Learning Agile

Presenter:

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Agenda for Session 5

- Scrum Roles

Scrum Roles

The most important three roles of Scrum are:

- Product Owner
- Scrum Master
- Development Team

- The Product Owner is responsible for the vision of a product, the gathering and the prioritization of the requirements, control over the budget and the ROI.
- The Scrum Master cleans out problems, takes responsibility that the rules of Scrum are kept and he as well coaches the team.
- The team of Scrum is a self-organized unity, responsible for the creation and the quality of the product. Besides these three roles there exist some more Stakeholders, who e.g. serve as an observer.

Product Owner

- One of the most important things for the success of scrum is the role of the Product Owner, who serves as an interface between the team and other involved parties (stakeholders).

- Often the PO has to “fight” on both sides. Whereas the team can work a certain fraction of time (time boxed) “protected” by the Scrum Master, the Product Owner often needs to deal with marketing, management or the customers in order to be able to present the software requirements (User Stories) quite precisely to the team.

- Furthermore the Product Owner is responsible for the return on investment (ROI). He validates the solutions and verifies whether the quality is acceptable or not from the end-users’ point of view. He also has to decide over the importance of single features in order to prioritize these

- Backlog Refinement with the team

- Writing User Stories

- Writing Acceptance Criteria

- Writing Business Rules

Scrum Master

The most obvious difference between a team leader and a Scrum Master is represented by the name itself though. Whereas one is leading the team and sets the tasks, the other one is in charge of observing that the team obeys the rules and realizes the method of Scrum entirely.

He is advisor; does not interfere into the team's decisions.

Another important task of the Scrum Master is to get rid of all possible impediments that might disturb the work of the team.

- problems that team cannot solve

- protects the team from the noise

- coaches the team

- helps team learn and maintain agile practices

Scrum Development Team

- 5-9 team members
- Self-organised, cross-functional team of developers.
- The development team are the people that do the work
- Delivering the work through the sprint.
- Participate in ALL scrum events and ensure transparency

Thank You !!!

Any Questions?

Agenda for Session 6

- Estimations in Agile
- Estimation techniques

Agile Estimations

- Estimation is hard. For software developers, it's among the most difficult–if not the most difficult–aspects of the job.
- Good estimation can give the product owner new insight into the level of effort for each work item, which then feeds back into their assessment of each item's relative priority.
- Involving everyone (developers, designers, testers, deployers... everyone) on the team is key. Each team member brings a different perspective on the product and the work required to deliver a user story.

Story Points Estimation

- Story points vs Time in hours.
- Story points rate the **relative** effort of work in a Fibonacci-like format: 0, 0.5, 1, 2, 3, 5, 8, 13, 20, 40, 100.
- Team makes decisions around complexity and difficulty of a story.
- Velocity vs Capacity vs Load
- Velocity of a team helps Product Owner plan the product increments.

Story Points Estimation *(contd...)*

- Decide an upper limit; if it exceeds, split!
- Learn from Past Estimates!
  - Discuss in sprint retrospective meetings
  - Compare stories with same estimates

Estimation Techniques

1. Planning Poker

- All participants use numbered playing cards and estimate the items. Voting is done anonymous and discussion is raised when there are large differences. Voting is repeated till the whole team reached consensus about the accurate estimation.

2. T-Shirt Sizes

- This is a perfect technique for estimating a large backlog of relative large items. Items are estimated into t-shirt sizes: XS, S, M, L, XL. The decision about the size is based on an open and mutual collaborative discussion. This method is an informal and quick way to get an rough feeling about the total size of your backlog

Estimation Techniques *(contd...)*

3. Affinity Mapping

- This method is based on finding similarities in the estimated items. The team is asked to group them together. Best way is to execute this is a visual way and order them form small groups to large. It works best with a small group of people and a relative small number of items. You can assign estimation numbers to the different groups

4. The Bucket System

- Much faster than planning poker is the Bucket System. This system is a good alternative when estimating a large number of items with a large group of participants. Create several buckets in the sequence of planning poker. The group estimates the items by placing them in these “buckets”.

