Proces – Scrum

RUP

Scrum

Endeavour

Agenda

- Dag 1
  - Problemen in Software Engineering
- **Dag 2**
  - Problemen in professional Software Engineering
  - **Projectmethodiek & Scrum**
- Dag 3
  - Projectaanpak, user story mapping
- Dag 4
  - Projectaanpak

Dag 2

- Procesmethodieken
- Dunne laagjes
- Shu Ha Ri
- Scrum
- Sprint 0

Procesmethodiek

- Problemen voorkomen
- Houvast geven
- Oplossingen bieden

Disclaimer:

- No silver bullet
- Er is geen ‘beste’
- Alleen gebruiken voor zover het helpend is
- Continue aan het veranderen

Projectvragen

Hoe bepaal ik waar ik mee aan de slag ga?

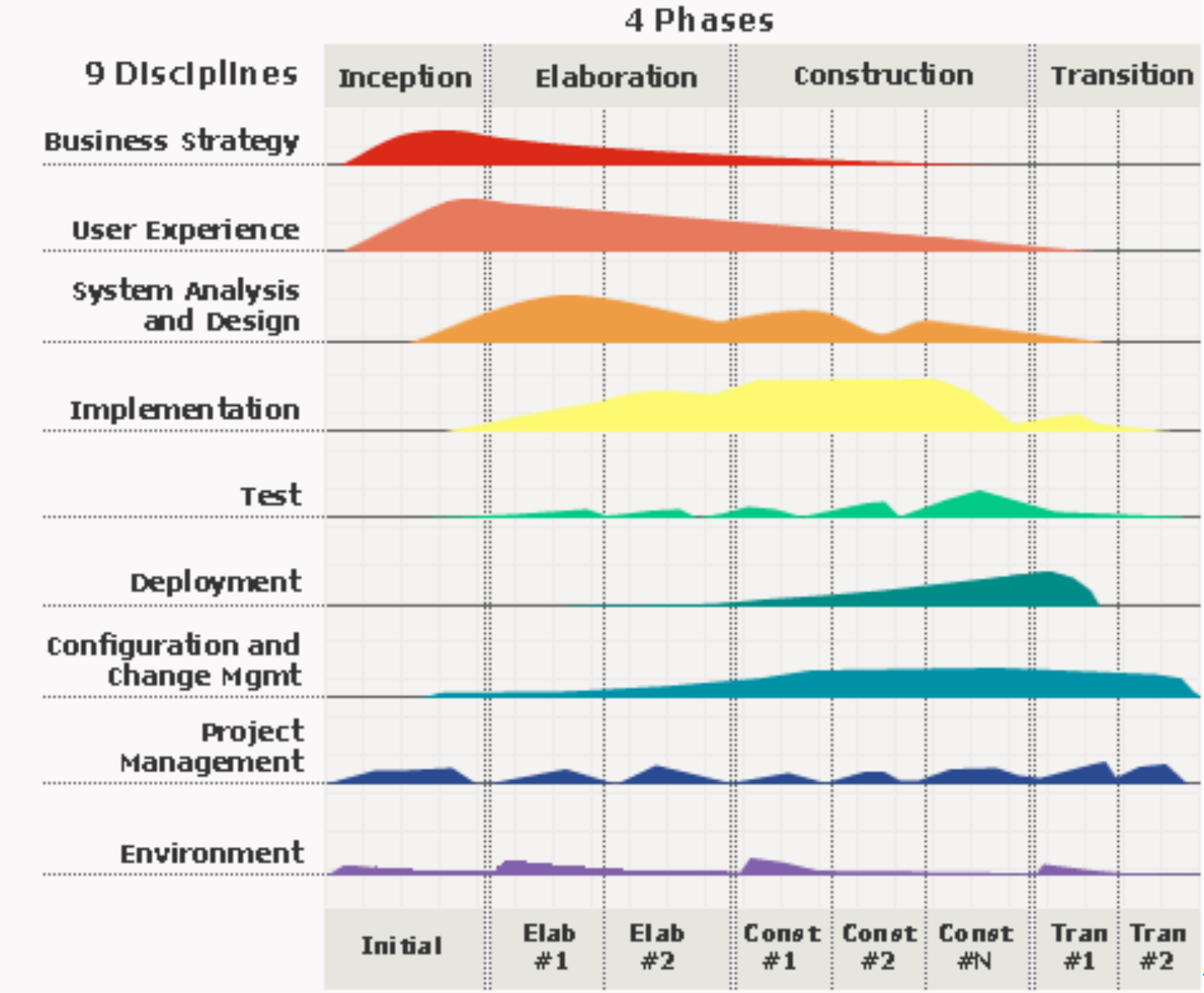
Hoe weet ik dat ik goed bezig ben?

Hoe voorkom ik dat ik op een probleem stuit waardoor veel werk voor niks gedaan is?

Hoe zorg ik dat wat ik oplever zinvol is voor de klant?

