

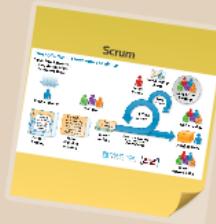
Lean - Agile: Migracja ze Scruma na Kanban

Michał Lesiak

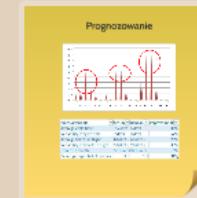
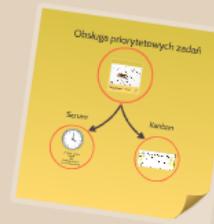
PLANOWANIE



W TRAKCIE



WERYFIKACJA



ZROBIONE

Podsumowanie

- tablica Kanban zamiast listyacji
 - limit jednocześniezych zadań zamiast ograniczenia czasowego
 - Estymaty?
 - Prognozowanie?
 - Scrum Master?
 - Funkcje w zespole?

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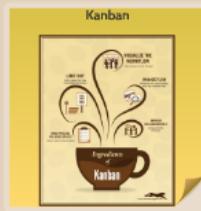
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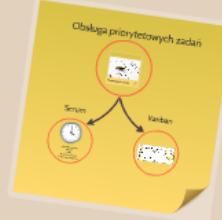
PLANOWANIE



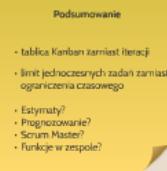
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ZROBIONE



VIP limit = 3

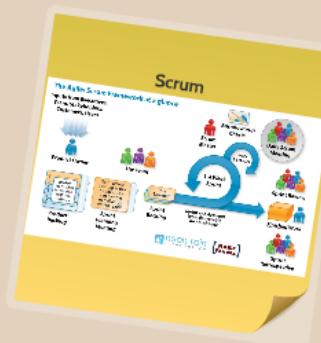
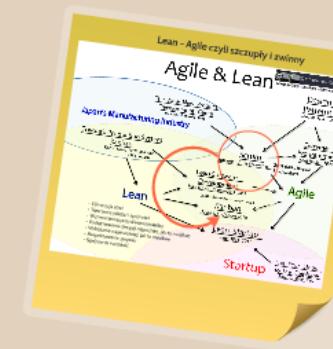
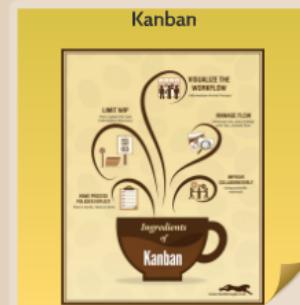
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PLANOWANIE



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Stan aktualny

- Scrum
- zespół kilkuosobowy
- serwis backendowy + GUI
- nowe funkcjonalności
- utrzymywanie i wsparcie techniczne (10 - 60%)



Problemy?

- iteracje bez ukończonych funkcjonalności dla klienta
- nieprzewidywalne tempo zespołu (velocity)

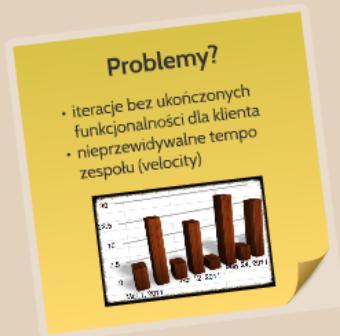


Przyczyny

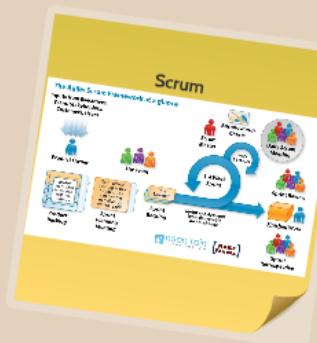
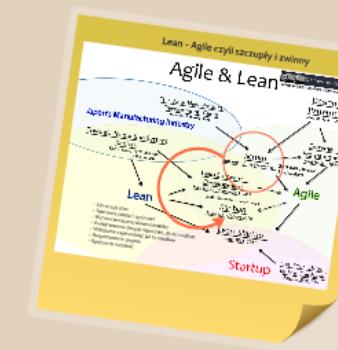
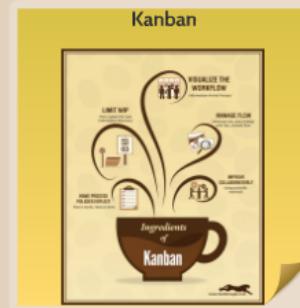
- krytyczne błędy z produkcji
- awarie
- wsparcie techniczne



