

The Planning Game

Clean Code, Episode 47

Timing:

- 00:00-00:50 opening
- 00:50-02:50 episode introduction
- 02:50-11:15 black hole evaporation rates
- **11:15-15:15 the iron cross**
 - What are the four attributes of a software project?
 - What does the “iron cross of project management” say about the relation between those dimensions?
- **15:15-22:20 velocity**
 - The velocity chart
 - The burndown chart
 - Relation between velocity chart and burndown chart
 - Agile is about getting bad news out early enough for managers to manage the project
 - We do agile to measure how fast we go
- **22:20-37:40 iterations**
 - In software development, dates are frozen but features are always changing
 - Iteration zero: Initial exploration, analysis and design
 - Iterations have fixed time
 - Iterations never fail
 - Iterations are there to produce data
- **37:40-46:40 scope management**
 - Schedule unlikely to change, though possible to change early on
 - New people initially slow down the productivity
 - Quality of code should not be sacrificed (but can adjust quality of ui/features)
 - Scope is the most amenable to change
- **46:40-50:15 the circle of life**
 - Individual disciplines: Pairing, TDD, Refactoring, Simple Design

- Technical Team disciplines: Continuous Integration, Collective Ownership, Sustainable Pace, Metaphor
 - Whole Team disciplines: Whole Team, Planning Game, Small Releases, Acceptance/Client Tests
- 50:15-53:15 summary/ending credits