Watervalmethode

RUP


4 Phases
9 Disciplines
Inception
Elaboration
Construction
Transition
Business Strategy
User Experience
System Analysis and Design
Implementation
Test
Deployment
Configuration and Change Mgmt
Project Management
Environment
Initial
Elab #1
Elab #2
Const #1
Const #2
Const #N
Tran #1
Tran #2
Iterations

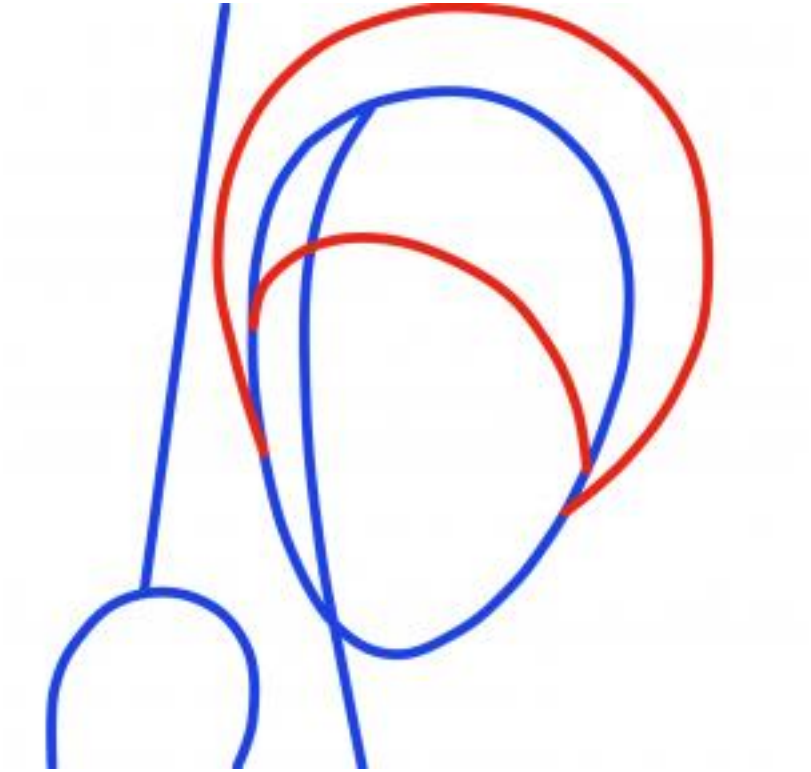
Scrum

Waterval

- Functioneel ontwerp

Waterval

- Technisch Ontwerp



Waterval

- Implementatie

SCRUM waterval

SCRUM incrementeel

Voorbeeld – social media applicatie

- Als gebruiker wil ik op de hoogte worden gehouden van het gebruik van mijn content
  - Berichtenpagina
    - Lijst van berichten
    - Aanmerken gelezen/ongelezen
  - Email
    - Voor ratings en comments
    - Instellingen voor:
      - Directe mail
      - Samenvatting per dag
      - Geen mail