PLANOWANIE



W TRAKCIE



Scrum

The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Product Owner



The Team



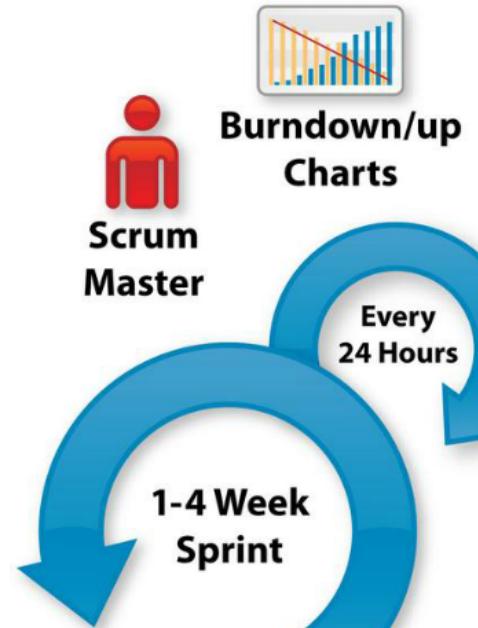
Product Backlog

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint Planning Meeting



Sprint Backlog



Sprint end date and team deliverable do not change



Daily Scrum Meeting



Sprint Review

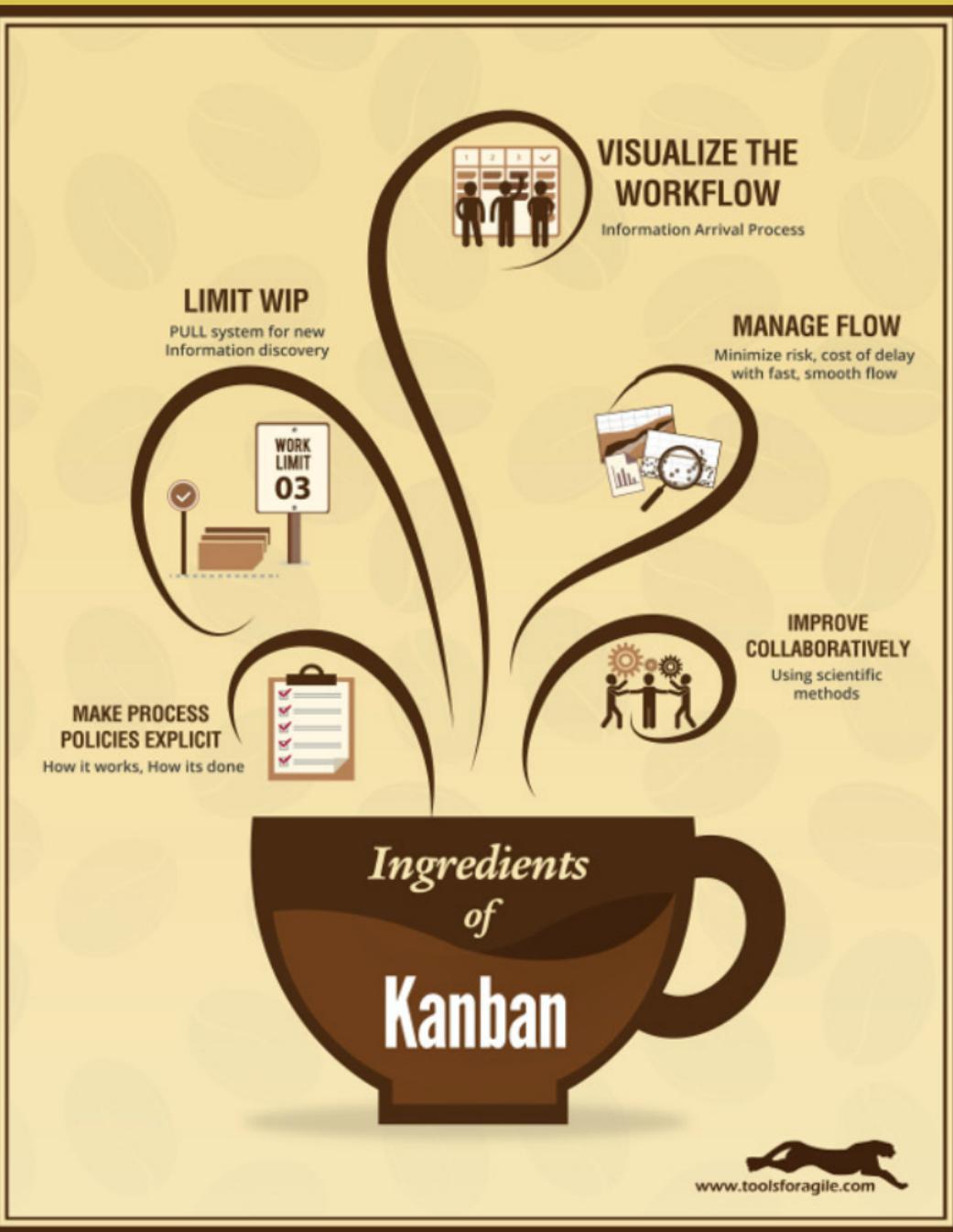


Finished Work

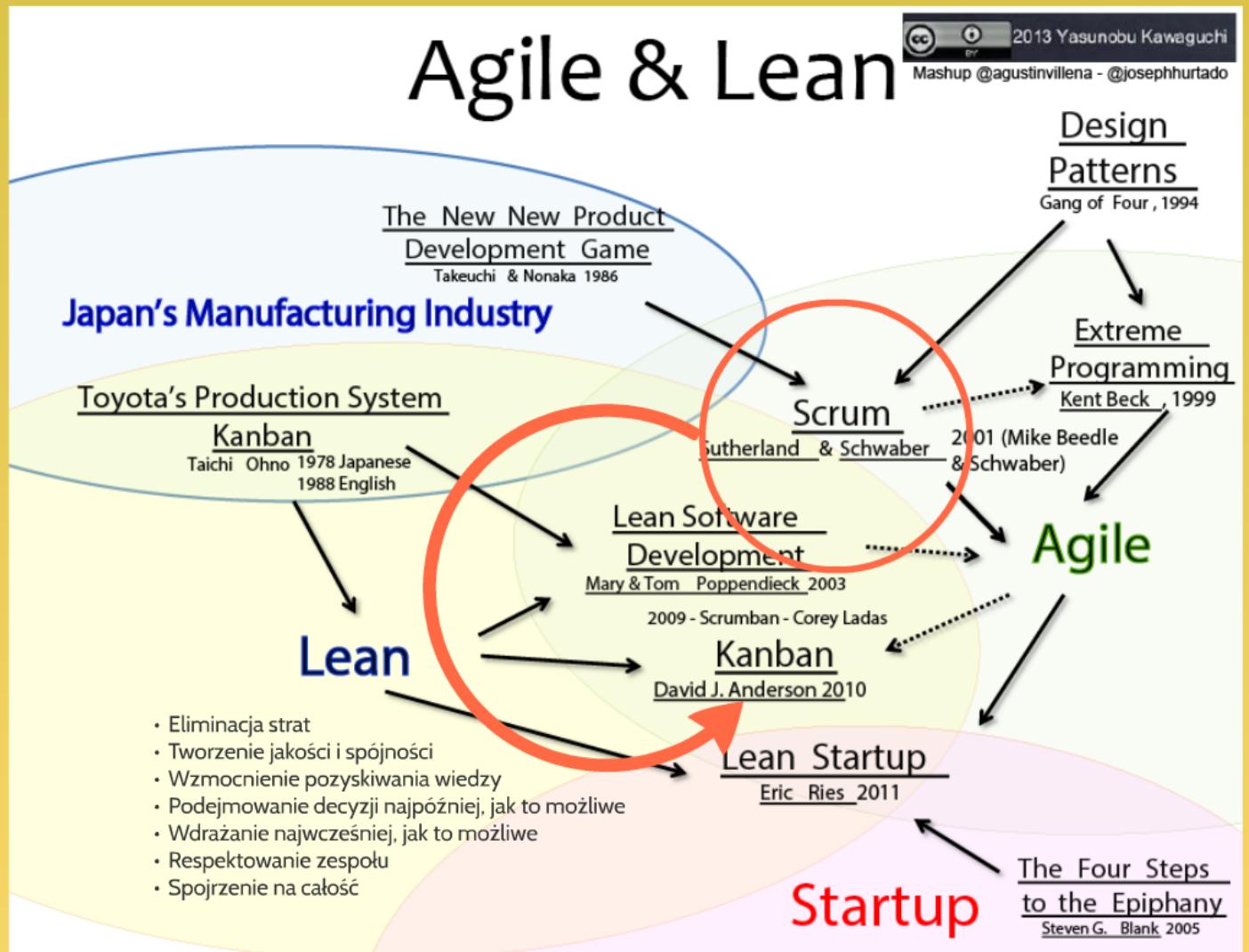


Sprint Retrospective

Kanban



Lean - Agile czyli szczupły i zwinny



Lean

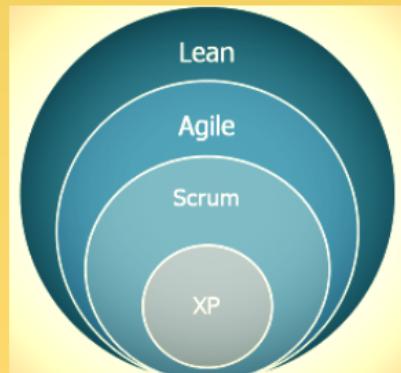
- Eliminacja strat
- Tworzenie jakości i spójności
- Wzmocnienie pozyskiwania wiedzy
- Podejmowanie decyzji najpóźniej, jak to możliwe
- Wdrażanie najwcześniej, jak to możliwe
- Respektowanie zespołu
- Spojrzenie na całość

Scrum vs Lean

Dziedzina	Scrum	Lean
Struktura iteracji	Iteracje z timeboxem	Dopasowana
