Oh happy day

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It started in Alicante.

- 1 day
- 15 ish developers
- 4 Coaches
- 1 Idea
- A platform known only by 1 developer
- 3 sprints

Sounds like a bullet proof plan? Right!

Figure 1:

It would be fun do this @ a customer!

Bea had a team for us!

About the team

- 15 ish people in 5 locations
- Developing native apps for three platforms
- Failed Outsourced project brought in for rescue.
- Complex legacy backend
- Challenges to get things done.
- No real team spirit

The setup

** day 1 **

- Primer 60 minutes
- Pressentation of story to work on and discussions on how to work 30 minutes

** Day 2 **

```
for( i=1;i<=3;i++){
    planning (10);
    sprint (90);
    demo(10);
    retro(5);
    fika(5);
 }
```

** Day 3 **

- Debriefing/Retro 30 minutes
- Whats next. 60 minutes

Primer highlights

- You have chosen to have the problems you have!
- Agile mindset
- Mob programming
- What is the sound of one hand clapping.

- economics of iterative development

Sprint 1

" What should I do all day? Backend things are already done."

Note: * " What should i do backend things are allready done "
* " but im the only Android developer "
* nothing to show on Windows mobile.
* UX noticed a flaw in the design.
* the backend wasn´t done.

Sprint 2

" I now realize that Questions are not interuptions when in context"

Note: * A lot of interesting discussions between different fractions of the team
* " I now realize that Questions are not interuptions when in context"
* " All developers have a shared understanding of this feature and it will be easier maintain / add to it later"
* One iOS developer pairs with the Android developer.
* Still no demo from the windows guys.
* Still problems with the backend.
* "How can we involve the testers earlier?"

Sprint 3

Focus on really getting things done is emerging.

Note: * Subteams disolve and people start to help each other out.
* Focus on really getting things done is emerging.
* Problem with backend finally solved for Windows.
* We decide to move demo untill the next morning to get 15minutes more development

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Retro

" It felt frustrating to not have something to do all the time"
" It felt like we got so much done" (same person)

Note: Happy faces
" how do we work like this in our everyday work?"
" it felt frustrating to not have something too do all the time "
" it felt like we got so much done" (same person)
" Can we arrange an open hangout/skype session between the different sites "
" It was great to see the creaticity and the flow of energy in the room"

Two months later.

" We call it happy days"

Note: * " The workshop really opened us up to new ideas"
* " We try to work like this 2 days a week"
* " We call it happy days"
* " Throughput has gone up significantly "