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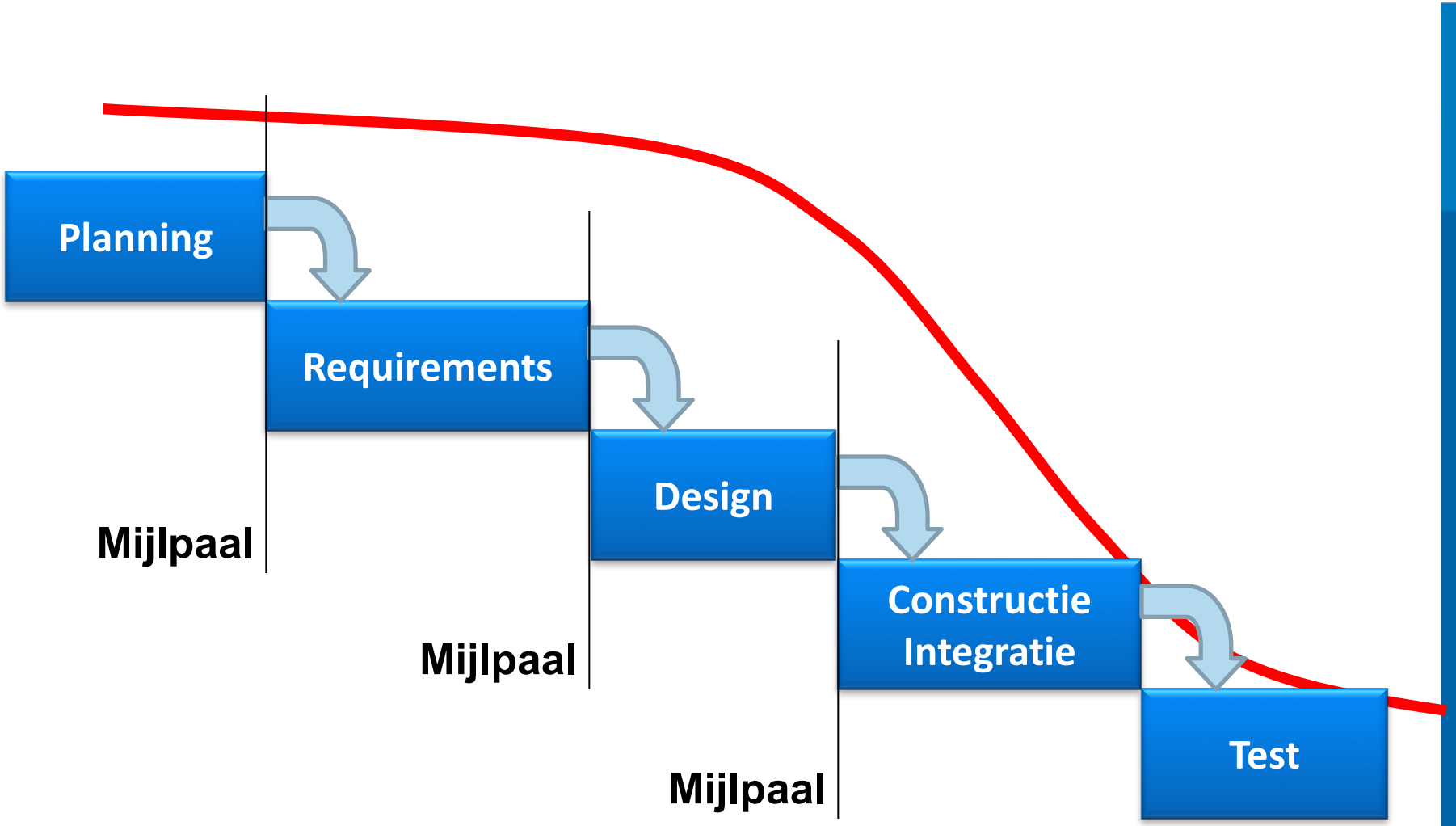
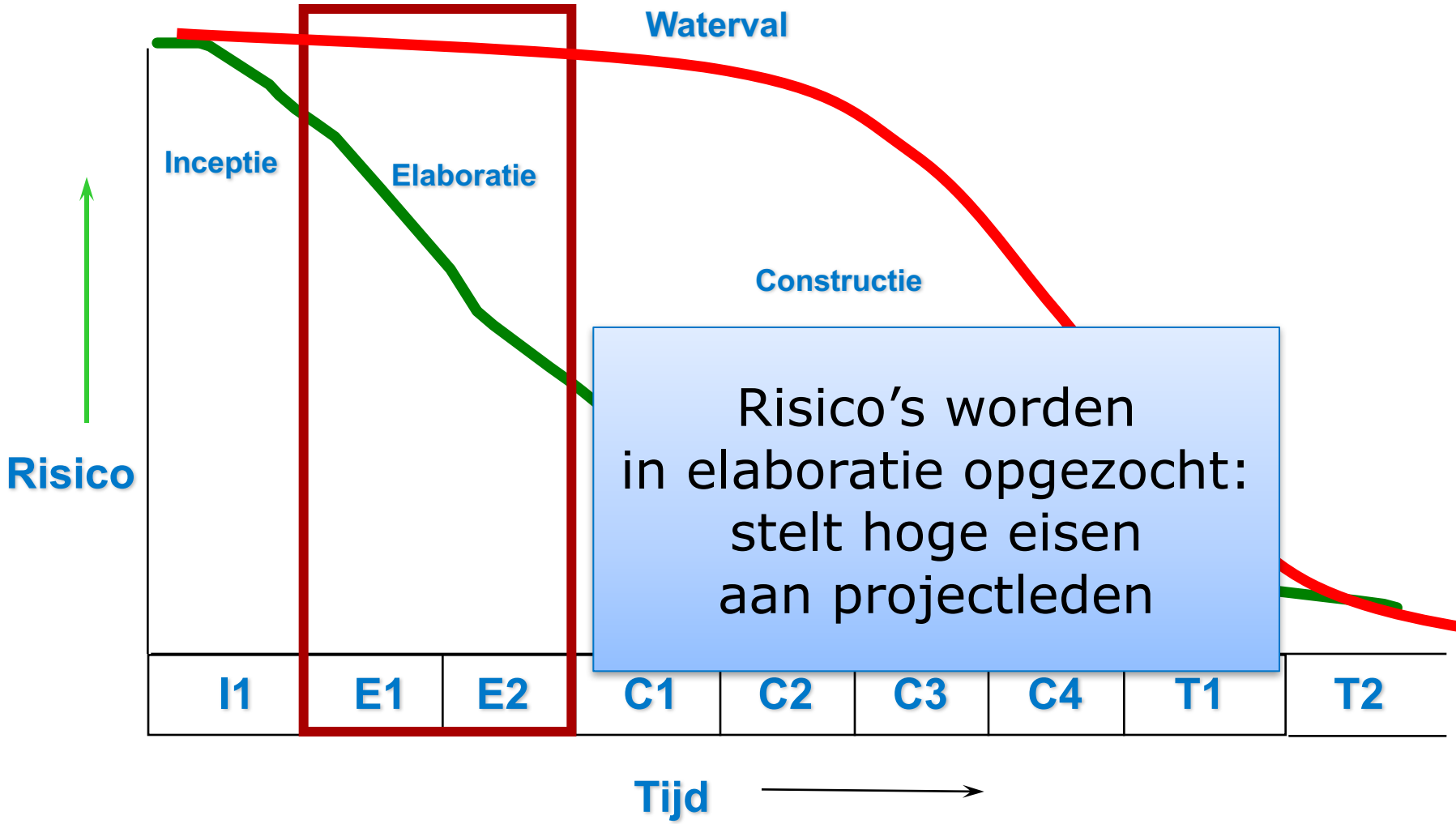
      - ~~Geen mail~~

