



Failing Happily | Secret Sauce Of Agility

# DIFFERENCE ?

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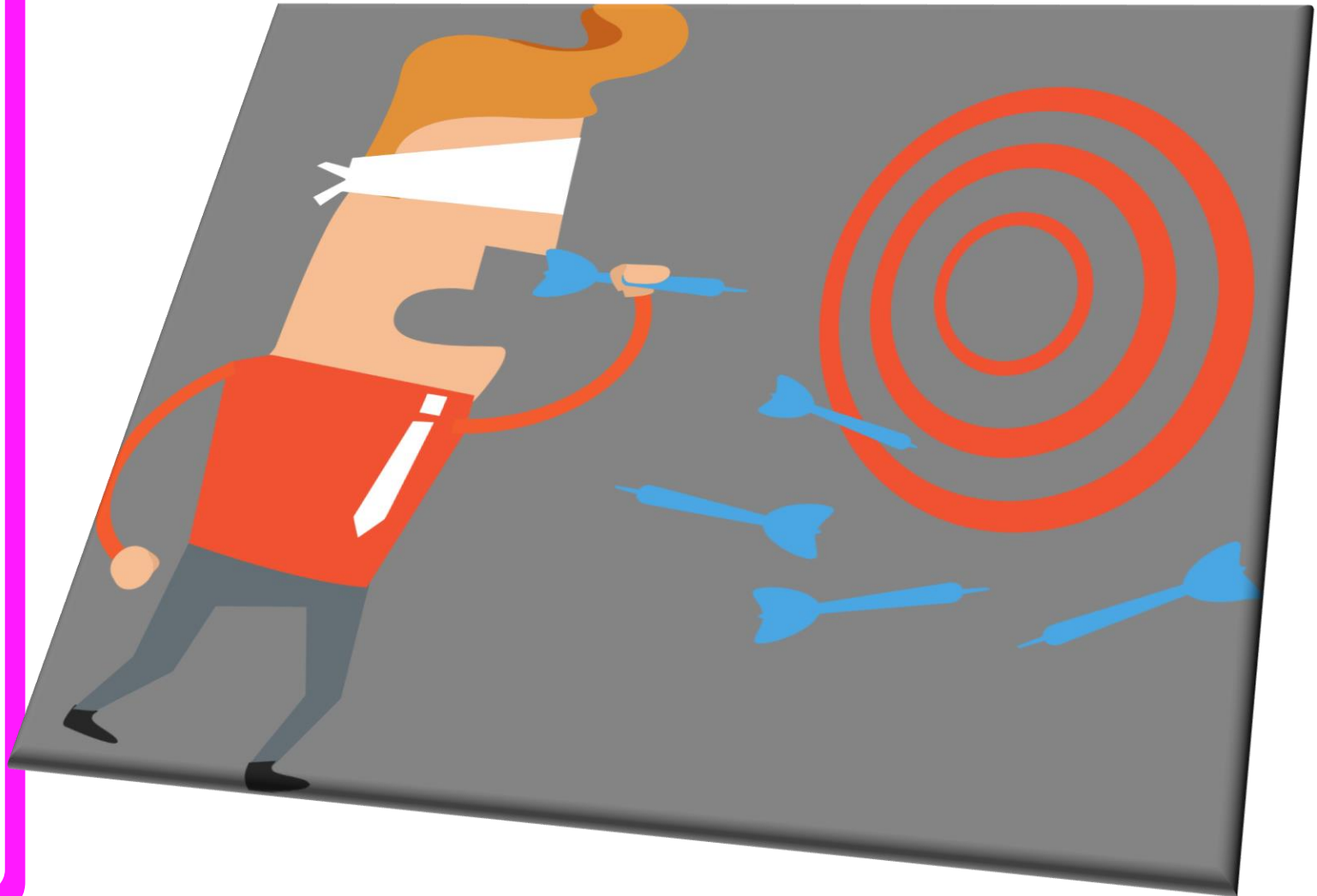
# FAILING HAPPILY



# KATA 1

SOLVE AN  
UNKNOWN  
PROBLEM

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**Fear of criticism**



**Lack of time**



**Team culture too  
focused on status quo**



**Fear of failure**



**Lack of a conducive  
environment /  
motivation**



**Lack of  
skills/knowledge that  
drives insights and  
ideas**



**'Not invented here'  
syndrome that  
prevents reuse**

# BLOCKERS TO ACTION

## WHAT IS MINIMUM VIABLE PRODUCT?

NOT THIS



LIKE THIS



# MAKING A MVP



Traffic Lights



Happy Bullocks

# POSSIBILITY FILTER

Skills / People /  
Money / Time

Physical Location / Biz  
Area / Module / Process

List Of Possibilities

ID	Description
P1	Send auto reminder to all stakeholders before the meeting
P2	When a process is missed the relevant stateholder is sent note to fix it
P3	.....
P4	.....
P5	.....

