

# Learning Agile

Presenter:

Mr. Raj Vatnani

Sr. Project Manager at (Worldpay, from FIS)

# Its game time

Truths & lie

Time-boxed: 15 min

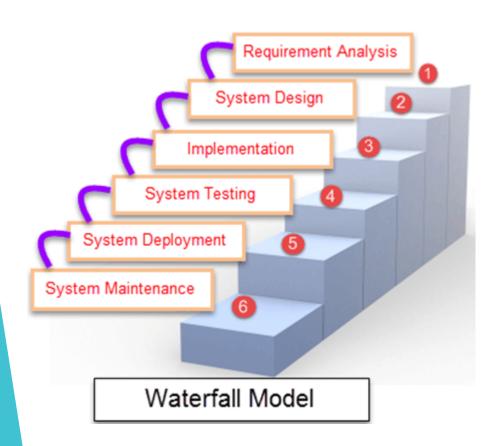
# Why are we here?



# Agenda for Session 1

- ▶ Problems to solve
- Overview of Agile Model
- ► Agile a deep dive
- ► Agile program components

## Problems to solve



- Requirements are not changing frequently
- Application is not complicated and big
- Project is short
- Requirement is clear

- Needs can be difficult to define
- Potential lack of flexibility
- Longer delivery time

# Overview of Agile Model



- ► All features are not delivered in one go
- Opportunity to provide feedback
- More satisfaction to customers
- Client and Dev Team, both happy

# Agile - a deep dive

- Respond to changes in the marketplace or feedback from customers quickly without derailing a year's worth of plans.
- Agile is an iterative approach to project management and software development that helps teams deliver value to their customers faster and with fewer headaches.
- An agile team delivers work in small, but consumable, increments. Requirements, plans, and results are evaluated continuously so teams have a natural mechanism for responding to change quickly.

# How to go about it?

- "Just enough" planning
- Shipping in small, frequent increments
- Gather feedback on each change
- Integrate it into future plans
- Collaboration
- Open communication
- Transparency
- Inspection
- Adaptation
- Trust amongst team members

.....are at the heart of agile.

# Agile Program Components

- Requirements -> Backlog
- Agile Team
  - Architects, Dev, QA, Designer, Business/Product Guys
  - Common vision
- Agile Delivery Vehicles (Scrum, Kanban)
- Agile Metrics
  - ► How to assess health / measure progress?

## Its Quiz Time!

- Agile is an \_\_\_\_\_ approach to project management and software development.
- \_\_\_\_\_ over comprehensive documentation.
- Responding to \_\_\_\_\_ over following a plan.
- \_\_\_\_\_ collaboration over contract negotiation.
- Requirements are in the form of a \_\_\_\_\_\_.
- Agile can be implemented using various frameworks like \_\_\_\_\_\_.
- We use \_\_\_\_\_\_ to assess team's health or project's progress.

# Way forward...

- Form teams
- Pick projects / goal
  - Identify technology
  - Small presentation
    - ► Goal / Vision
    - Scope (In/Out)
    - ► Team & Roles



# Thank You!!!

Any Questions?

# Agenda for Session 2

- Scrum framework
- Product Management
- Product Roadmap
- Product Backlog

## Scrum Framework

- Scrum is considered as practical & more valued Agile methodology. It is easy to use & deliver incrementally high quality software on time & budget.
- Framework Components
  - Product Backlog
  - Scrum Ceremonies
  - Scrum Roles

# Scrum Framework (contd...)

#### **Product Vision:**

- The goal of the product vision is to align the team around a central purpose.
- It is very important for the Agile Scrum team to know what they are aiming for.
- Based on vision, Product Owner creates ordered prioritized wish list.
- Requirements are broken down into User Stories by the Product Owner.