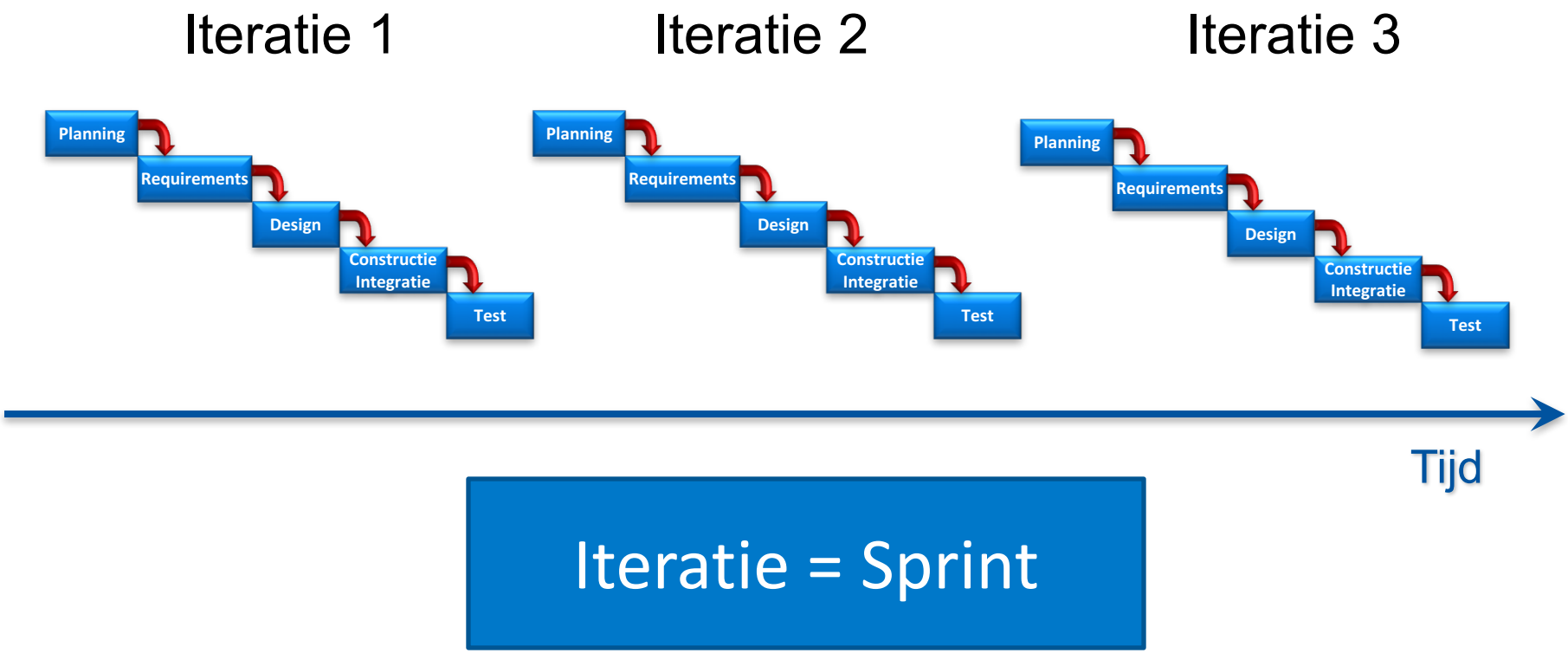
Risicoprofiel van de Waterval



Risicoprofiel RUP-gefaseerd ontwikkelen



… Maar iteratief ontwikkelen



Iteratie = Sprint

Scrum

- Jeff Sutherland & Ken Schwaber
- http://www.scrum.org/scrumguides/

  - **Lightweight**
  - **Simple to understand**
  - **Extremely difficult to master**

We tried baseball…

…and it didn't work

<*share*>/Oefeningen/Dag02.We tried baseball.docx

of

http://xprogramming.com/articles/jatbaseball/

Shu Ha Ri

Shu Ha Ri

守破離

Shuhari a Japanese martial art concept, and describes the stages of **learning to mastery**.

shu (守) *protect*, *obey* — traditional wisdom
— learning fundamentals, techniques, heuristics, proverbs

ha (破) *detach*, *digress* — breaking with tradition
— detachment from the illusions of self

ri (離) *leave*, *separate* — transcendence
— there are no techniques or proverbs, all moves are natural, becoming one with spirit alone without clinging to forms; transcending the physical

Shu Ha Ri

守破離

Stated otherwise

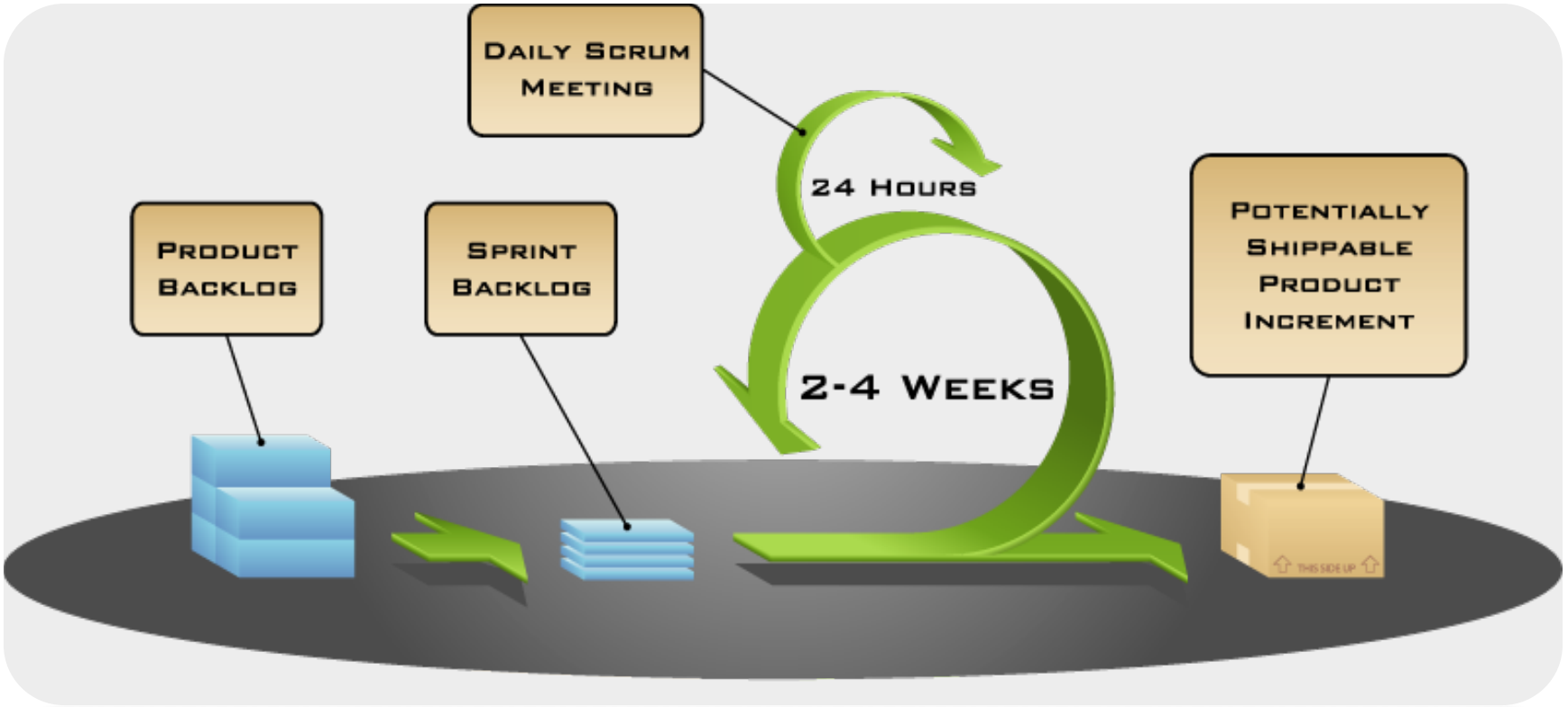
Follow the rules
Break the rules
Transcend the rules

