



1) What are the actions the team took that led to improvements to product quality?

R: Adobe Premiere Pro began an agile adoption in 2008, and has had gains in product quality, team work-life balance, and market fitness and responsiveness.

2) In your own words, can you explain and put an example of delivering value in *vertical* slices versus building a product using *horizontal* slices?

R: Means that by working in parallel all the aspects of the project, for example, for a big data solution, the data pipeline, the model training, and the model deployment prototype, you can deliver in small increments all categories and get feedback from the users and stakeholders very quickly to steer the project in the right direction.

3) What is a “hardening sprint” and when should it be used? How can they be prevented?

R: Springs with finalization tasks that have a high cost of iteration such as performance and media testing.

4) Why does having an agile mindset introduce fewer flaws in product development?

R: Because it allows for full testing of features early very on, this allows correcting issues before introducing new features which can complicate finding the root cause of the problems.

5) Besides open defects, what metrics do you think are relevant to track the successful adoption of Scrum?

R: In the case of the Adobe team they kept detailed metrics of open defects/issues, but I think that Unit test coverage is important, as well as continuous integration status, tracking team happiness can be a measure how well the method is working for the team.