Assignment 2: Your Best Software Project

For this assignment, you’ll be developing:

* A plan on where you’ll think through where you are and how to initiate continuous improvement across the four jobs of software development: Learning, Deciding, Building and Managing

**Assignment Instructions**

Think through how you will (or how you currently) approach the four jobs of software in your company, using the charts below to outline your plan.

Note: As you develop your submission, please be sure to organize your responses underneath the various questions (1a, 2c, etc.) or in a chart so it’s easy for your reviewer to understand what pertains to each.

**1. Describe your “learning machine” and how you’ll create a virtuous cycle of learning that will continually improve your team’s understanding of the user.**

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| **Items to consider** | **Your plan for Learning** |
| a. What vehicles (observations, metrics, tests, etc.) will you and your team use to make learning a regular part of your agile iterations? | [enter your response here] |
| b. What metrics will you use to measure outcomes? | [enter your response here] |
| c. Who will take the lead on designing that learning? Who will take the lead on sharing it with the team in a way that drives strong, interdisciplinary discussions and links to the job of Deciding? | [enter your response here] |
| d. How often and in what meetings/workshops will you deliver the above? | [enter your response here] |
| e. How will you present your user stories and related items (storyboards, story maps, etc.) to drive the best possible discussions in your sprint planning meetings? | [enter your response here] |
| f. What about after the sprint starts? How will you work to tilt the working environment towards thinking about what makes sense vs. just creating output--those ‘blue button’ moments? | [enter your response here] |
| g. What are the challenges and focal points you see for linking to the job of Deciding and creating a culture of experimentation? | [enter your response here] |

**2. Describe how you’ll decide what to build, when.**

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| **Items to consider** | **Your plan for Deciding** |
| a. How long will your iterations be--and why? What might be the impact of longer iterations? Shorter? | [enter your response here] |
| b. How will you groom the product backlog to increase the quality of your inputs and prioritize tasks? What inputs and what people will be most important to your pre-sprint backlog grooming sessions? Why? | [enter your response here] |
| c. What is most critical to manage flow across design, development, and testing? For example, how will you make sure testing isn’t backloaded to the very end of the sprint? | [enter your response here] |
| d. Which practices from XP, scrum, and kanban will you use to make the job of deciding more effective? | [enter your response here] |
| e. How will you evaluate the quality of your decisions and think about how to improve them? | [enter your response here] |

**3. Describe how you’ll build (and test) software.**

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| **Items to consider** | **Your plan for Building** |
| a. How will you support the development and testing team?  If it’s an existing team, which practices (from XP, scrum, and kanban) do you use? Why those? How well do you think those are working and do you think there are any changes worth considering?  If it’s a new team, which practices (from XP, scrum, and kanban) will you discuss with the team? Why those? | [enter your response here] |
| b. How will you frame the ‘win’ on the practices you suggest for developers? Testers? Designers? (Choose whichever roles you currently have on the team.) | [enter your response here] |
| c. How will you discuss the best way to run testing and decide who on the team will do what? | [enter your response here] |
| d. How would you like to evolve the process of testing and deployment over time? What do you see as the first few steps? | [enter your response here] |
| e. How will you create slack to allow the team to avoid or reduce technical debt? | [enter your response here] |

**4. Describe how you will manage software development.**

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| **Items to consider** | **Your plan for Managing** |
| a. What are the top three things you can do in your role to foster and contribute to a self-organizing team? | [enter your response here] |
| b. What is the role of the retrospective for you? What agenda will you use? How will you tie the results of the retrospective back to the job of learning? | [enter your response here] |