Know where you are !!! Don't skip a stage !!

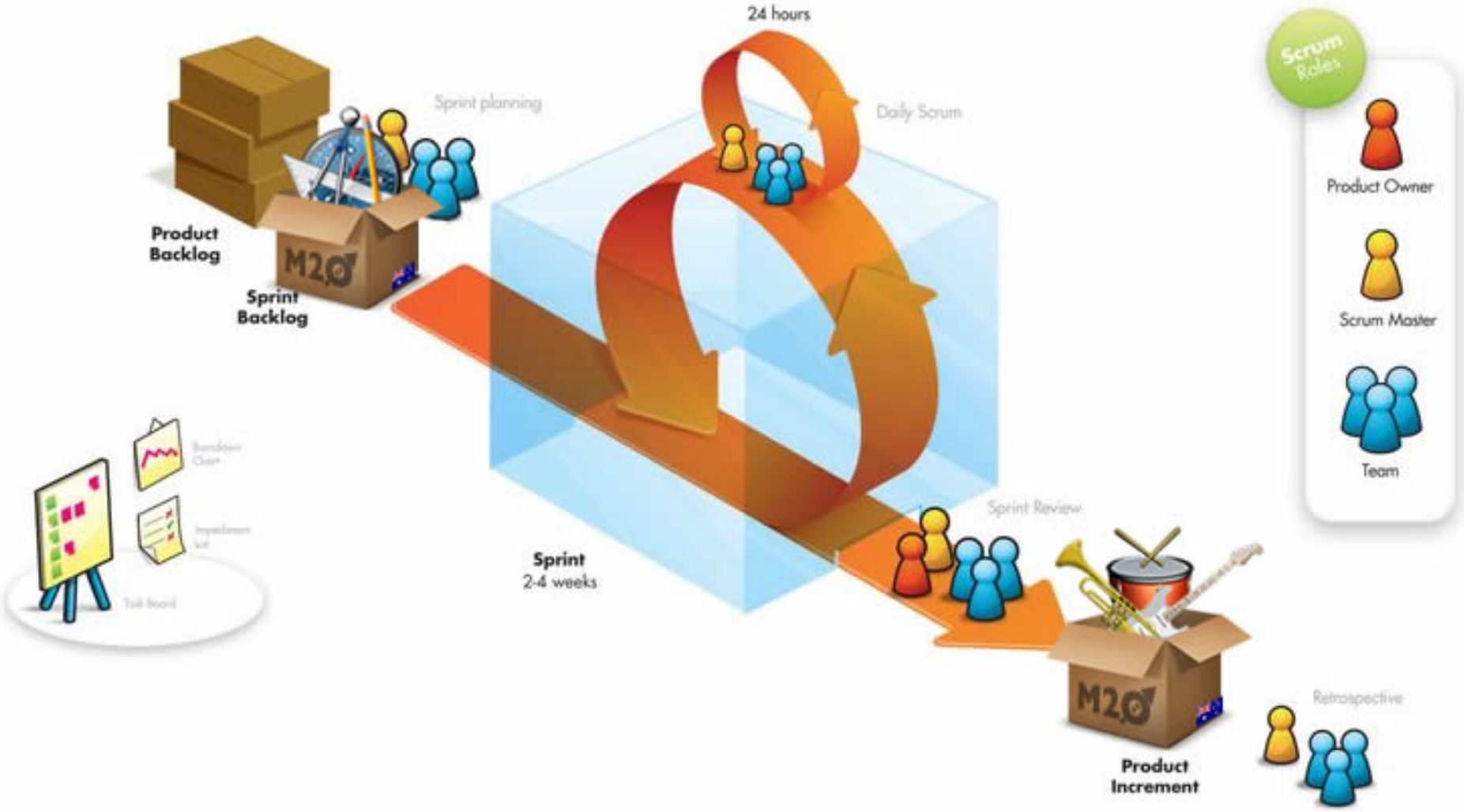
You cannot break the rules if you don't know them
You cannot transcend the rules if you did not experiment