Kierunek produktu	Product Owner	Zespół
Kadra kierownicza	Separacja → Wsparcie	
Jak zorganizować?	Scrum of Scrums	Strumień wartości
Jak uczyć?	Inspekcja i adaptacja	Ulepszanie modelu
Priorytetyzacja	Wartość dla klienta	Klient + <u>eliminacja strat</u>
Jak zacząć?	Samoorganizacja	Kolejki, ograniczanie liczby zadań, przepływ



Czynnik	Scrum	Kanban	Lean
Timebox	Tak	Nie	-
Release	Co iterację	! Kiedykolwiek	-
Wsparcie techniczne	Brak wsparcia	Tak	Tak
Kolokacja zespołów	Brak wsparcia	Limit WIP	Optymalny workflow
Wsparcie kierownictwa	Nie	Częściowo	Tak
Jakość kodu	Brak informacji	Workflow	Workflow



Scrum

The Agile: Scrum Framework at a glance

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Product Owner



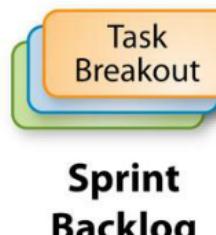
The Team



Product
Backlog

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint
Planning
Meeting



Sprint
Backlog

1-4 Week Sprint

Sprint end date and team deliverable do not change



Burndown/up Charts

Every 24 Hours



Daily Scrum
Meeting



Sprint Review



Finished Work



Sprint
Retrospective

neon rain®
interactive

[AGILE
FOR ALL]

Kanban

The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Product Owner



Product Backlog

The Team

Team selects starting at top as much as it can to commit to deliver by end of Sprint

Sprint Planning Meeting

Task Breakout
Sprint Backlog

Scrum Master

Burndown/up Charts

Every 24 Hours

1-1 Week Sprint

Sprint Review



Finished Work

Sprint end date and team deliverable do not change



Sprint Retrospective

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interactive

AGILE
FOR ALL

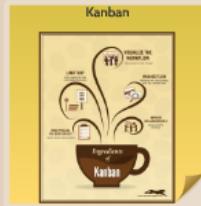
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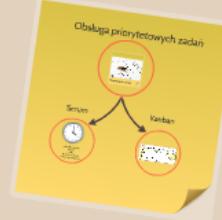
PLANOWANIE