Estimation Techniques *(contd...)*

5. Large/Uncertain/Small

- A very fast method of rough estimating is the *Large/Uncertain/Small* method. The team is being asked to place the items in one of these categories. The first step is to categorize the obvious items in the two extreme categories. Next the group can discuss the more complex items.

Playing Planning Poker

- All the people who are supposed to do the estimations, sit in a round circle.
- Each estimator is having a set of Planning Poker Cards of values: 0,1,2,3,5,8,13,20,40 and 100.
- The product owner or customer reads out the user story, describing all its features and requirements.
- After the story is read out, the discussions among the estimators and with the product owner/customer take place. The estimators can ask questions or clarify their doubts with the product owner.
- After the discussions, all estimators are asked to select one card to estimate a user story. If all estimators give same value, then that becomes the final estimate.
- If values are different then the estimators giving highest and lowest values explain their opinions and why they chose this value, until a consensus is achieved.

Thank You !!!

Any Questions?

Agenda for Session 7

- Jira Overview
- Agile Metrics
  - Burndown Charts
  - Velocity Chart
  - Sprint Predictability

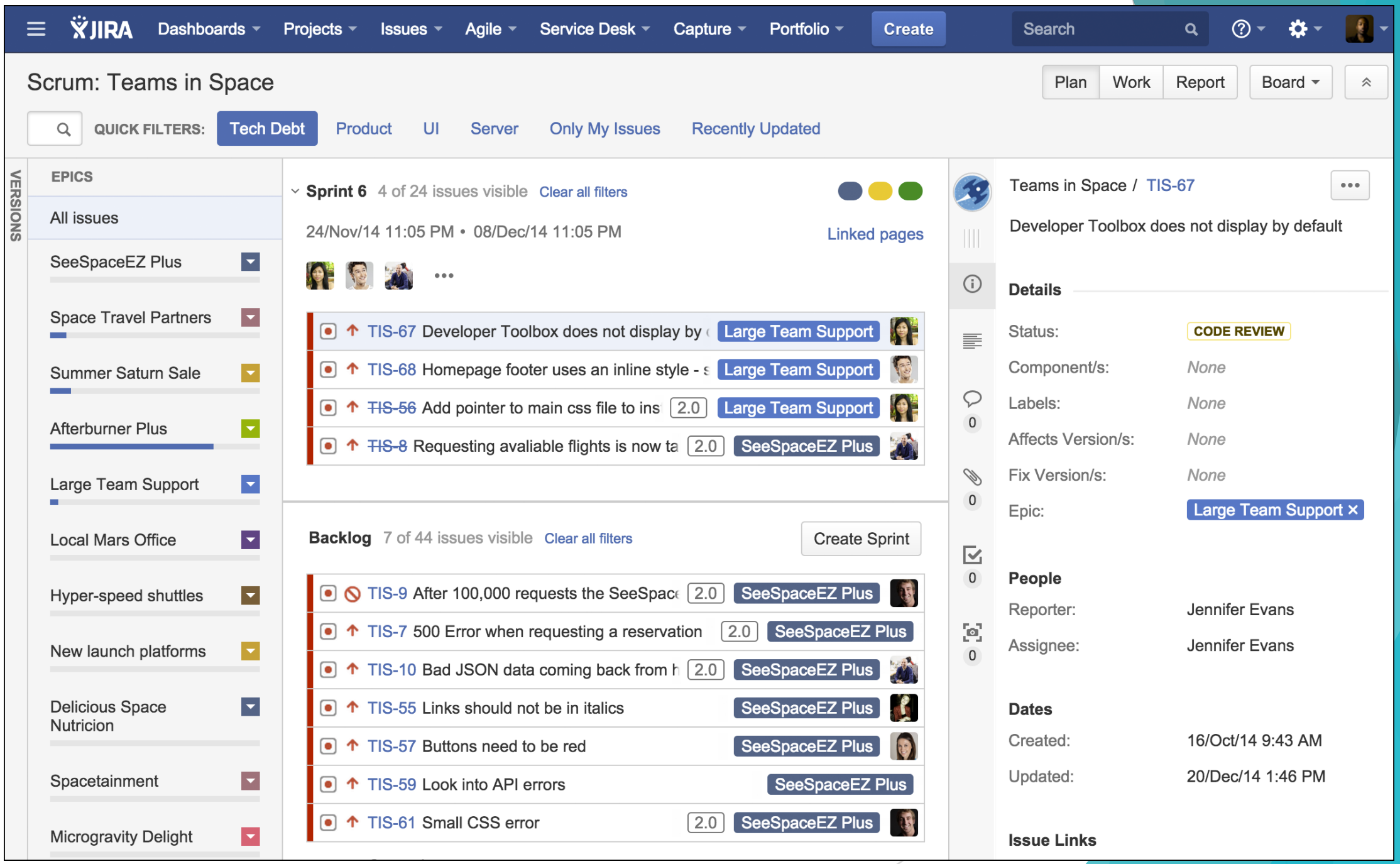
Jira - Overview

- Jira Software is an agile project management tool that supports any agile methodology.

- From agile boards to reports, you can plan, track, and manage all your agile software development projects from a single tool.

Jira Features

- Scrum Boards
- Story Writing Fields (desc, priority, severity)
- Backlog Grooming
- Sprints
- Custom Workflow
- Custom Fields
- Versions
- Components
- Metrics and Reports


JIRA
Dashboards
Projects
Issues
Agile
Service Desk
Capture
Portfolio
Create
Search