# Scrum Framework (contd...)

#### **Product Backlog:**

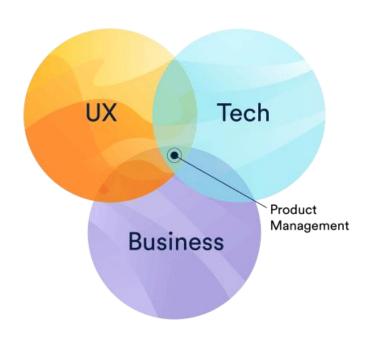
- ► The Product Backlog is a ordered & prioritized list of item that all need to include in the product.
- ▶ It is dynamic & during the project items may added or deleted from this list.
- All items are ordered prioritized in this list. The highest priority items are completed first.



Prioritized items desired by customer Product Backlog items selected for Sprint and estimated by team

**Product Increment** 

# Product Management



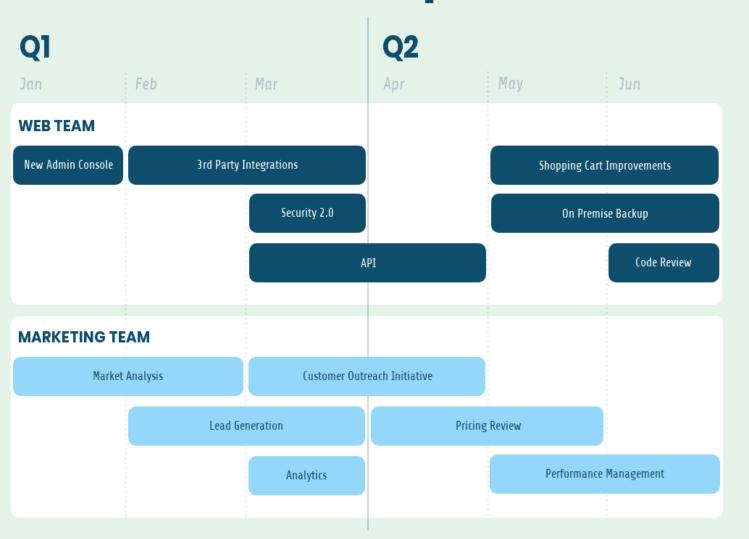
- •Business Product management helps teams achieve their business objectives by bridging the communication gap between dev, design, the customer, and the business.
- •UX Product management focuses on the user experience, and represents the customer inside the organization.
- •Technology A thorough understanding of computer science is paramount.

## Product Roadmap

- A product roadmap is a shared source of truth that outlines the vision, direction, priorities, and progress of a product over time.
- ▶ It's a plan of action that aligns the organization around short- and long-term goals for the product or project, and how they will be achieved.
- A product roadmap is the key to communicating how short-term efforts match long-term business goals.
- Understanding the role of a roadmap—and how to create a great one—is key for keeping everyone on your team headed in the same direction.
- Product owners use roadmaps to collaborate with their teams and build consensus on how a product will grow and shift over time.



# **Product Roadmap**



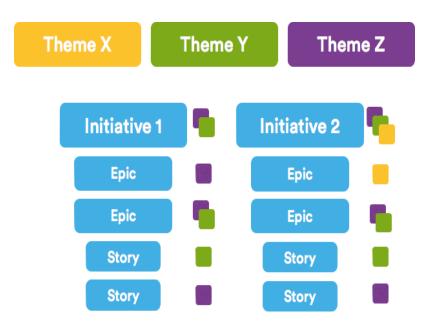
# Product Backlog

- The product backlog: your ultimate to-do list
- A product backlog is a prioritized list of work for the development team that is derived from the roadmap and its requirements.
- ► The most important items are shown at the top of the product backlog so the team knows what to deliver first.
- ► The development team pulls work from the product backlog as there is capacity for it.
- ▶ Backlog refinement & grooming meeting to keep the backlog healthy

# What may influence am item's priority?

- Customer priority
- ► Higher business value
- Dependencies on one another
- Symbiotic relationships between work items (e.g. B is easier if we do A first)

## Structures to manage scope and work



- Themes are large focus areas that span the organization.
- Initiatives are collections of epics that drive toward a common goal.
- **Epics** are large bodies of work that can be broken down into a number of smaller tasks (called stories).
- **Stories**, also called "user stories," are short requirements or requests written from the perspective of an end user.



# Thank You!!!

Any Questions?