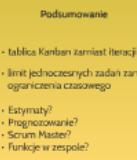
W TRAKCIE



WERYFIKACJA



ZROBIONE

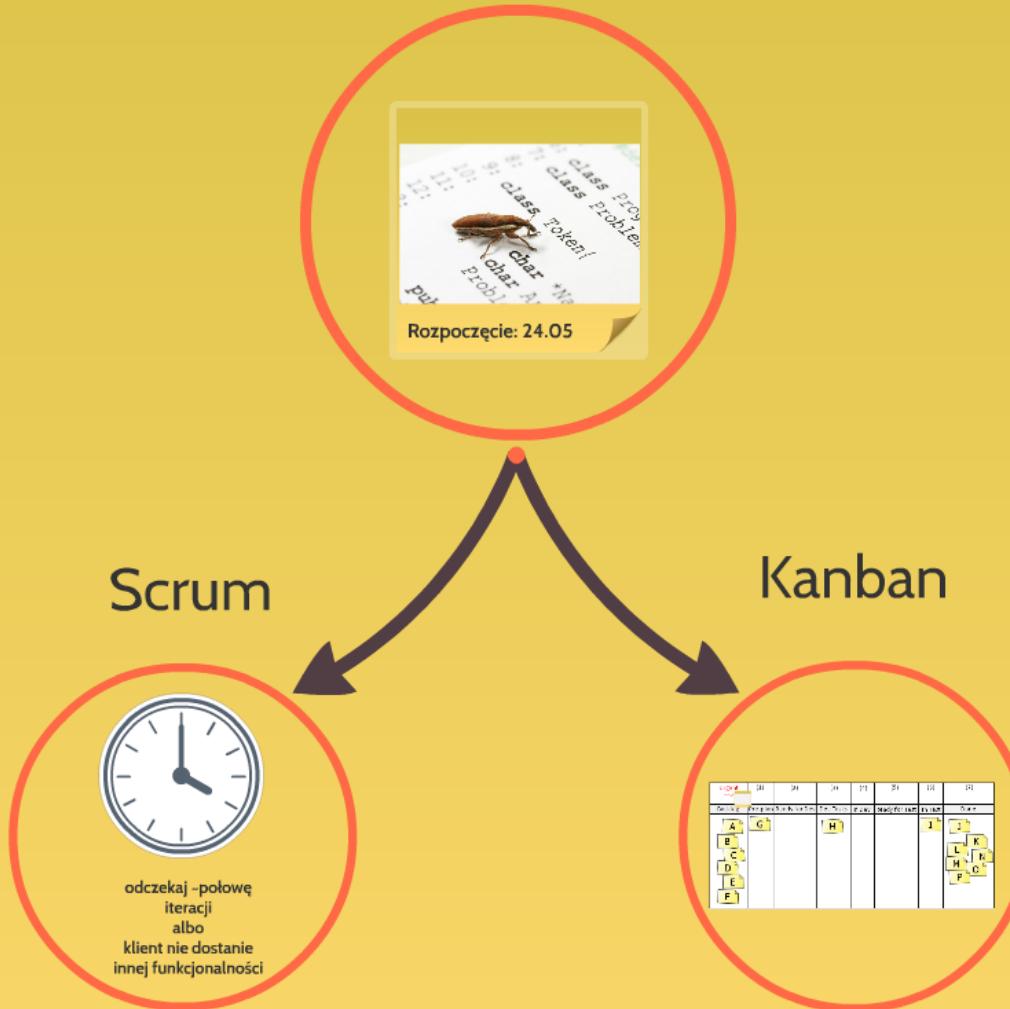


VIP limit = 3

=6

=3

Obsługa priorytetowych zadań





Scrum



odczekaj ~połowę
iteracji
albo
klient nie dostanie
