

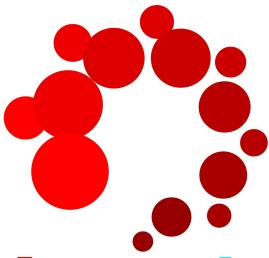
Agile Team

Roles and Responsibilities

Presenter:

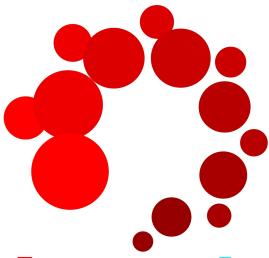
Ms Tasneem Ali Bunglowala

Founder & CEO, eMensch



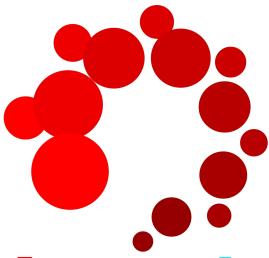
Introduction

- ▶ The Agile Team
- ▶ On-Site Customers
- ▶ Product Manager
- ▶ Domain Experts
- ▶ Interaction designers
- ▶ Business Analysts
- ▶ Programmers
- ▶ Designers and Architects
- ▶ Technical Specialists
- ▶ Testers
- ▶ Coaches
- ▶ Project Manager



The Agile Team

- ▶ Cross-functional software development team
- ▶ Same information is spread amongst many team members
- ▶ Different people know:
 - ▶ How to design and program the software (programmers, designers and architects)
 - ▶ Why the software is important (product manager)
 - ▶ The rules the software should follow (domain experts)
 - ▶ How the software should behave (interaction designers)
 - ▶ How the user interface should look (graphic designers)
 - ▶ Where defects are likely to hide (testers)
 - ▶ How to interact with the rest of the company (project manager)
 - ▶ Where to improve work habits (coach)

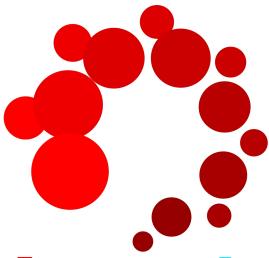


On-Site Customers

- ▶ Responsible for
 - ▶ Defining the software
 - ▶ Determining what stakeholders find valuable
 - ▶ Release Planning
 - ▶ Evangelize the project's vision
 - ▶ Identify features and stories
 - ▶ Determine how to group features into small, frequent releases
 - ▶ Manage risks
 - ▶ Create an achievable plan
 - ▶ Refining the plans by soliciting feedback from real customers and other stakeholders
 - ▶ Lead weekly iteration demo
 - ▶ Provide requirement details upon request
 - ▶ Act as living requirements documents
 - ▶ Create mock-ups and detailed customer tests that clarify complex business rules
- ▶ *Typically product managers, domain experts, interaction designers and business analysts play the role of the on-site customer.*

Product Manager (aka Product Owner)

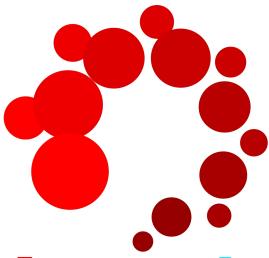
- ▶ Primary job is to maintain and promote the product vision. This involves
 - ▶ Documenting the vision
 - ▶ Sharing it with stakeholders and incorporating feedback
 - ▶ Generating features and stories
 - ▶ Setting priorities for release planning
 - ▶ Reviewing work in progress
 - ▶ Leading iteration demos
 - ▶ Involving real customers
 - ▶ Dealing with organizational politics
- ▶ Should have deep understanding of their markets
- ▶ Must have the authority to make difficult trade-off decisions about what goes into the product
- ▶ Must have political savvy to
 - ▶ Align diverse stakeholder interests
 - ▶ Consolidate them into product vision
 - ▶ Effectively say “No” to wishes that cannot be accommodated
- ▶ *One of the most crucial roles on the team*



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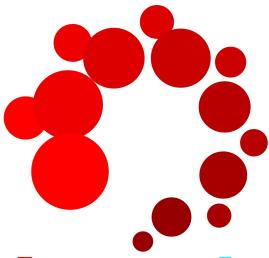
Domain Experts (aka Subject Matter Experts)

- ▶ Every industry has its own specialized rules for doing business
- ▶ To succeed, the software must implement *domain rules* faithfully and exactly
- ▶ Even experienced programmers lack domain knowledge
- ▶ There are nitpicky details where domain rules are implicit or even contradictory
- ▶ Domain experts are responsible for figuring out these details
- ▶ On small teams, product managers often double as domain experts



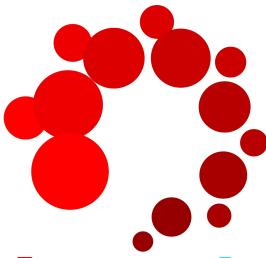
Interaction Designers

- ▶ Define product UI - the public face of the product.
- ▶ Job focuses on understanding users, their needs and how they will interact with the product
- ▶ Perform following tasks
 - ▶ Interviewing users
 - ▶ Creating user personas
 - ▶ Reviewing paper prototypes with users
 - ▶ Observing usage of actual software
- ▶ *Graphic designers* convey ideas and moods via images and layout.
- ▶ *Interaction designers* focus on the type of people using the product, their needs, and how the product can most seamlessly meet those needs.
- ▶ Some companies fill this role with a graphic designer, product manager or programmer.



