

# iteration zero

stuart halloway  
<http://thinkrelevance.com>

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may not work  
for you!

# how relevance does izezero

## iterations are the heartbeat

regular rhythm  
opportunities for feedback and adjustment  
proof (and measurement) of progress  
built-in stopping points

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## good iterations

- deliver business value
- build features, not layers
- end with a deployable system

“that first step’s a doozy!”

- architecture
- infrastructure
- discovery
- teaching

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## checklists

- process
- code
- deployment

hygiene  
vs.  
triage

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## process checklist

card lifecycle demo (mingle)

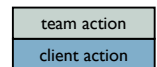
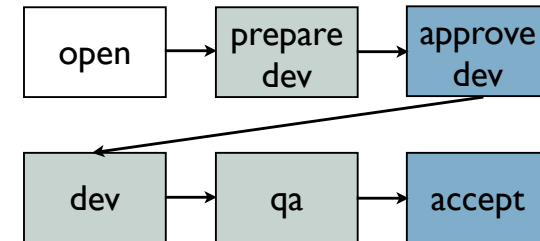
wild-ass guess

interactions

roles

everything  
is a card

## a flow that works



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## stakeholder control knobs

creating cards

approving cards for development

accepting cards

raising issues (standup)

escalating issues

stop at any time (with working software)

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# bugs?

## preventing bugs

- card transitions
- objective acceptance criteria
- pair programming
- test-driven development
- continuous integration

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# bugs will still happen

## responding to bugs

- write a test
- fix the problem
- did the people fail?
- did the process fail?
- is it worth preventing in the future?*

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# fixing bugs is new work

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## interactions

- card transitions
- daily standups
- iteration reviews
- iteration planning
- retrospectives
- risk analysis

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## interaction tools

- conference line
- card tracking (mingle)
- wiki (mingle)
- online chat
- internal mailing list
- contact information!*

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## the initial wag

- can be bottom up, top down, or both
- use points, translate to hours (??)
- give a range, not a number
- explain the key variables
- prioritize time/money/features

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## roles

sponsor  
stakeholders  
project manager  
business analysis  
development  
quality assurance  
support

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## code checklist

testing style (bdd)  
test automation (micronaut, rspec, clojure.test)  
metrics (rcov, flog)  
coding standards  
technical debt

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## deployment checklist

staging server (slicehost, contegix, ec2)  
deployment automation (cap, chef)  
continuous integration (runcoderun)

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How we work: <http://howwework.thinkrelevance.com>  
Biblio: <http://tinyurl.com/agile-biblio>

Email: [stu@thinkrelevance.com](mailto:stu@thinkrelevance.com)  
Office: 919-442-3030  
Twitter: [twitter.com/stuarthalloway](https://twitter.com/stuarthalloway)  
Facebook: [stuart.halloway](https://www.facebook.com/stuarthalloway)  
Github: [stuarthalloway](https://github.com/stuarthalloway)

Talks: <http://blog.thinkrelevance.com/talks>  
Blog: <http://blog.thinkrelevance.com>  
Book: <http://tinyurl.com/clojure>

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