Possibility X-Ray

ID	Where	Resources Needed	How
Green	P2, P3	P2, P3	P1, P3
Yellow	P1	P4	P4
Red	P4	P1	P2

Clarity of  
implementation /  
Decomposable

# REAL LIFE SCENARIO – GENERATE POSSIBILITIES



A mobile browser based application like Magiqspark.com which is production for 4 years.



The application has 30 complex features / 30 medium complexity features / 40 simple features



There is a new customer who has expressed interest if it was a native mobile application



There 2 Full time developers but have no mobile application experience



One part time native mobile developer who can spend 10 hours per week

## Objective – Design MVP 1

**Generate  
Possibilities**

**Apply  
Traffic Light  
Method  
Fractal**

**Duration of  
MVP to  
production  
in 2 weeks**



# KATA 2

## IDENTIFY MVP

List Of Possibilities

ID	Description
P1	
P2	
P3	
P4	
P5	

Possibility X-Ray

ID	Where	Resources Needed	How
Green			
Yellow			
Red			

# Theme – PUC Mapping

How my MVP is helping the Organization

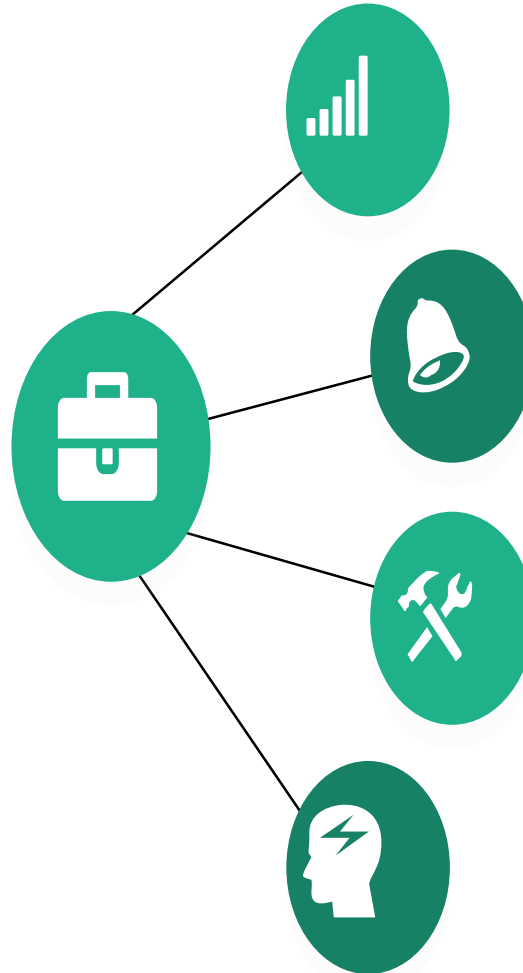
**Theme :** ( Give your initiative title here )

**Total Revenue :** ( Give projected revenue)

**Total Cost :** ( Give cost savings)

**Factors For Above**

- Point 1
- Point 2



## PUC 1

Describe the PUC.

Describe the potential savings in effort or cost of addressing this PUC by the current MVP.

## PUC 2

Describe the PUC.

Describe the potential savings in effort or cost of addressing this PUC by the current MVP.

## PUC 3

Describe the PUC.

