

Creating a High-Performance Agile Team



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During her more than 20 years of experience with financial, healthcare, and SaaS-based products, Mary has held VP, Director, and Manager level positions in various software development organizations.

A seasoned Leader and Coach in agile and testing methodologies, Mary has direct experience building and leading teams through large scale agile transformations. Mary's expertise is a combination of agile scaling, agile testing, and DevOps that her clients find incredibly valuable.

She is also Chief storyteller of the book **The Three Pillars of Agile Testing and Quality**, and avid keynote and conference speaker on all things agile and agile testing.

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Principle Agile Coach at [Vaco Agile](#) in
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- Somewhere “north” of 30 years experience
- Wide variety of technical stacks and business domains
- Roots of a software developer
- Senior/Executive software development leadership for 20+ years
- Agile “Coach of Coaches” and Leaders
- Deep XP, Lean, Scrum, and Kanban experience since late 1990’s
- From Cary, North Carolina; husband, father, grandfather, and dog lover

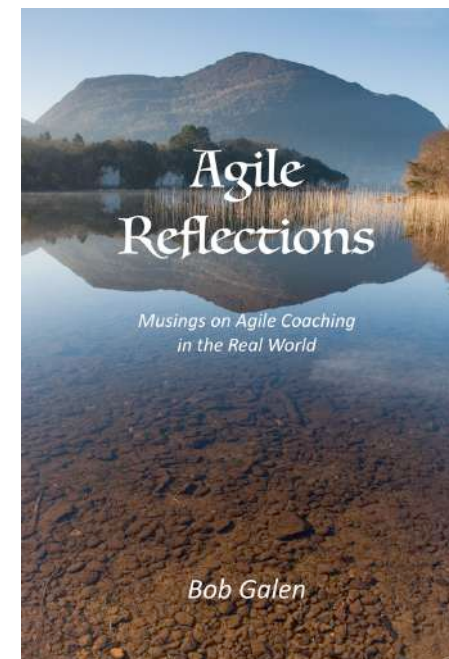
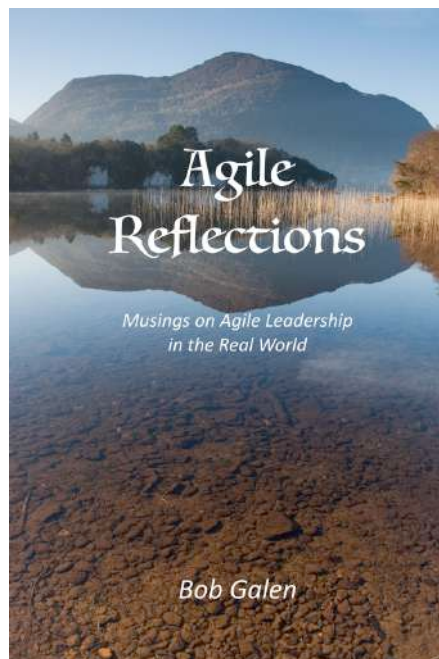


Agile Leadership & Coaching

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<https://leanpub.com/agilereflexionsforagileleaders>

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First, let's explore...

- What are the basics of “Agility”
- What would be indicators (patterns) of Agile maturity?
- What about Agile immaturity?
- Let's rank order some of them; I.e. what do you think are the more impactful patterns in either direction?

“Doing” Agile vs. “Being” Agile?

- One debate in the agile community surrounds agile maturity. A way of characterizing it surrounds
 - **Doing Agile** – focusing towards is tactics, ceremonies, and techniques vs.
 - **Being Agile** – focusing towards team mindset, leadership mindset, behaviors, organizational adoption, etc.
- As an entry exercise, can we brainstorm aspects of Doing vs. Being to capture how you view the differences?
- The Mature Patterns workshops sort of crosses both, with an emphasis towards the Being-side of the equation.