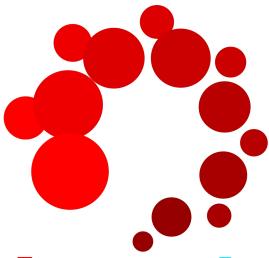
Business Analysts

- ▶ On non-agile team, business analysts typically act as liaison between the customers and developers, by clarifying and refining customer needs into a functional requirement specification.
- ▶ On agile team, business analysts augment a team that already contains a product manager and domain experts.
- ▶ Help customers think of details they might otherwise forget
- ▶ Help programmers express technical trade-offs in business terms



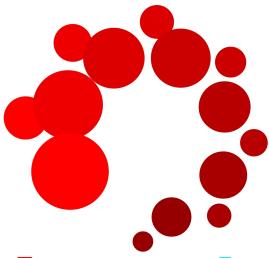
Programmers

- ▶ Contribute directly to creating working code
- ▶ While customer's job is to maximixe the value of product, the programmer's job is to minimize the cost.
- ▶ Responsible for finding the most effective way of delivering the user stories
- ▶ Provide effort estimates, suggest alternatives, and help customers create an achievable plan
- ▶ Strive to produce no bugs in software
- ▶ Maintain a ten-minute build that can build a complete release package at any time
- ▶ Use version control and practice continuous integration
- ▶ Help ensure the long-term maintainability of the product by providing documentation at appropriate times



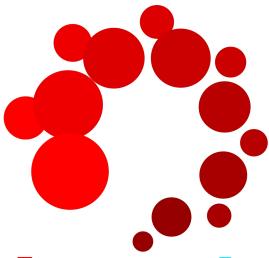
Designers and Architects

- ▶ Though everyone designs and codes, expert designers and architects are still necessary
- ▶ Guide the team's incremental design and architecture efforts
- ▶ Help team members see ways of simplifying complex designs
- ▶ Act as peers to programmers



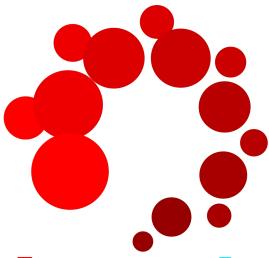
Technical Specialists

- ▶ Other software developer roles like
- ▶ Programmers could include
 - ▶ Database designer
 - ▶ Security expert
 - ▶ Network architect
- ▶ Though each person has his own area of expertise, everyone is expected to work on any part of the system that needs attention



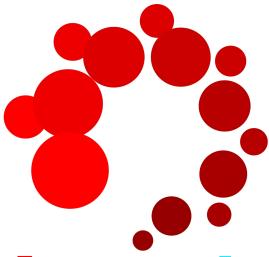
Testers

- ▶ Help produce quality results from the beginning
- ▶ Apply their critical thinking skills to help customers consider all possibilities when envisioning the product
- ▶ Help customers identify holes in the requirements and assist in customer testing
- ▶ Act as technical investigators for the team
- ▶ Use exploratory testing to help team identify bugs from reaching the finished code
- ▶ Provide information about the software's non-functional characteristics, such as
 - ▶ Performance
 - ▶ Scalability
 - ▶ Stability
- ▶ Team should ideally produce nearly bug-free code
- ▶ When testers find bugs, they help team identify what went wrong so that the team as a whole can prevent those kinds of bugs from occurring in future



Coaches

- ▶ Agile teams *self-organise*, which means each member figures out how he can best help the team move forward at any given moment
- ▶ Coaches lead by example, helping the team reach its potential rather than creating jobs and assigning tasks
- ▶ As the team gains experience, coach is not required
- ▶ A coach's work is subtle - to enable the team to succeed
- ▶ Help team start their process by
 - ▶ Arranging shared workspace
 - ▶ Making sure that the team includes the right people
 - ▶ Setting up conditions for energized work
 - ▶ Assisting the team in creating an informative workspace
- ▶ Help the team interact with the rest of the organization generating organizational trust and goodwill
- ▶ Often take responsibility for any reporting needed
- ▶ Help team members maintain their self-discipline



Project Community

- ▶ Ecosystem surrounding the project
- ▶ Includes everyone who affects or is affected by the project
- ▶ Two important departments to be considered
 - ▶ Human Resources - handle performance reviews
 - ▶ Facilities - create an open workspace
- ▶ Stakeholders form a large subset of project community
- ▶ Stakeholders include
 - ▶ End users
 - ▶ Purchasers
 - ▶ Managers
 - ▶ Executives
- ▶ Executive Sponsor: Important as he holds the purse strings of the project. He is the ultimate customer



Thank You !!!

Any Questions?