innej funkcjonalności

Kanban

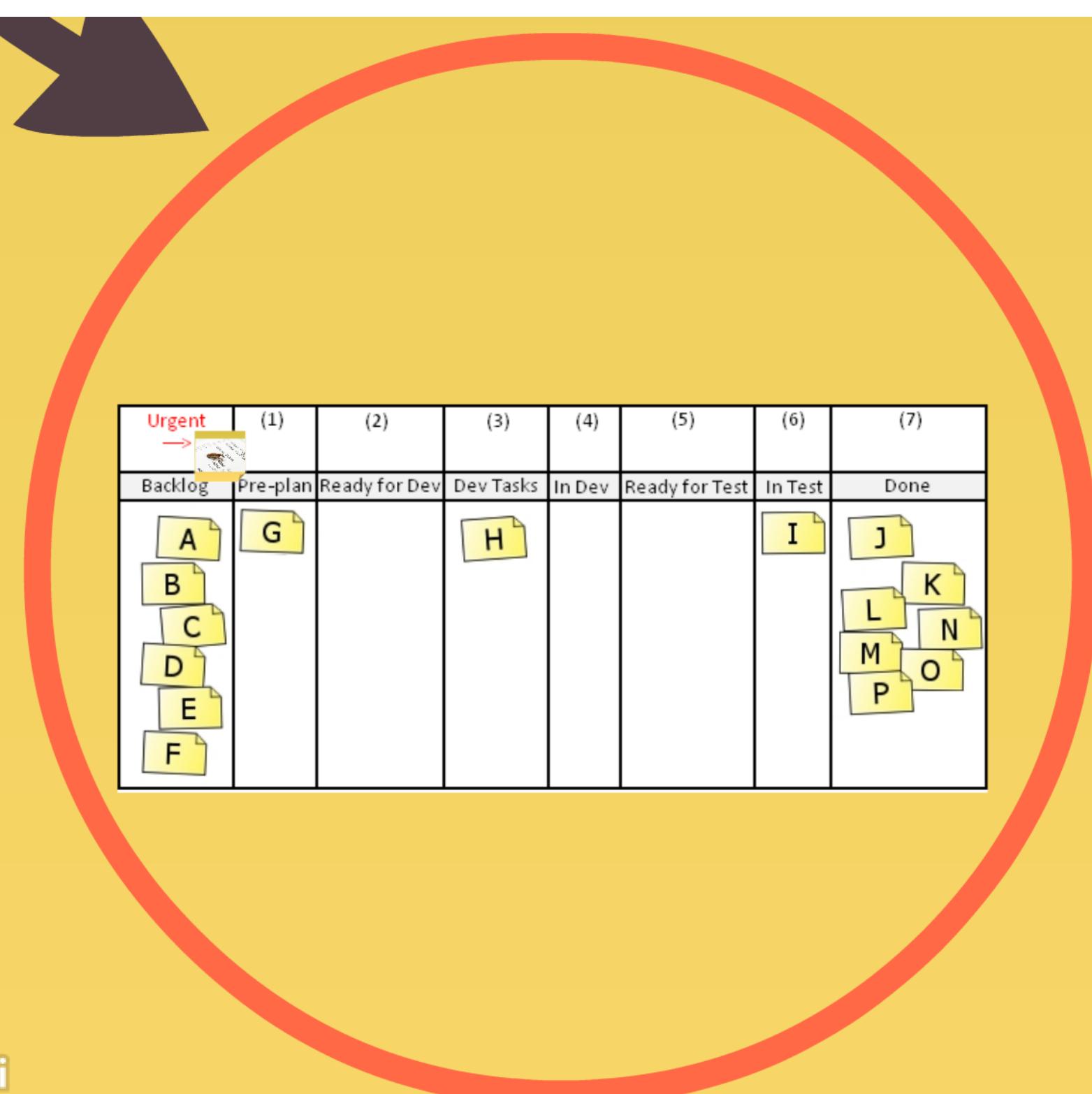
Urgent	(1)	(2)	(3)	(4)	(5)	(6)	(7)	Done
Bug Log	G		H		I	J		
Pre-plan								
Ready for Dev								
Dev Tasks								
In Dev								
Ready for Test								
In Test								
Done								