Scrum: Teams in Space
Plan
Work
Report
Board
QUICK FILTERS:
Tech Debt
Product
UI
Server
Only My Issues
Recently Updated
VERSIONS
EPICS
All issues
SeeSpaceEZ Plus
Space Travel Partners
Summer Saturn Sale
Afterburner Plus
Large Team Support
Local Mars Office
Hyper-speed shuttles
New launch platforms
Delicious Space Nutricion
Spacetainment
Microgravity Delight
Sprint 6 4 of 24 issues visible Clear all filters
24/Nov/14 11:05 PM • 08/Dec/14 11:05 PM
Linked pages
TIS-67 Developer Toolbox does not display by Large Team Support
TIS-68 Homepage footer uses an inline style - Large Team Support
TIS-56 Add pointer to main css file to ins 2.0 Large Team Support
TIS-8 Requesting avaliable flights is now ta 2.0 SeeSpaceEZ Plus
Backlog 7 of 44 issues visible Clear all filters
Create Sprint
TIS-9 After 100,000 requests the SeeSpac 2.0 SeeSpaceEZ Plus
TIS-7 500 Error when requesting a reservation 2.0 SeeSpaceEZ Plus
TIS-10 Bad JSON data coming back from h 2.0 SeeSpaceEZ Plus
TIS-55 Links should not be in italics SeeSpaceEZ Plus
TIS-57 Buttons need to be red SeeSpaceEZ Plus
TIS-59 Look into API errors SeeSpaceEZ Plus
TIS-61 Small CSS error 2.0 SeeSpaceEZ Plus
Teams in Space / TIS-67
Developer Toolbox does not display by default
Details
Status: CODE REVIEW
Component/s: None
Labels: None
Affects Version/s: None
Fix Version/s: None
Epic: Large Team Support
People
Reporter: Jennifer Evans
Assignee: Jennifer Evans
Dates
Created: 16/Oct/14 9:43 AM
Updated: 20/Dec/14 1:46 PM
Issue Links

Scrum 1

Scrum Sprint 1

35 days remaining | Complete sprint | •••

Implement the new weather alert system 🌤 ⚠ - and make over 50,000+ customers very happy 😍

Quick filters | Assignee

TO DO

SMART-43 Recalibrate the semi-coherent anomaly i...

- Make rocket go now — SMART-45
- Reticulate splines — SMART-46
- Align the dish — SMART-47

SMART-17 Add app alert for changed weather event...

