

WorldVisitz Mobile Application Agile Delivery Launch

Agile Onboarding - Presentation for the
Agile Team

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Topics

- Agile benefits
- Information radiators
- Ceremony schedule
- Team composition
- Appendix



Agile Benefits

Customer feedback is
received late, in market
testing and after
product launch



In Agile manifesto
Our highest priority is
to satisfy the
customer through
early and continuous
delivery of valuable
software



Agile Benefits

The team lacks close
physical and spiritual
cohesion.



Agile methodologies emphasize regular communication through daily stand-up meetings, sprint planning, and retrospective meetings. These meetings provide opportunities for team members to interact, share updates, and discuss any challenges they may be facing. This frequent interaction can help build stronger relationships and improve team cohesion.

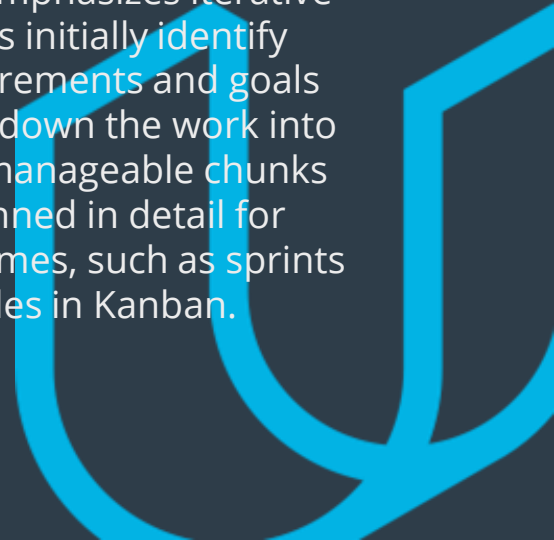


Agile Benefits

Requirements and product planning are traditionally done in advance.



Instead of planning everything upfront, Agile emphasizes iterative planning. Teams initially identify high-level requirements and goals but then break down the work into smaller, more manageable chunks that can be planned in detail for shorter timeframes, such as sprints in Scrum or cycles in Kanban.



- Information radiators

“Information radiator” is the generic term for any of a number of handwritten, drawn, printed, or electronic displays that a team places in a highly visible location, so that all team members, as well as passers-by, can see the latest information at a glance: count of automated tests, velocity, incident reports, continuous integration status, and so on.

Also Known As

a related term, nearly synonymous, is “Big Visible Chart”
more generally, one speaks of “informative workspaces”