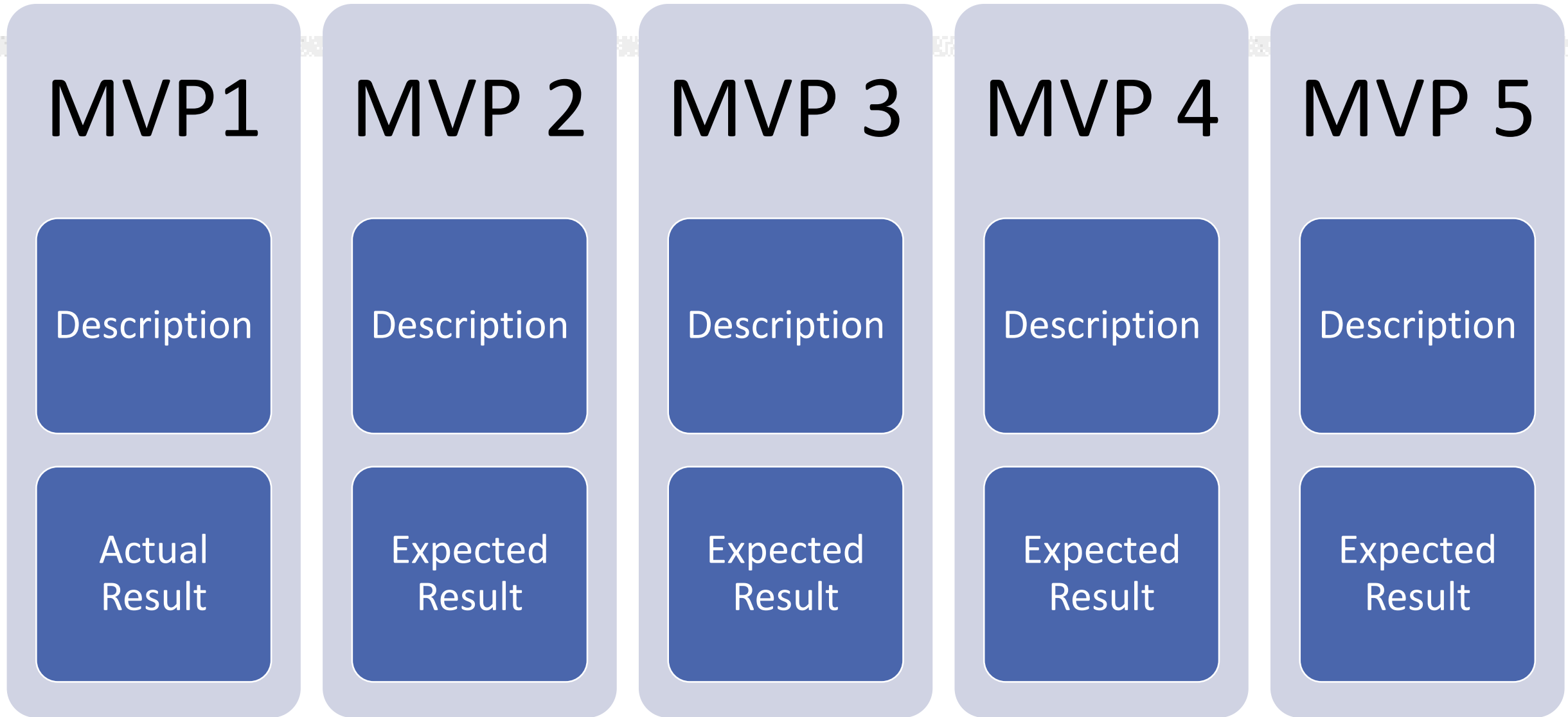
Describe the potential savings in effort or cost of addressing this PUC by the current MVP.

## PUC 3

Describe the PUC.

Describe the potential savings in effort or cost of addressing this PUC by the current MVP.

