Agile Fundamentals

Agenda and timing

**Opening Day 1 9:00am**

Housekeeping

Introduce ourselves

Objective - to build an animal out of Lego

**Methodologies and culture 9:30am**

Different methodologies

XP, Scrum, Crystal Clear, Lean

Objective - bild hi quality, hi value software quickly

Agile manifesto

**Project flow and team 10:30am**

4 phases - inception, iteration 0, development, handover

Team composition - analyst, dev, test, business, UX, UI

Other roles - extended team

**Vision and stories 11:30am (lunch 12 – 1)**

Develop a project vision

Write user stories

Develop and write acceptance criteria for each story

**Estimating 2:30pm**

Determine how to relative-size stories

Discover "how much work" in points

Estimate velocity - how fast can we get work done?

**Release and Iteration plans 4:00pm**

Minimum Viable Product (MVP)

Story value / importance

Story prioritization

Iteration story slotting

**Visibility and communication Day 2 9:00am**

Key meetings - iteration planning, standups, showcase, retrospective

Information radiators

Card wall

Burndown / burnup charts

**Engineering practices 10:00am**

Unit testing / TDD

Pairing

**Pairing story writing**

Smells

Refactoring

Continuous Integration

**Quality practices 11:00am**

Quality behaviors by role

Types of testing

Agile automation (what to automate)

Test metrics (why we collect metrics)

Defect management in agile projects

**99 Test Balloons**

**Lego animal building 2:00pm**

Putting everything into action to build an animal out of Lego's using the vision, stories, acceptance criteria, etc. learned in the workshop

What are you going to do differently?