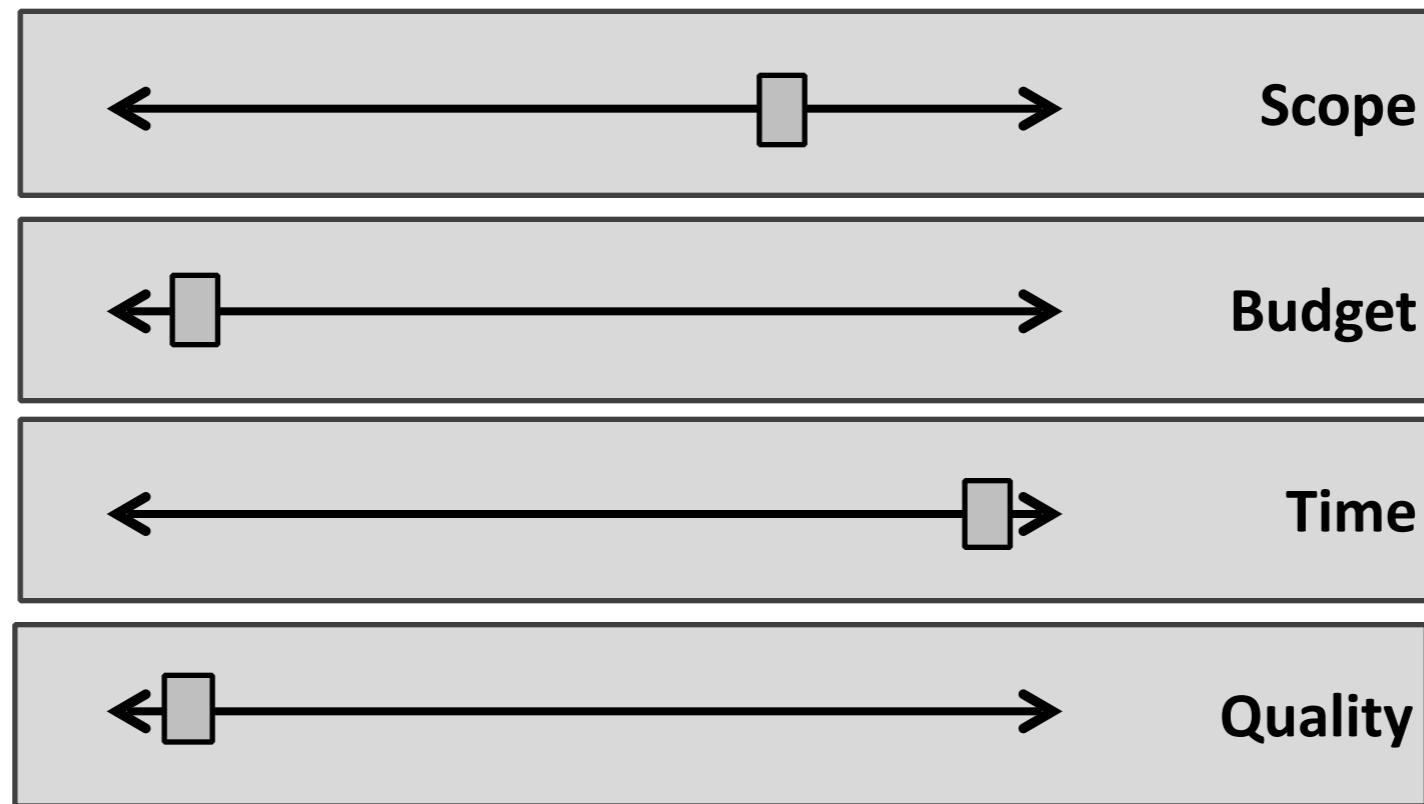
# Be Clear On Priorities



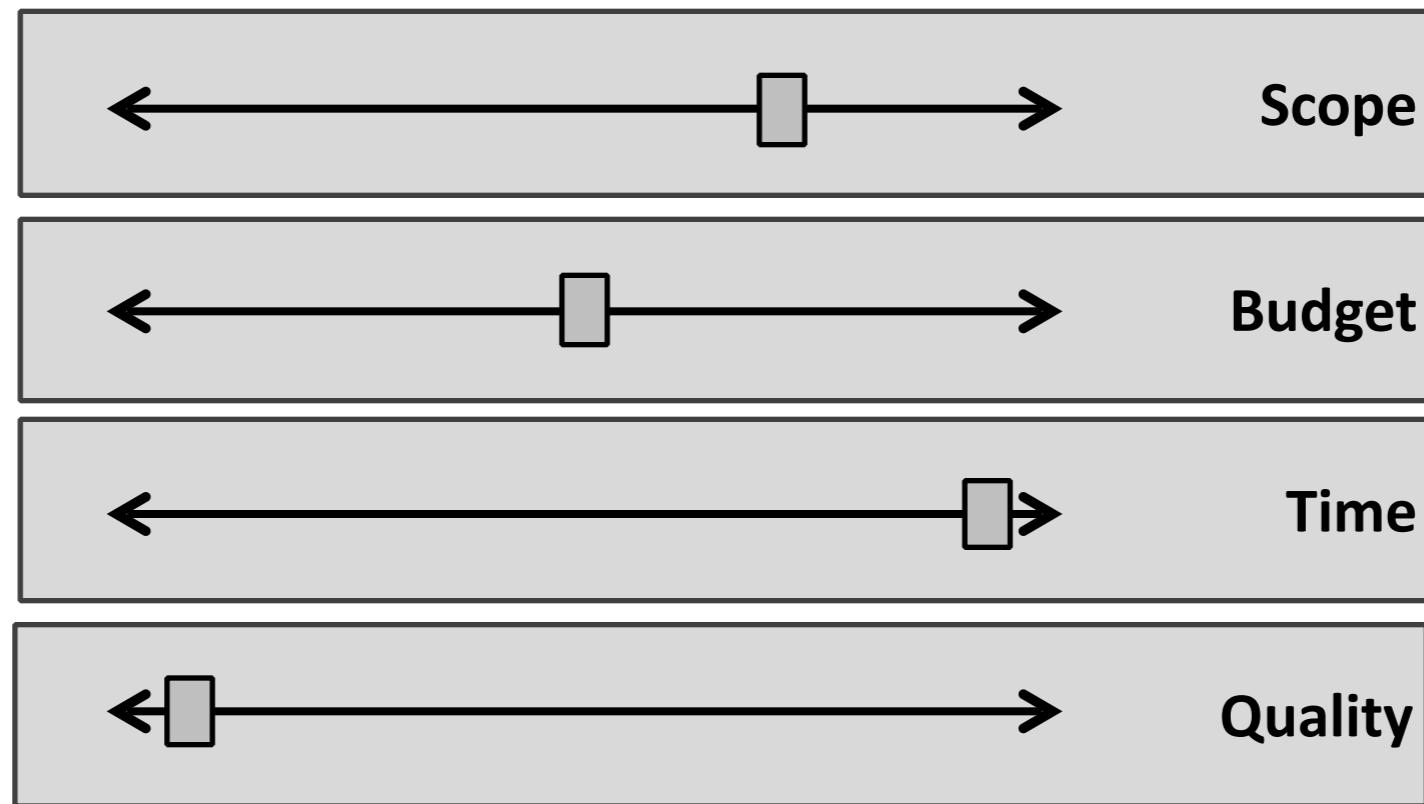
# Be Clear On Priorities



# Be Clear On Priorities



# Be Clear On Priorities



# Sprint Planning



# Standups

Who is the Audience?

What did I do yesterday?  
What will I do today?  
Any Impediments?



# Sprint Review

Demo Time

Completed vs Expected  
And Why...



# Sprint Retrospective

What Went Right?  
What Went Wrong?  
What Are We Going To Change?



# The Penny Game

