Sprints & Strategies: Mastering Agile practices

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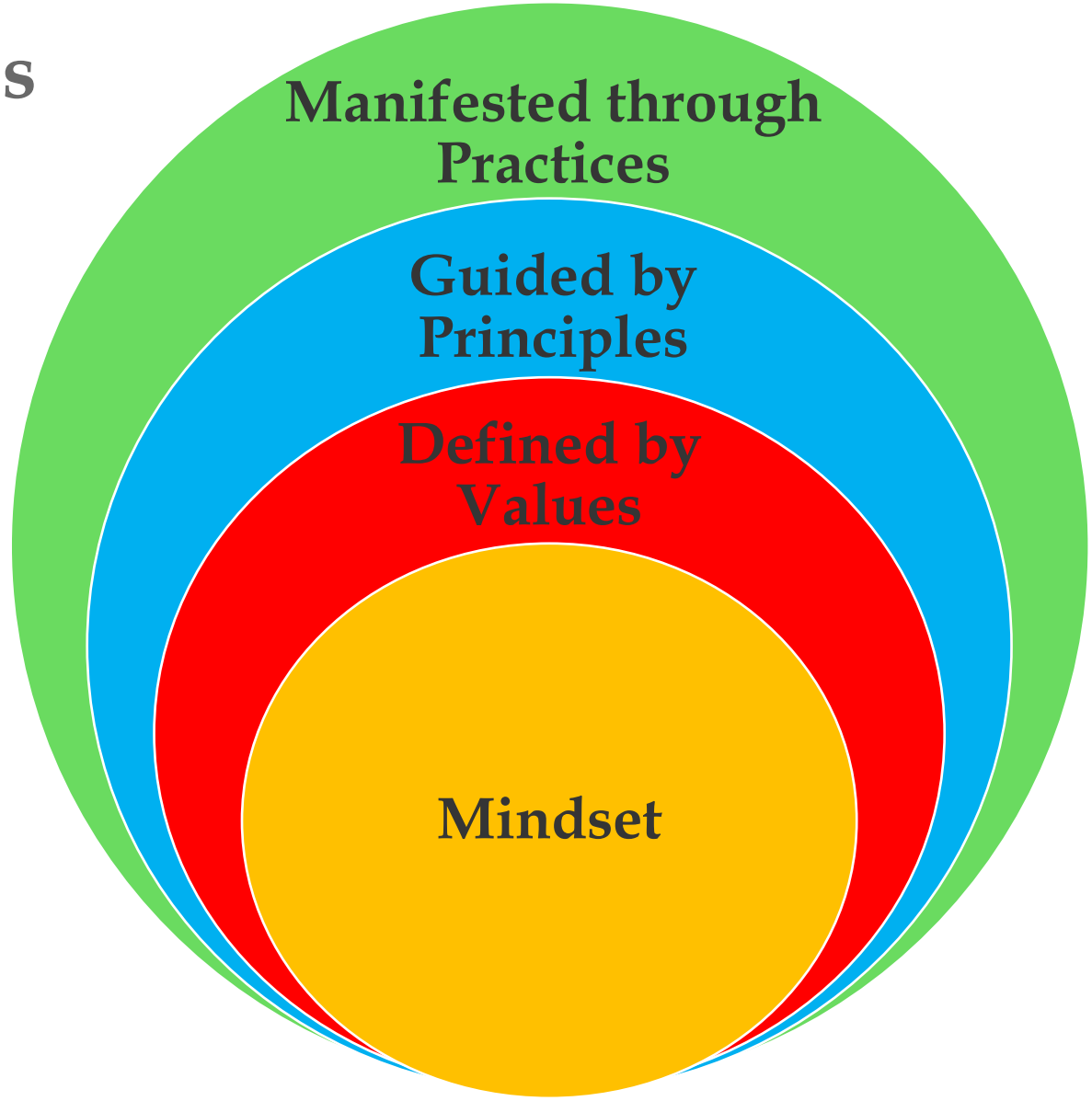
Agile.
What it really is?

Agile myths

- Agile = Scrum. Or Kanban.
- Excuse to stop producing documentation
- Opportunity to eliminate planning
- Open season on scope creep
- Blindly following a set of “best” practices
- Excuse for poor quality
- Undisciplined
- Hippie cult, quick fix, silver bullet, …

So what Agile is



Agile mindset

Defined by values: Agile manifesto

We are uncovering better ways of developing solutions by doing it and helping others do it.