Outline

Maturity Patterns

1. Truly Emergent Architecture
2. Aggressive Refactoring
3. Pursue Ruthless KISS
4. Behaving Like a Team
5. Naturally Becoming: T-Shaped
6. Truly Collaborative Work
7. Lean Work Queues
8. Opportunistic Pairing & Swarming
9. Healthy Distributed Teams
10. Quality on ALL Fronts
11. Testing is Everyone's Job
12. Active Done-Ness
13. Stopping the Line
14. Product Ownership takes a Village
15. Pervasive Product Owners
16. The Nuance of a Healthy Backlog
17. Righteous Retrospectives
18. Experimentation
19. The Power of Complete Transparency
20. Doing More than Thought Possible
21. Emphasize Strength-Based Teams
22. Show a Healthy Respect for Management

For each pattern... workshop discussions

- For sets or groups of patterns, we'll pause and discuss the patterns in small groups
- Looking for examples where you've seen the pattern in operation and have a story to tell

OR

- Examples where you've seen related anti-patterns in operation and have a counter-story to tell
- Either way, we'll be looking for group-based discussion around the ways and means of achieving agile maturity

Technical Patterns

#1) Truly Emergent Architecture

- Comfortable with on-the-fly de-composition;
 - no BDUF!
- Sprint #0's as appropriate
- Backlogs contain learning activity – Research Spike stories
- Should demonstrate architectural evolution in Sprint Reviews



- Architects work in “slices”
 - Perhaps ‘skewed’ a bit forward from other teams
 - Deliver architecture from within the Scrum teams
 - Publish system metaphors, guidelines, big picture views – to keep everyone focused on goals

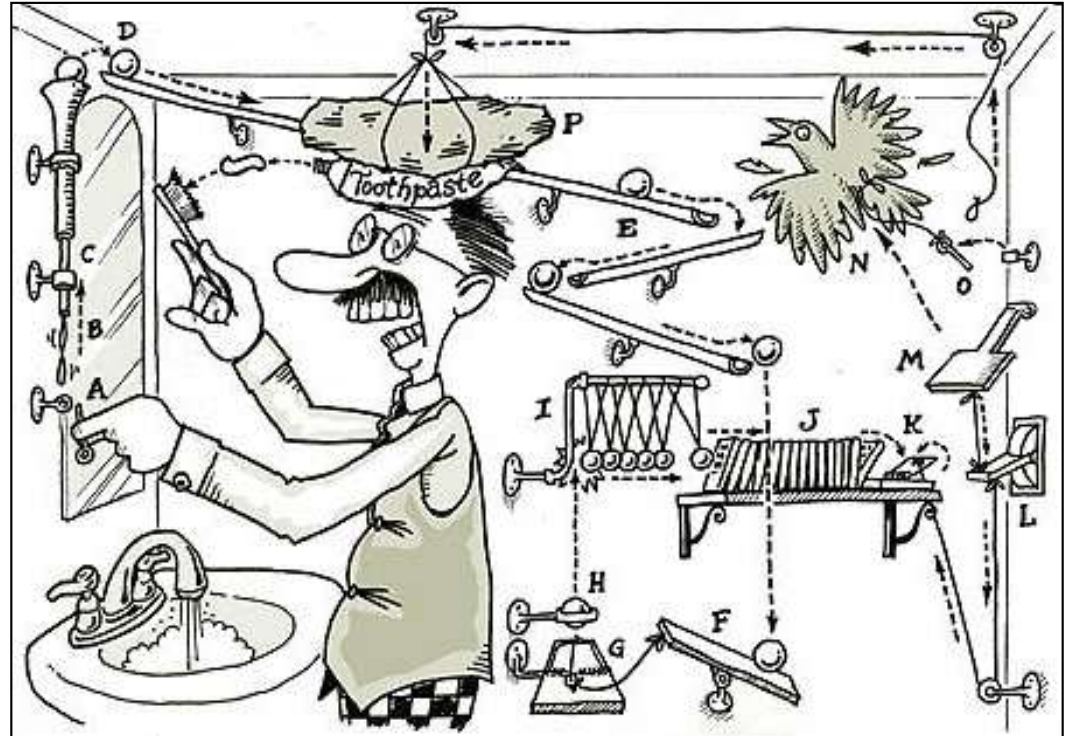
#2) Aggressive Refactoring

- It's easy to refactor on new work or greenfield project...so clearly do that.
 - But what about hairy, old, fragile code?
- Aggressive refactoring
- Put it on your Backlogs
 - Justify / explain it in business terms
- Remember the relationship to automation – making refactoring effective & Fear-Less