- MK-33 replicators are down. — SMART-40
- Adjust API for alert popup — SMART-39

Update notifications settings with weather

IN PROGRESS

- Add app alert for changed weather events 111 — 4w — SMART-17

SMART-3 Push notifications documentation updates

- Update documentation and push through channels — SMART-29

SMART-6 Low-power indicator optimasation on mod...

- Draw up new schematics for power indicator panel — 3d — SMART-19
- Reset power-indicator threshold after fatal shutdown due to low power — 3h — SMART-33

DONE

- Recalibrate the semi-coherent anomaly in preparation to fluctuate our tachyon catalyst — ~~SMART-43~~
- Hello world! — ~~SMART-44~~

SMART-17 Add app alert for changed weather event...

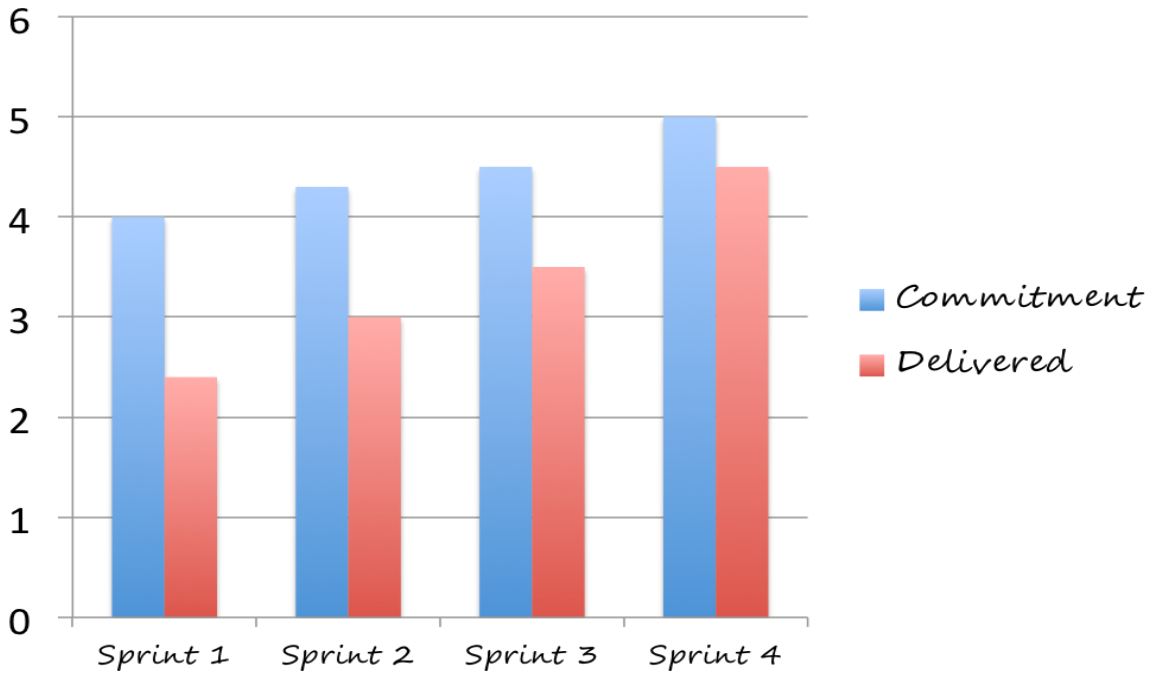
- Update documentation — ~~SMART-28~~

SMART-3 Push notifications documentation updates

- Review new copy — ~~SMART-35~~
- Low-power indicator optimasation on model B6.2 — Epic 123