Through this work we have come to value:

- Individuals and interactions over processes and tools
- Working and valuable solution 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.

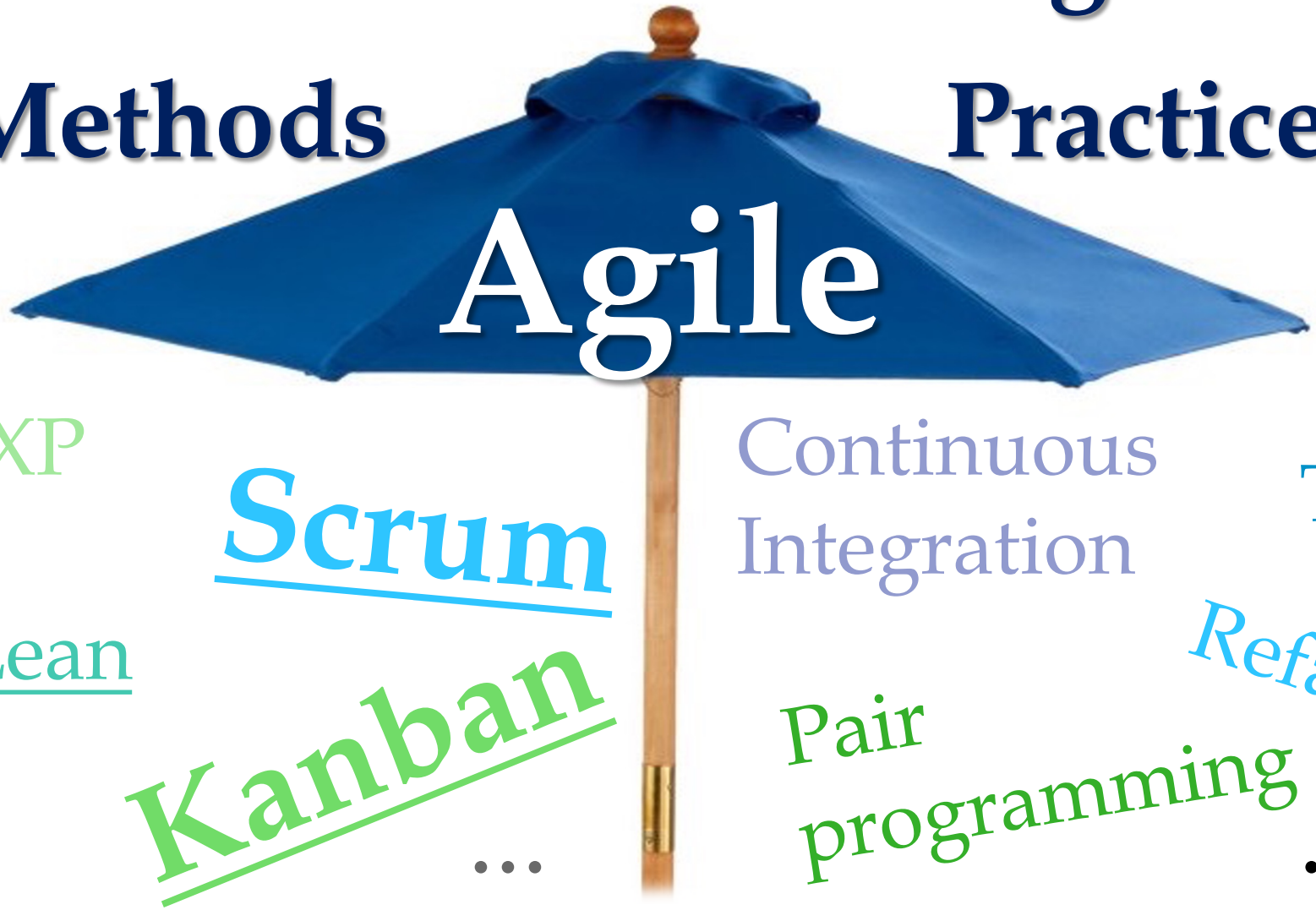
Guided by principles: 12 Agile principles

