

Presented by Group #2: Kathy, Arthur, Joyce, Sean

Schedule

- 1 week to interview
- 1 week to investigate
- 3 weeks to determine root cause(s)
- 1 week to report



High-Level Issues

Everything is screwed up!

- No process
- No accountability
- No governance
- Project Estimation
- Quality Assurance
- Development methodology is questionable



A whole lotta issues

- Low Customer Satisfaction
- A lot of customer complaints (10K calls / yr)
- Lots of Product returns
- Critical features were missing
- User manual was hard to understand
- Reports were missing
- Response time was low
- Incoming service requests are high
- Last two releases were delayed
- Frequent elaborate parties
- Bad Quarter // Revenue at an all time low //
- Increased expenses while not making enough profit
- # of defects increased by 29%
- Influx of 23 developers may be inexperienced
- Scheduling issues: four enhancement releases were delayed by 29-38%
- No documentation
- ad naseum.



Problem #1: Customer Satisfaction

- A lot of customer complaints (10K calls / yr)
- Lots of Product returns
- User manual was hard to understand
- Incoming service requests are high



Solution #1: Customer Satisfaction

- Extract quantifiable data from CRM from 10K calls: Get data & prioritize key issues
- Prioritize and solve the #1-2 issues
- Go to big customers, get specific complaints. Make them happy / manage the relationship
- Conduct a sprint demo(s) with our customers who've complained before => show them progress



Problem #2: Software Development

- Critical features were missing
- User manual was hard to understand
- Reports were missing
- Response time was low
- Last two releases were delayed
- # of defects increased by 29%
- Influx of 23 developers may be inexperienced
- Scheduling issues: four enhancement releases were delayed by 29-38%
- No documentation



Solution #2: Software Development

- Interview directors of engineering & leads
- Go through existing backlog.
- Go through existing documentation & systems
- Inspect all customer complaints. Find the highest priority ones.
- First few sprints will be focused on bug fixing and solving existing customer problems
- Include Toto Suppliers*



Problem #3: Project Estimation

- Last two releases were delayed
- Influx of 23 developers may be inexperienced
- Scheduling issues: four enhancement releases were delayed by 29-38%



Solution #3: Project Estimation

We recommend Agile w/ Scrum

- We recommend adopting agile with scrum to enforce accountability and transparency
- "One throat to choke": one person becomes accountable
- Daily sprints will identify problems earlier
- Places structure around the development process
- Improved communications, teamwork, efficiency, focus
- Demo day at the end of the sprint to understand current progress / Quick customer feedback!
- Burn down charts to determine velocity
- Predicable software releases
- Break out 23 developers into 3 scrum teams
 - Monitor performance of each
 - Lead developer will monitor performance of junior developers
 - Assess performance at the end of the release



Phased Approach

Phase I	Phase II	Phase III	Phase IV
 Conduct Due diligence Interview CFO to determine remaining runway Investigate competitors Talk to customers & stakeholders Analyze & quantify data from 10K customer calls Prioritize bugs and issues Engage most unhappy customers 1st 	 Educate company on the problem "Come to Jesus" Meeting. No parties! RIP Goodtimes Adopts Scrum & Estimation Tools Train company on Agile Reinforce company values Hire Scrum Masters 	 Get requirements & signed off 1st few sprints: Prioritize chief customer complaints first! Use proper tools for estimates & sprint planning Develop prototypes: vertical prototypes, throw-away, and visual Include tech writer as part of Scrum team Hire QA 	 Evaluate first few sprints Get lessons learned. Implement learnings into next sprint Implement core improvements Investigate the acquisition of Toto Suppliers Reassess operational spending (possibly reduce spending on call center & service personnel) Plan for new feature development (paper prototype)