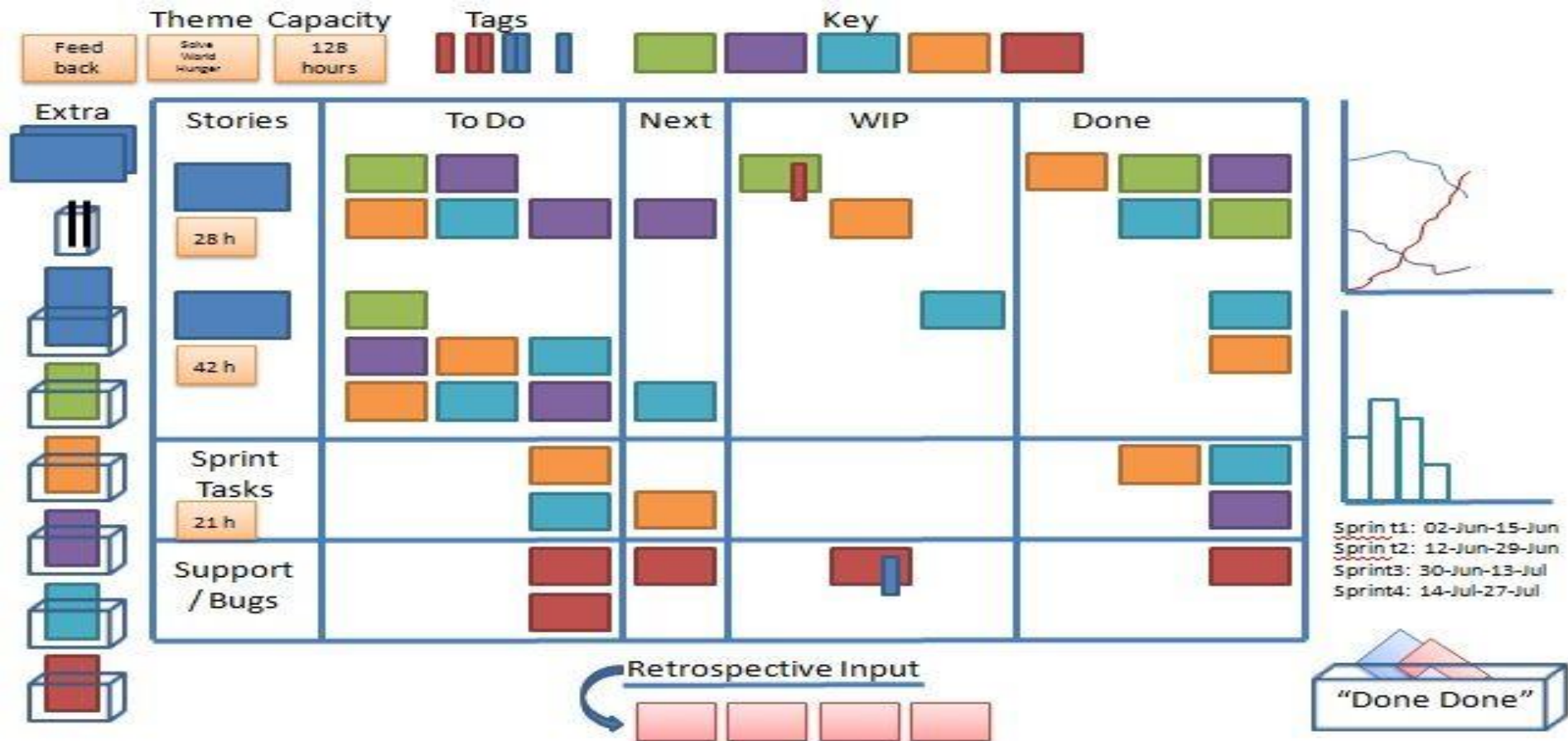


Burndown Chart

Sprint Burndown Chart - Working



Project status



Team composition

Product Owner

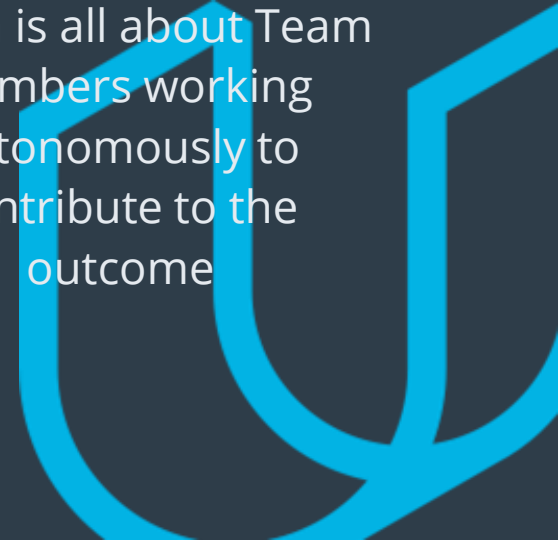
The PO represents the business and helps translate customer requirements into work packages for the development team.

Scrum Master

The SM oversees the development process and facilitates improvements to it.

Team members

Scrum is all about Team members working autonomously to contribute to the outcome



In any project, clarifying roles and responsibilities among team members and stakeholders is crucial for effective collaboration and clear accountability. In the Scrum framework, there are three key roles: Product Owner (PO), Scrum Master (SM), and Team Members.

Product Owner (PO):

The Product Owner, in our case John Smith, plays a pivotal role in understanding customer requirements and translating them into actionable work items for the team. Leveraging his extensive market research and product knowledge, John will ensure that the team focuses on delivering value to customers.

By closely collaborating with the team and being physically present in the same office, John will foster synergy and facilitate faster and more fluid communication, thereby enhancing the efficiency of the development process.

1. Scrum Master (SM):

The Scrum Master, for Worldvisitz, will be Jane Doe. In addition to facilitating effective communication within the team, the Scrum Master ensures that team members have everything they need to perform their roles effectively.

Jane's role as a good communicator and her ongoing interaction with team members positions her well to identify and address any impediments that may hinder the team's progress.

Jane will play a crucial role in fostering collaboration, problem-solving, and continuous improvement within the team, ultimately contributing to its success.

Team Members:

The rest of the employees are the team members, who form the core execution force of the project.

As the pulsating heart of the project, each team member's contribution is vital to achieving project objectives.

With clear guidance from the Product Owner and support from the Scrum Master, team members are empowered to collaborate, innovate, and deliver high-quality results.

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1. In summary, by defining and understanding the roles and responsibilities of each team member, we create a framework for effective collaboration, communication, and success in our project endeavors. Together, let's harness our collective strengths and make this project a resounding success. Good luck, and let's enjoy the journey ahead!