# PUC<sup>n</sup> MVP Roadmap



# But it is hard to “Live Intentions” ?



Tiny Demon



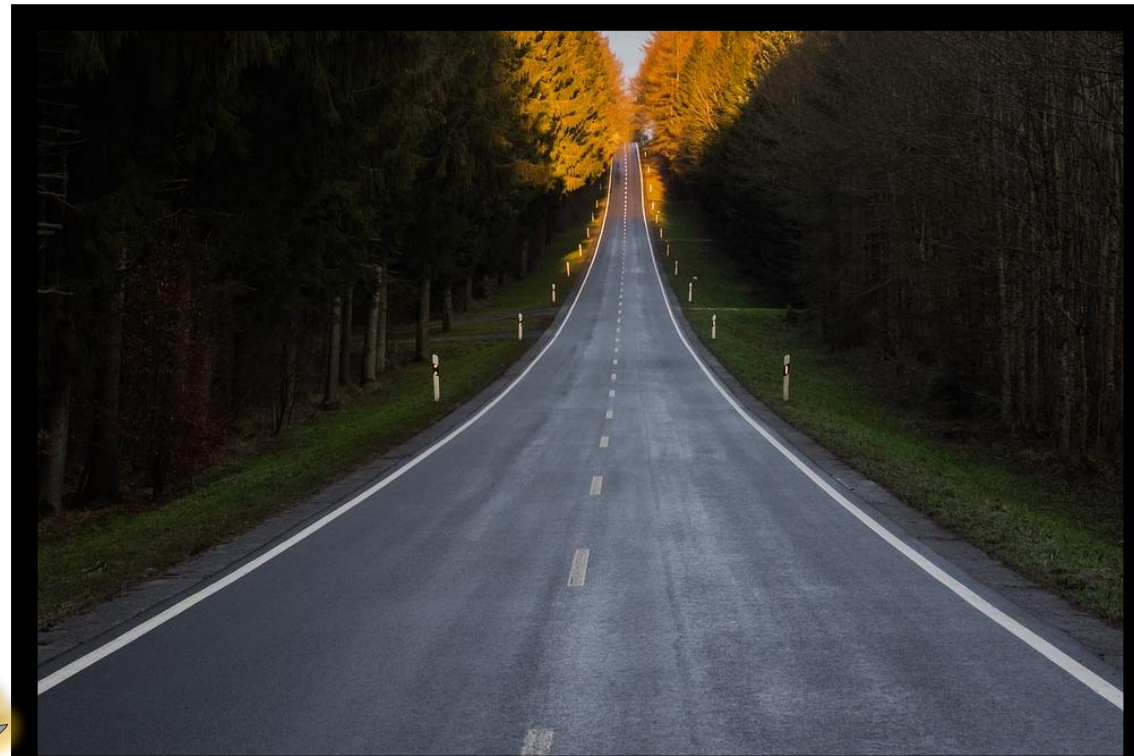
Meet it



Slay It

# Which Path Will You Take

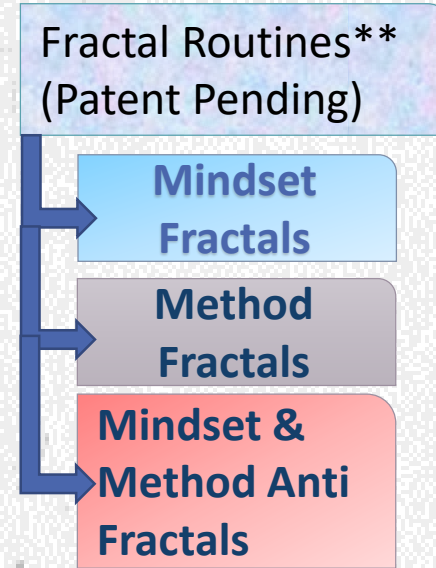
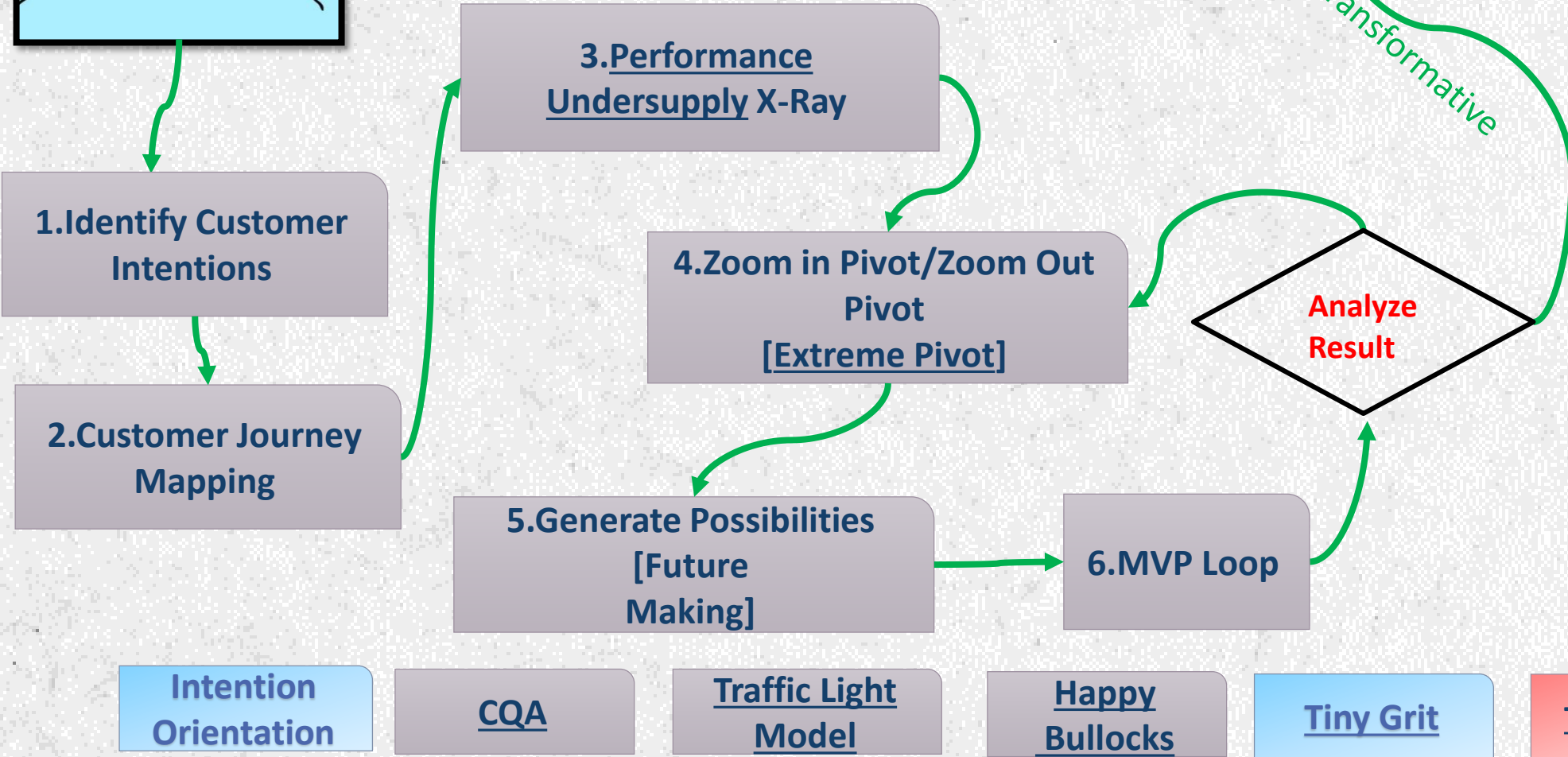
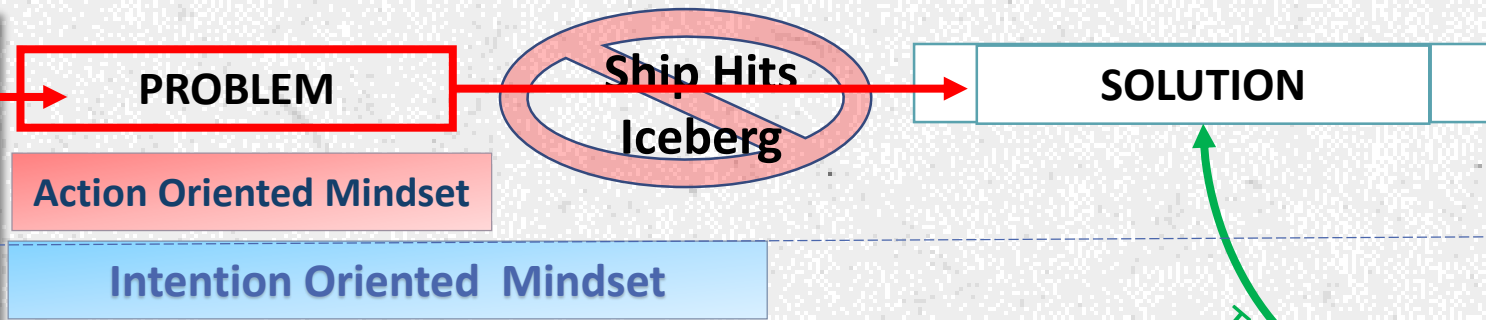
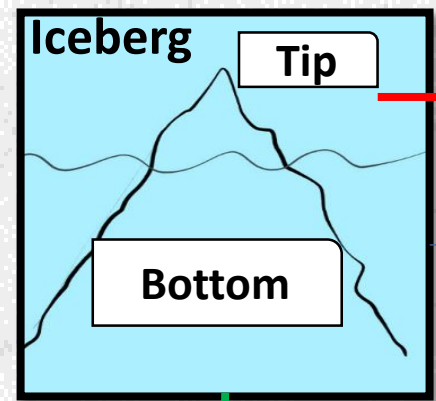
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**TINY GRIT**

**Build It**



BE  
HAPPILY  
DISSATISFIED

IF YOU CAN'T  
**FLY** *then* **RUN**  
IF YOU CAN'T  
**RUN** *then* **WALK**  
IF YOU CAN'T  
**WALK** *then* *crawl*  
but **whatever** YOU  
do YOU have to keep  
MOVING **FORWARD**

- Martin Luther King Jr.