knowing what the rules are is not the same as **knowing the rules**

Scrum – agile

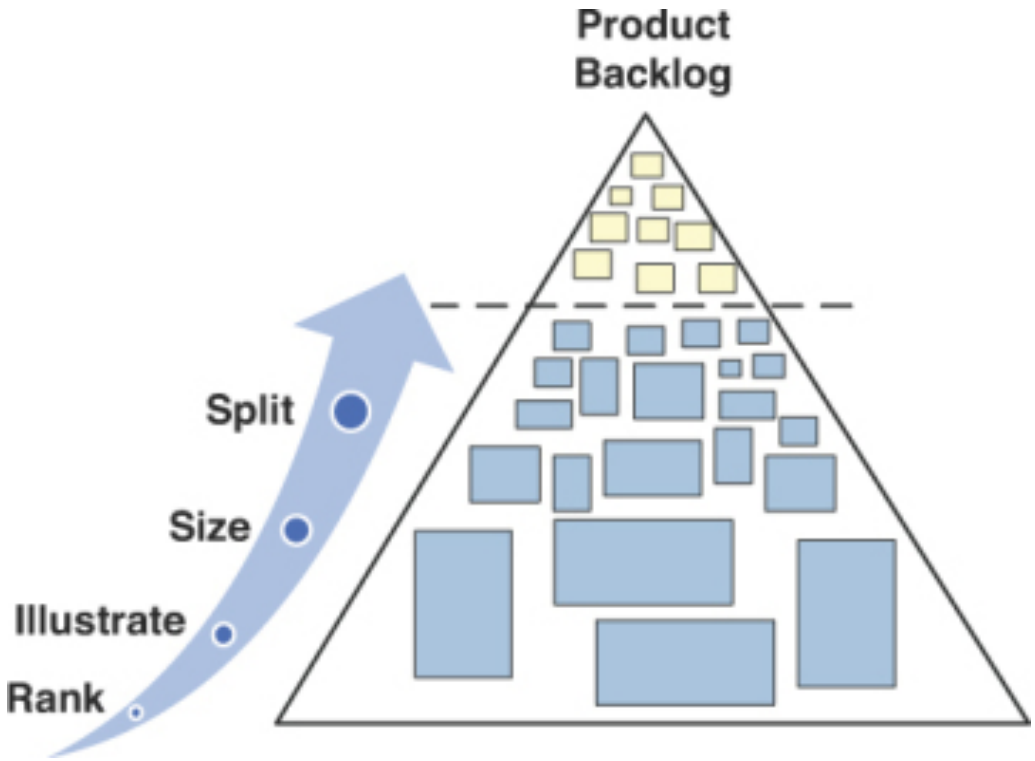

Daily Scrum Meeting
24 Hours
Product Backlog
Sprint Backlog
2-4 Weeks
Potentially Shippable Product Increment

Scrum Process



Backlog

- Hoe ziet een product backlog er uit?
  - Hoe zien de product backlog items er uit?
- Wat zet je op de sprint backlog?

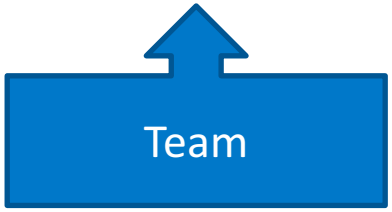


Scrumrollen

- Product Owner
- Scrum Master
- Team Members

More in less time ?

- Double the **value** in half the **time**



Antwoorden van Scrum?

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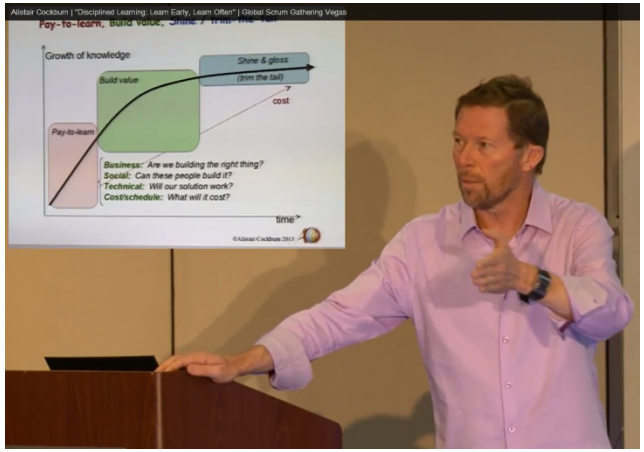
Hoe weet ik dat ik goed bezig ben?

Hoe voorkom ik dat ik op een probleem stuit waardoor veel werk voor niks gedaan is?

Hoe zorg ik dat wat ik oplever zinvol is voor de klant?