Rozpoczęcie: 24.05

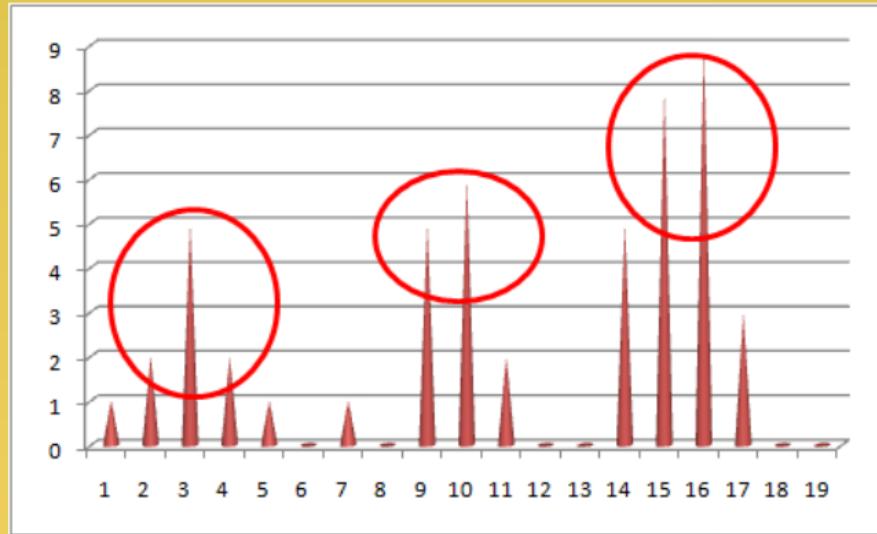


**odczekaj ~połowę
iteracji
albo
klient nie dostanie
innej funkcjonalności**



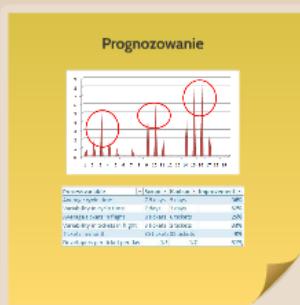
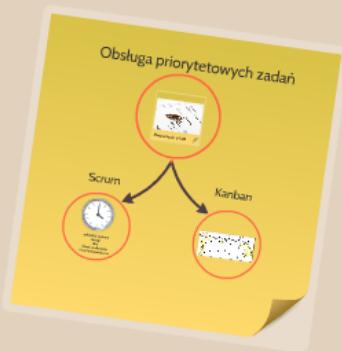
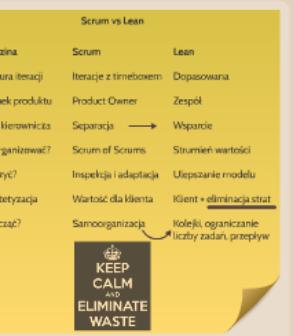
Urgent →	(1)	(2)	(3)	(4)	(5)	(6)	(7)
Backlog	Pre-plan	Ready for Dev	Dev Tasks	In Dev	Ready for Test	In Test	Done
	A	G		H		I	J
	B					K	
	C					L	
	D					M	
	E					N	
	F					O	
						P	

Prognozowanie



Process variable	Scrum	Kanban	Improvement
Average cycle time	7.5 days	5 days	36%
Variability in cycle time	7 days	3 days	57%
Average tickets in flight	8 tickets	6 tickets	25%
Variability in tickets in flight	3 tickets	2 tickets	33%
Tickets in month	35 tickets	32 tickets	-9%
Developers per ticket per day	1.3	1.7	31%

WERYFIKACJA

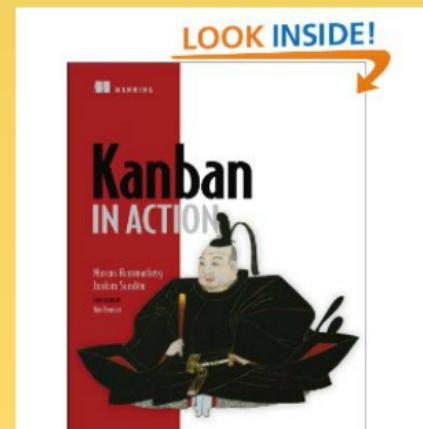
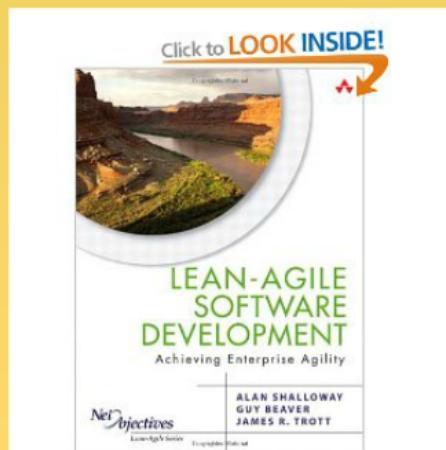


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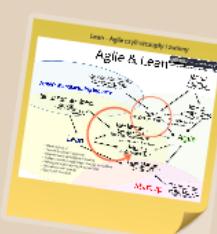
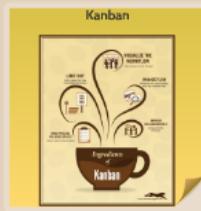
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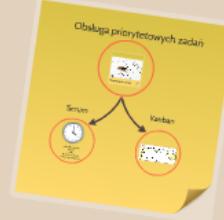
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VIP limit = 3

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