Agile Metrics

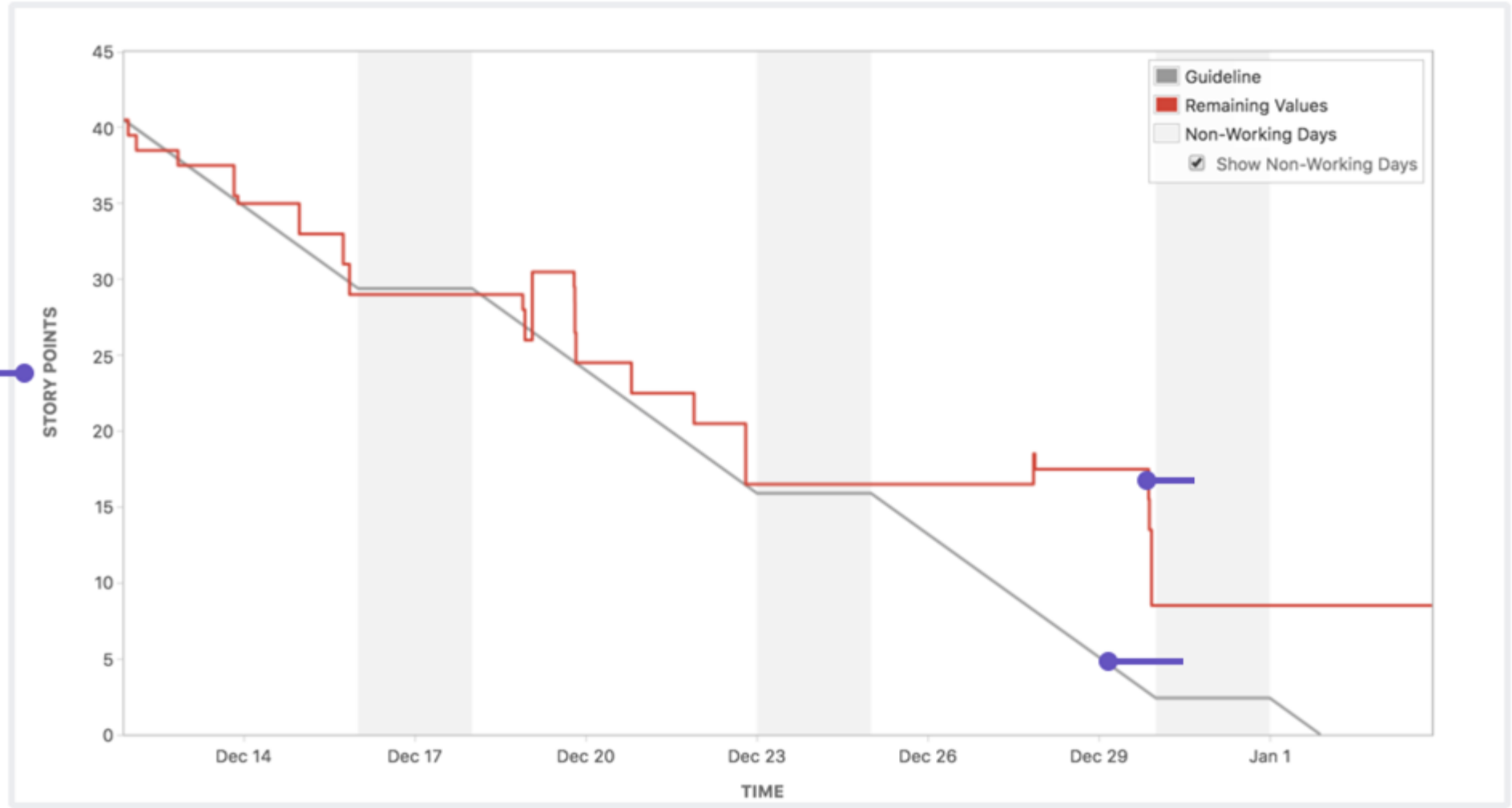
Velocity Chart & Sprint Predictability



- **Velocity** of **agile** teams has proven to provide tremendous insight/visibility into project progress and status.
- A **velocity chart** shows the sum of estimates of the work delivered across all iterations.

Agile Metrics *(contd...)*

Burndown Chart – reflects on team's progress



Thank You !!!

Any Questions?