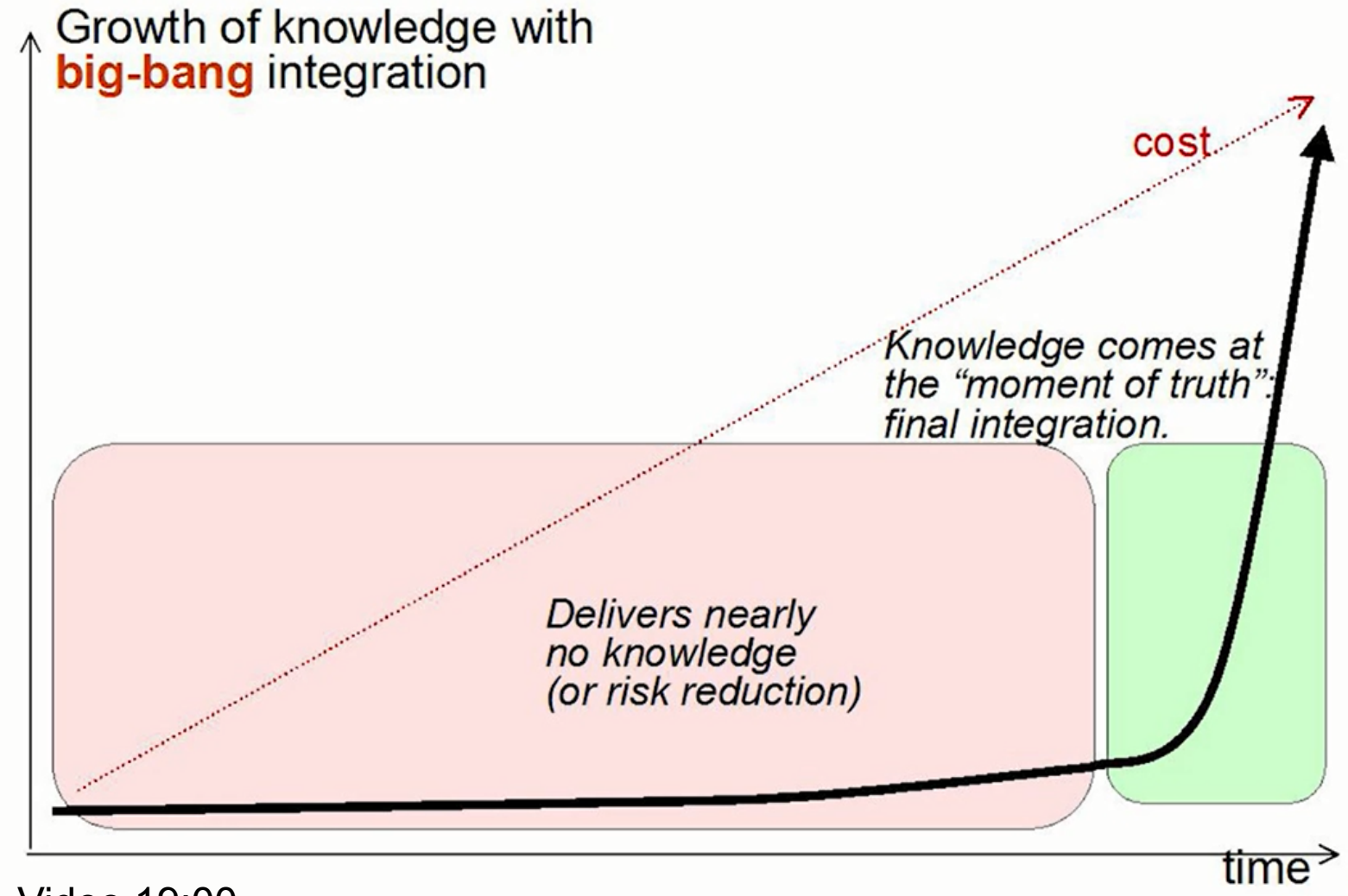
Start – Sprint 0

***Business*: Are we building the right thing?**
***Social*: Can these people built it?**
***Technical*: Will our solution work?**
***Cost/schedule*: What will it cost?**