#3) Ruthless KISS

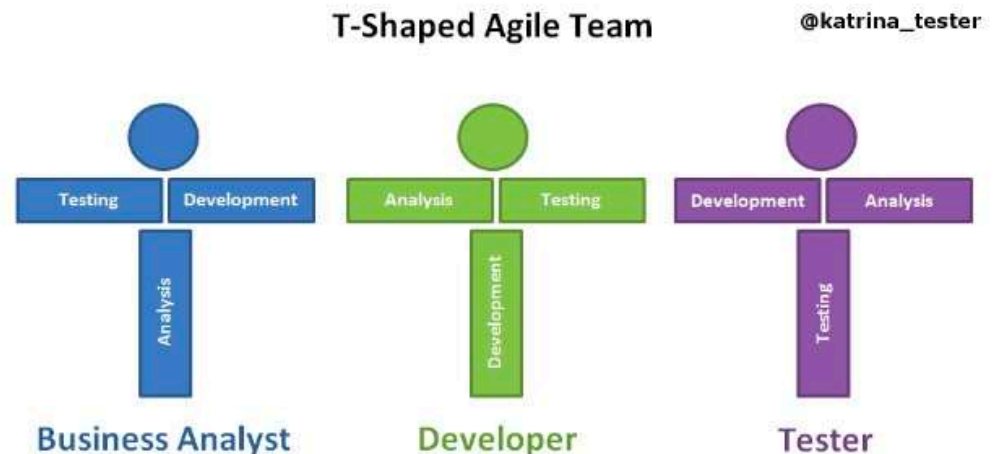
- Getting LEAN deep into your cultural DNA
 - Fight complexity
 - People & Collaboration over Process & Tools
 - Fight Gold-plating developing (Just Enough) of EVERYTHING!
- Deliver small increments (Just in Time) and pay attention to feedback
- Continuously engage your Product Owner



#4) Naturally Becoming: T-Shaped

- Core skills and shared skills
 - ❑ Inquisitive breadth
 - ❑ X-Training
- All skills are fair game:
 - ❑ Development
 - ❑ Testing
 - ❑ Design & Architecture
 - ❑ Non-functional (performance security)
- Breadth and depth; no trivialization of any skill (ex: testing)

T-shaped Agile Team?



Breakout – Technical Patterns

- Individually, in small groups, or at your table
- Pull together a 3-5 item short list of what YOU believe the KEY maturity patterns are in this area.
- Perhaps identify things I missed?
- Discuss the WHY behind your decisions. Be ready to explain or defend your thinking
- Privately, do a “gap analysis” for your teams back home. What would be 1-2 actions you could suggest/influence to increase team level maturity?

Teaming

#5) Behaving Like a Team

- Includes the Scrum Master and Product Owner
- Developing trust
 - ❑ Congruent feedback
 - ❑ Getting the “Elephants” on the table
 - ❑ Asking for help; helping each other
- Spending personal time together
- Passionate debate; Healthy conflict



- Strengths & weaknesses; adjust to each; maximizing & minimizing
- Succeeding or failing – as a team

#6) Truly Collaborative Work

- Co-located teams
- Avoiding Scrummerfall-like dynamics
 - Stages and gates within the team
 - Long queues with hand-offs
- Listening to each other; mutual respect, honor experience
- Caves & Commons



#7) Lean Work Queues

- Limiting WIP
 - Fewer things “in process” and small tasks
 - Visible workflow
 - Kanban is interesting variant of the ‘correct’ team behavior
- Blending roles – individuals doing more themselves and handing off less
 - Focusing on delivering value
- Think in terms of reducing & eliminating WASTE