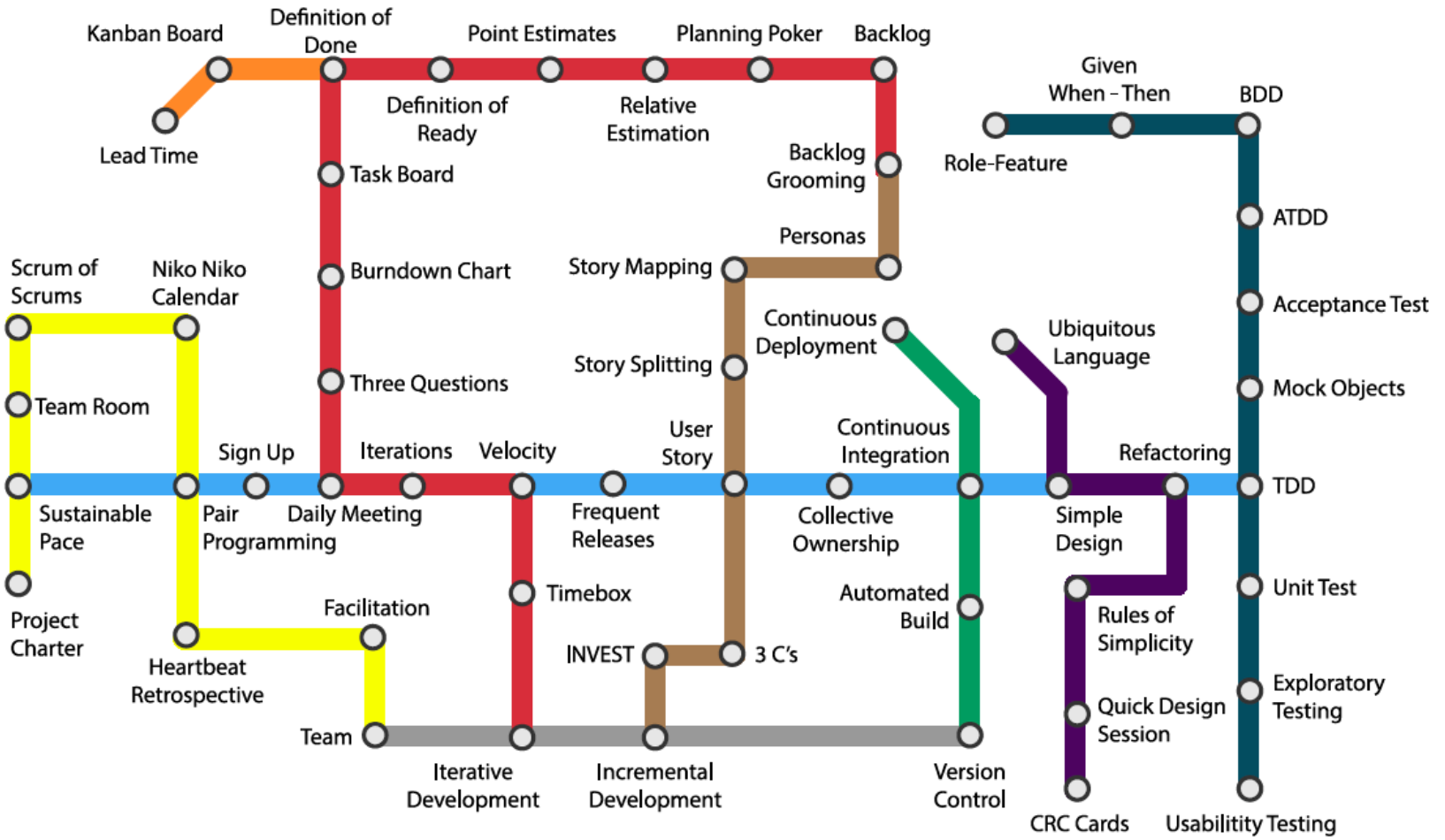
Satisfy the Customer	Welcome change	Deliver Frequently	Collaborate Daily
Support & Trust Motivated Teams	Promote Face-to-Face Conversations	Deliver Working Solution	Promote Sustainable Pace
Promote Technical Excellence	Maximize Through Simplicity	Have Self-Organized Teams	Reflect & Adjust Regularly