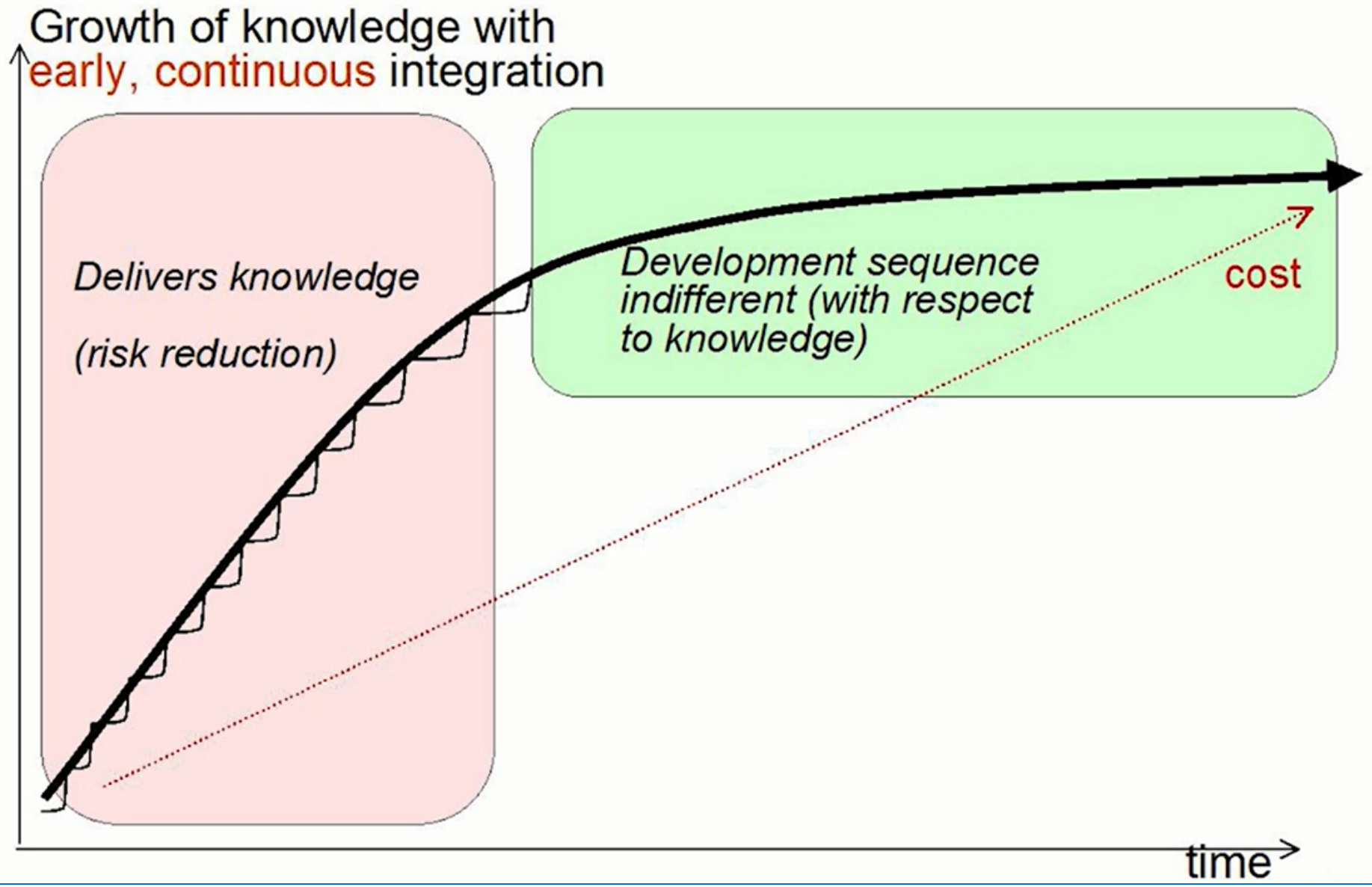
Alistair Cockburn

Big-Bang Design is a *late-learning* strategy

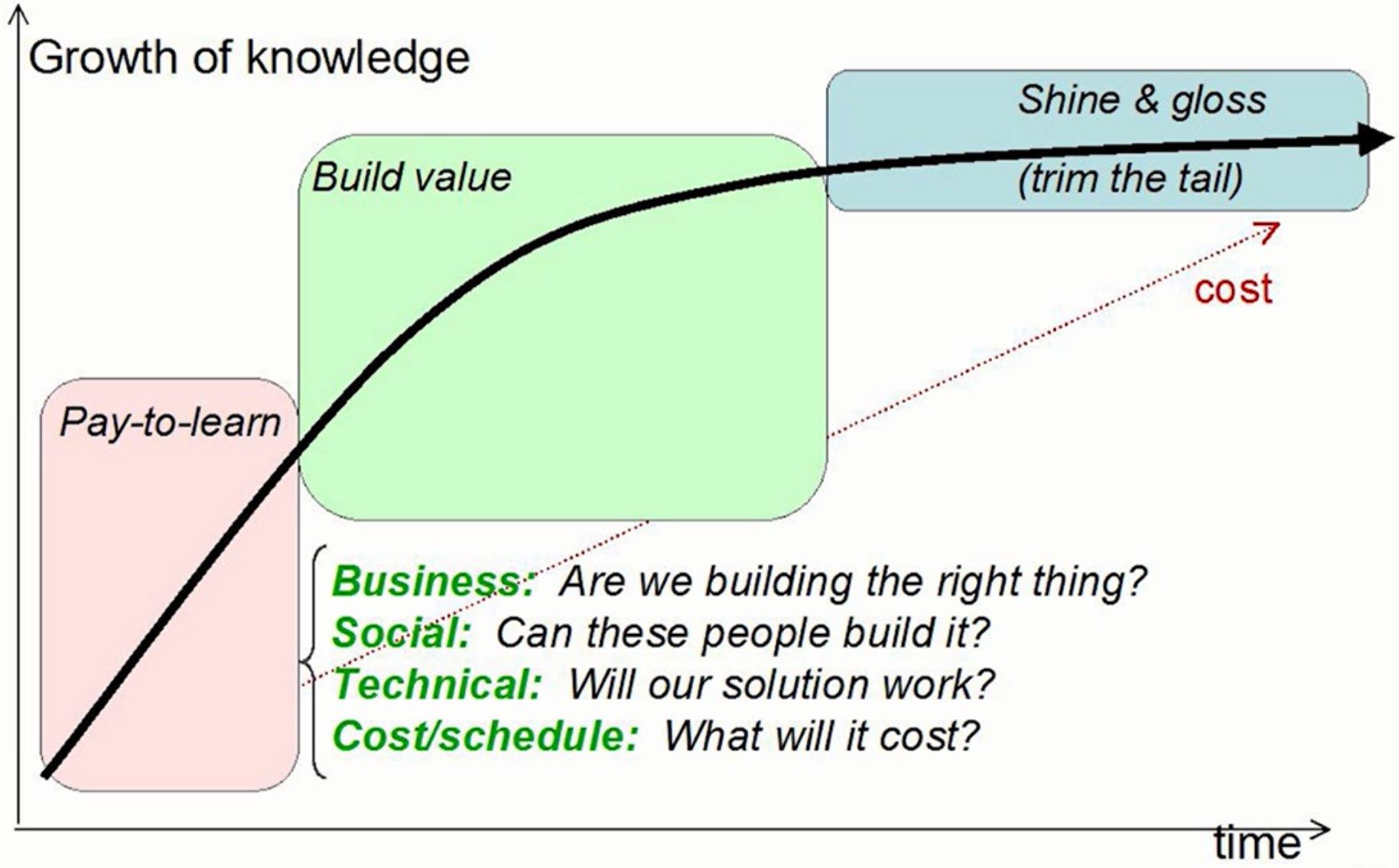


Video 19:00

We can pay to *learn* early in the project



Pay-to-learn, Build value, Shine / trim-the-tail



Projectstart

- Probleem begrepen
- Oplossingsrichting gevonden
- Risico’s geïdentificeerd
- Architectuur opgesteld
- Kosten zijn ingeschat
- Initïele backlog gevuld