

# WorldVistz Mobile Application

## Agile Delivery Launch

Agile Onboarding - Presentation for the  
Agile Team

**Presented by: Bich Pham**



# Onboarding the Team

# Agile Benefits for the Team

## **1. Quality product**

In Agile, testing is an integrated part so the overall quality of final product is outstanding.

## **2. Customer satisfaction**

Customer is always involved in the decision-making process which results in greater customer retention. By keeping the customer in the loop and making changes according to their feedback, team deliver value to them and ensure that the output is according to their requirements.

## **3. Better control**

Agile allows managers to have better control over the project due to its transparency, feedback, quality,

# Agile Benefits for the Team

## **4. Improved project predictability**

There are greater ways to identify and predict risks and plan to make sure the smooth process of project.

## **5. Increased flexibility**

Agile divides the project in short sprints that create manageable and flexible periods.

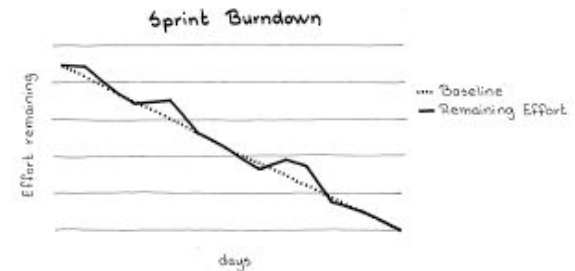
## **6. Continuous improvement**

Agile method foster an open culture of idea exchange and collaboration which allows members to learn from shared experiences.

# Agile Practice

# Recommendations for Information Radiators

- Information radiators are crucial for team's daily process at this project. They could help team check the current status and also update tasklist effectively.
- Visual representation makes teams work without challenges
- Burndown and burnup charts could provide a clear view of tasks completed regarding to timestamp. Task boards make sure about the related data.



# Ceremony Schedule & Each Agenda

## Scrum Ceremony: Release Planning

### Purpose

Agile Team develops a Release Plan

### Agenda

- Discuss critical dates and milestones
- Coordinate with other teams
- Balance business value vs. quality

### Timing

- Only when there is a release
- Timeboxed to 20 minutes

### Expected Outcome

- Release date for delivery of feature to the customer base
- Based on input from the business units or users

# Ceremony Schedule & Each Agenda

## Scrum Ceremony: Sprint Retrospective

### Purpose

Agile Team self-inspects and identifies opportunities for improvement

### Agenda

- Create a plan for improvement
- Discuss what went well and what to continue doing

### Timing

- After Sprint Review
- Timeboxed to 3 hours - but may be shorter

### Expected Outcome

- PO's feedback from Sprint Review is considered
- Improvements to process, tools and people are discussed



# Ceremony Schedule & Each Agenda

## Scrum Ceremony: Sprint Review/Demo

### Purpose

Generate feedback and nurture collaboration

### Agenda

- Demonstrate the Sprint's work
- Discuss accomplishments
- Identify remaining items in the backlog
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### Timing

- Once at the end of each Sprint
- Timeboxed to 4 hours for a 1 month Sprint
- 2 hours for a 2 week Sprint

### Expected Outcome

- PO determines if deliverables are acceptable based on Acceptance Criteria and definition of Done
- Marketplace changes are considered
- PO and Team make adjustments

# High Performing Agile Teams

# Weakness and skills gap

- Poor coding standard
- Lack of motivation and collaboration
- Inability of the team members handle and deliver task on time
- Lack of communication and collaboration amongst team members
- Not well definition tasks and poor development process
- Negative working environment
- Lack of employee appreciation
- Massive overtime

# Shuhari - Coaching

Shu Ha Ri has its origins in Japanese Martial Arts. It is presented by experts as a way of thinking when learning a new skill. Alistair Cockburn is credited with introducing it in the Agile world when it comes to acquiring Agile skills for product development. There are three stages in Shu Ha Ri's knowledge acquisition model:

- **Shu:** Here the Agile team member mimics and follows the teachings of an expert.
- **Ha:** At the Ha stage, team members start to experiment and begin to dig deeper into the theory that is driving the expert's teachings
- **Ri:** When someone reaches the Ri stage, they have directly experimented and experienced how teaching is beneficial to the Agile team's maturity. This allows them to get creative and adapt to their unique circumstances and organizational context.

# Shuhari - Coaching

Stage	Iteration Planning	Release Planning	Daily stand-up	Velocity	Retrospectives	Release frequency
SHU	Team struggles with the process, has trouble defining task & duration	Team is not sure what it will be doing next iteration	Lots of off-topic discussion, resembles a status meeting	Velocity is unpredictable, it's up, it's down from sprint to sprint	Team seems to be going through the motion on the Retro	Team struggles to get working software out the door every sprint
HA	Team is able to do iteration planning in a time box	Team knows what it will be working on 2-3 iterations into the future	Everyone is participating and the 3 basic questions are being addressed	Velocity growth trend is increasing for three sprints in a row	Team has positive discussions aligned with Agile Manifesto themes and values	Most sprints result in a good build with occasional build issues
RI	Team is identifying tasks and durations in advance and meeting is fast and efficient	Team knows what it will be working on 3 or more iterations out into the future	Executed with precision, nothing extraneous, transparency & truth	Velocity growth trends slows, levels off, is consistent & predictable	Team is instituting meaningful process improvement every sprint	Every sprint results in a good build of working software, no exceptions

# Team Composition and Role Assignments

## **Scrum Roles**

- Product Owner, who is the voice of the customer.
- Scrum Master, who is the key facilitator.
- Agile Team, also known as the Scrum Team sometimes.

# Team Composition and Role Assignments

Name	Roles	Skills	Title
John Cartel	Product Owner	<ul style="list-style-type: none"><li>- Take feedback from customers</li><li>- Market research and create product's strategy</li></ul>	PM
Tracy Pham	Scrum Master	<ul style="list-style-type: none"><li>- Focus on delivery product</li></ul>	PM
Leo	Agile Team	<ul style="list-style-type: none"><li>- Develop software and take care technical issues</li></ul>	Dev