Manifested through

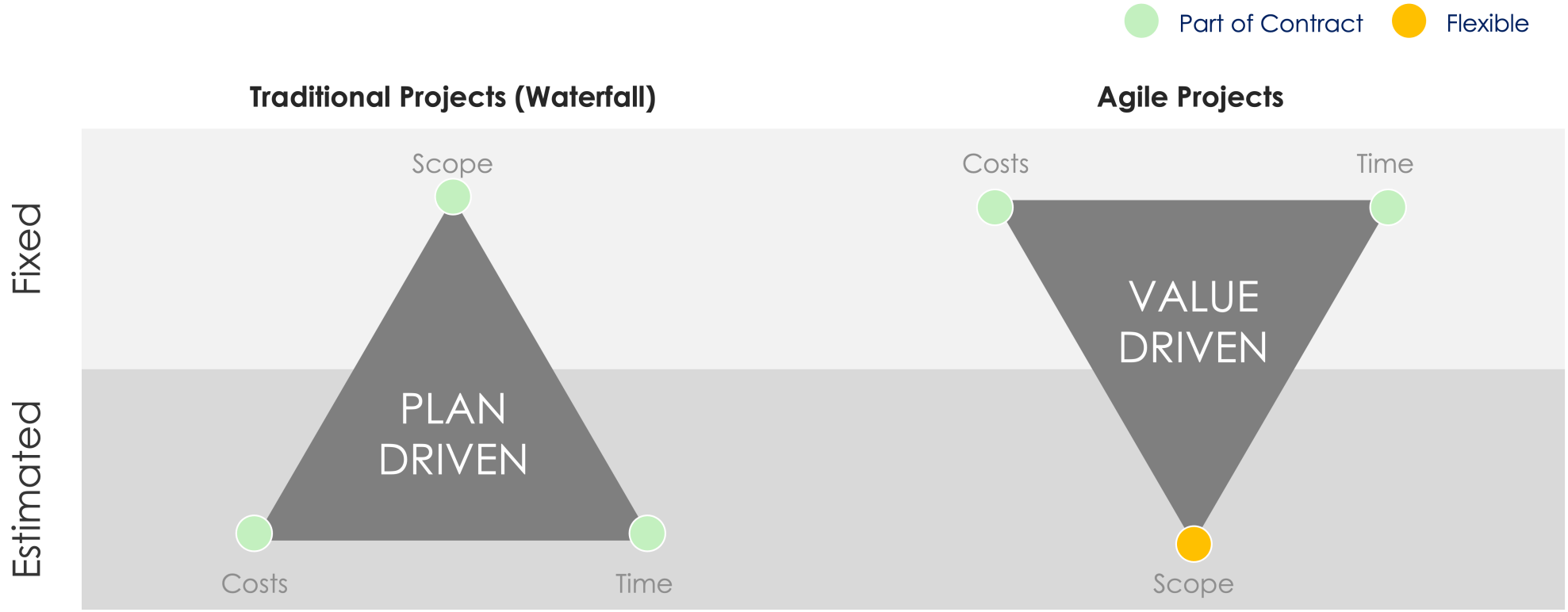
Methods

Practices




Kanban Board
Definition of Done
Point Estimates
Planning Poker
Backlog
Lead Time
Definition of Ready
Relative Estimation
Task Board
Backlog Grooming
Given When – Then
BDD
Role-Feature
ATDD
Personas
Scrum of Scrums
Niko Niko Calendar
Burndown Chart
Story Mapping
Acceptance Test
Continuous Deployment
Ubiquitous Language
Story Splitting
Three Questions
Mock Objects
Team Room
User Story
Continuous Integration
Sign Up
Iterations
Velocity
Refactoring
TDD
Sustainable Pace
Pair Programming
Daily Meeting
Frequent Releases
Collective Ownership
Simple Design
Project Charter
Timebox
Automated Build
Unit Test
Facilitation
Rules of Simplicity
INVEST
3 C's
Heartbeat Retrospective
Quick Design Session
Exploratory Testing
Team
Iterative Development
Incremental Development
Version Control
CRC Cards
Usabilitity Testing
Practice Areas
Extreme Programming
Teams
Lean
Scrum
Product Management
DevOps
Design
Testing
Fundamentals
Laura Klemme
From: Agile Alliance

Project management iron triangle



The plan create cost/ schedule estimates

Product/ service release themes and features determine the time and cost estimate

Agile is a mindset defined by values guided by principles and manifested through practices

Thank you!

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