Ceremony schedule

I propose implementing the Scrum methodology for WorldVisitz, and I'd like to introduce you to a Scrum Ceremony Schedule to support our Agile transformation. These ceremonies are structured meetings with precise objectives, participants, and timeframes. They are indispensable components of the Scrum framework, as they provide essential opportunities for collaboration and progress tracking. Altering or removing any of these ceremonies significantly undermines the effectiveness of Scrum practices. It's imperative to adhere to these ceremonies faithfully to ensure the successful implementation of Scrum within our organization.

Scrum Ceremony	Purpose	Agenda	Schedule and Frequency
Retrospective	Scrum Team inspects itself and creates a plan for improvements	Discuss what went well during the Sprint as well as opportunities for improvement	Occurrence: once per sprint Time-boxed to 3 hours per sprint
Project Vision	Articulate the business need that is intended to be achieved	Discuss Goals, Sponsor, Vision, Success Criteria, Assumptions & Risks	Occurrence: once per project Time-boxed to 1 hour
Release Planning	Develop a Plan that defines when sets of functionality or products will be delivered to the customer	Discuss critical dates and milestones, coordinate with dependent systems and balance business value versus quality	Occurrence: once per Release after initial creation Time-boxed to 20 minutes

Ceremony schedule

Scrum Ceremony	Purpose	Agenda	Schedule and Frequency
Sprint Planning	Plan work to be performed in the Sprint	Create Sprint Backlog Task planning Task level estimation	Occurrence: a few times per Sprint Time-boxed to 8 hours per Sprint
Daily Stand-Up	Synchronize activities and create a plan for the next 24 hours	Each team member answers 3 questions: What <u>did I do</u> since the last time we met? What do I plan to accomplish today? What impediments am I encountering?	Held daily Time-boxed to 15 minutes
Sprint Review and Demo	Demonstrate product and discuss marketplace changes and backlog	Team presents completed Sprint deliverables to Product Owner, based on Acceptance Criteria and Definition of Done	Occurrence: once per Sprint Time-boxed to 4 hours per Sprint

Appendix

Jane Doe, the Project Manager, demonstrates strong communication skills, yet she tends to independently plan and allocate work based on personal preferences, hindering the autonomy and effectiveness of SCRUM Planning for the team. To facilitate her transition to Agile practices without direct disruption, I've decided to assign her the role of Scrum Master. This allows her to leverage her communication abilities while learning the new Agile approach. This transition not only simplifies her adaptation to Agile but also ensures the team benefits from having a skilled communicator in the Scrum Master role.

John Smith, the Product Manager, excels in conducting thorough market research and product planning, valuable traits for a Product Owner. However, he tends to become detached from developers due to procedural, departmental, and geographical boundaries. To address this issue promptly, I propose keeping all onshore team members in close proximity whenever feasible. Additionally, involving offshore developers in all ceremonies and providing suitable audio/video conferencing facilities can bridge the physical gap. While virtual collaboration is viable, physical proximity fosters camaraderie, teamwork, and synergy, enhancing overall productivity.

The offshore developers, including Jim Brady, Nathan Connor, Venkat Ragu, and Ali Khan, are contractors with advanced technical expertise. Historically, the Project Manager assigned complex project deliverables individually. However, we've rectified this by redistributing roles. Each team member should now have the freedom to select tasks collaboratively, promoting growth, responsibility, and cooperation. This shift not only fosters a consistent coding standard but also facilitates knowledge transfer and enhances team cohesion.

Appendix

Kathy Qualls, the Tester, typically enters the process lifecycle post-code development, which is deemed late for effective testing within a Scrum framework. To address this, individuals like Kathy and other developers should familiarize themselves with Continuous Integration/Continuous Deployment (CI/CD) principles. This allows for automated testing and deployability of code at any given time. Additionally, Kathy's feedback should be shared with the entire team, rather than solely with the Project Manager, facilitating a more inclusive and efficient feedback loop.

Jerry Holden, the Business Analyst, possesses the necessary skills for product definition and business analysis. However, he may benefit from personalized Agile coaching to understand the value of embracing changing requirements and iterative project development. While adherence to a precise project plan is important, prioritizing responsiveness to change aligns with Agile principles and customer satisfaction.

James Cowx, the UX Designer, traditionally develops UX based on specifications outlined in the Project Plan, receiving customer feedback late in the process. With changes in Project Manager and Business Analyst roles, James's workflow will naturally evolve. Adopting a fail-fast approach is crucial, ensuring prompt and continuous customer feedback integration to expedite product enhancements and customer satisfaction.

Holly Vogt, the Subject Matter Expert, provides valuable expertise that shouldn't be isolated from the team. Integrating her feedback into Scrum ceremonies promotes fluid communication and daily feedback exchange, benefiting the entire team. Addressing any preference for one-on-one interactions through personalized coaching can enhance collaboration and ensure effective knowledge sharing within the team.