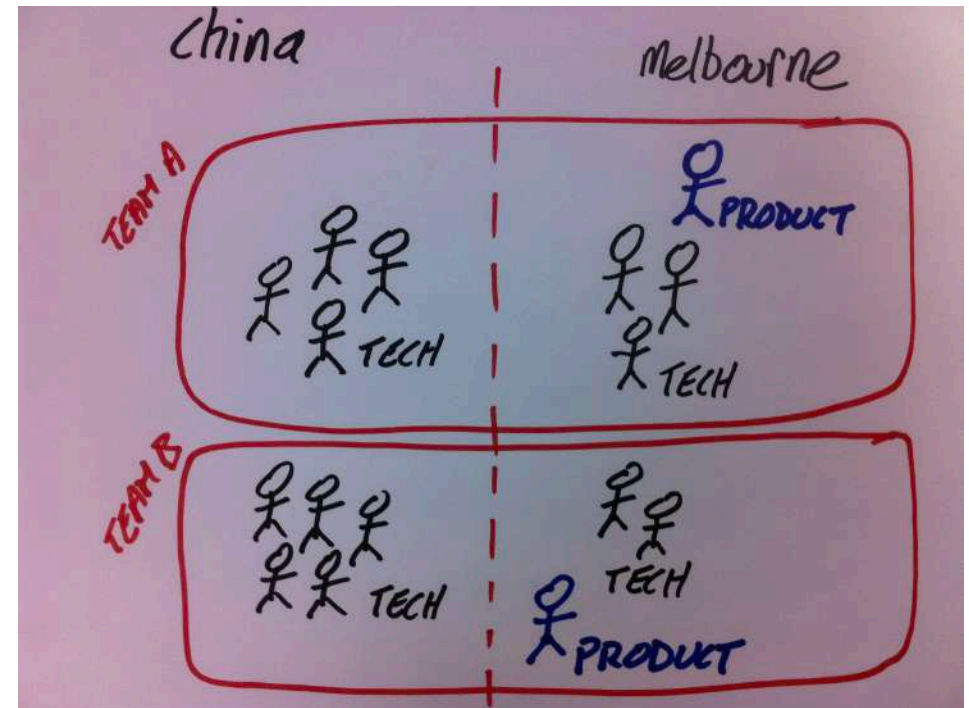
#8) Opportunistic Pairing & Swarming

- Mob programming
 - ❑ Minimally trying it as an experiment
- Opportunistic Pairing
 - ❑ Dev-to-Dev, Test-to-Test, Everyone
- 3-Amigo behavior surrounding the work (stories)
 - ❑ Story lead
 - ❑ Shepherding a story to "Done"
- Everyone participates in the Sprint Review/Demo



#9) Healthy Distributed Teams

- It's not an excuse for bad behavior
 - Overcome the challenges
- Keep the ceremonies active and engaged
- Whole team engagement
- Product Owner is well-connected to the team; active refinement
- Same “rules”
- If you video recorded any “activity”, it would look the same as a co-located team



Breakout – Teaming Patterns

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Quality & Testing

#10) Quality on ALL Fronts

- Leaving behind the notion of “Testing in quality...”
- Professionalism within the team
 - Doing the right things...doing things right
- Self-inspecting; self-policing
- Just enough quality
 - Quality has a cost and should be variable based on your context
- Focus on Craftsmanship and Professionalism



#11) Testing is Everyone's Job

- Willingness on the part of the whole-team to pitch in for testing
 - ❑ All types, even manual
 - ❑ Extending it to test automation
 - ❑ Never letting tests break
 - ❑ Building in testability
- Listening to test estimates as part of work estimation
- Understanding functional and non-functional testing
- Root Cause Analysis as a team



#12) Active Done-Ness; Readiness

- Actively create and automate Acceptance Tests on a Story or a Feature basis
 - ❑ Customer heavily involved with definition
 - ❑ Not functional tests
- Have established a view to multiple levels of Done-Ness
 - ❑ Work - Done
 - ❑ Story Acceptance
 - ❑ Sprint Goals
 - ❑ Release Criteria & Goals
- Think in terms of traditional Entry, Exit, and Release criteria



DoD – another view

Task:

- Implemented
- Unit Tested
- Code commented
- Code peer reviewed
- In source trunk
- In CI build
- Coverage met
- Standards met
- Tracked
- Other metrics?

Story:

- AC met
- All agreed tasks done
- Functionally tested / auto test built
- All known bugs fixed
- CI success, including DB / config updates
- Smoke-tested
- Integration tested
- Tracked
- Documented for user view

Sprint:

- End date met
- Stories demo'd
- UAT complete
- Retro held and documented
- Product backlog updated
- Exploratory testing done
- Performance (etc.) tested
- Regression suite updated and verified
- All bugs closed or postponed
- Installation works
- Documented for tech. view

Release:

- All agreed sprints done
- Integration tested / hardened
- Documentation "tested"
- Install packages complete
- Release notes
- Marketing collateral
- Regression test suite complete
- Security testing
- PO sign-off

#13) Stopping the Line!

- Fix your bugs
 - ❑ Ruthless testing; immediate testing; immediate feedback
 - ❑ Less logging more fixing
- Build is broken ?
 - ❑ Fix it!
- Need automation for a key area?
 - ❑ Build it!
- Need to refactor ugly legacy code that is bug infested?
 - ❑ Refactor it!
- Key impediments to your team?
 - ❑ Resolve them!



Breakout – Quality & Testing Patterns

- Individually, in small groups, or at your table
- Pull together a 3-5 item short list of what YOU believe the KEY maturity patterns are in this area.
- Perhaps identify things I missed?
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Product

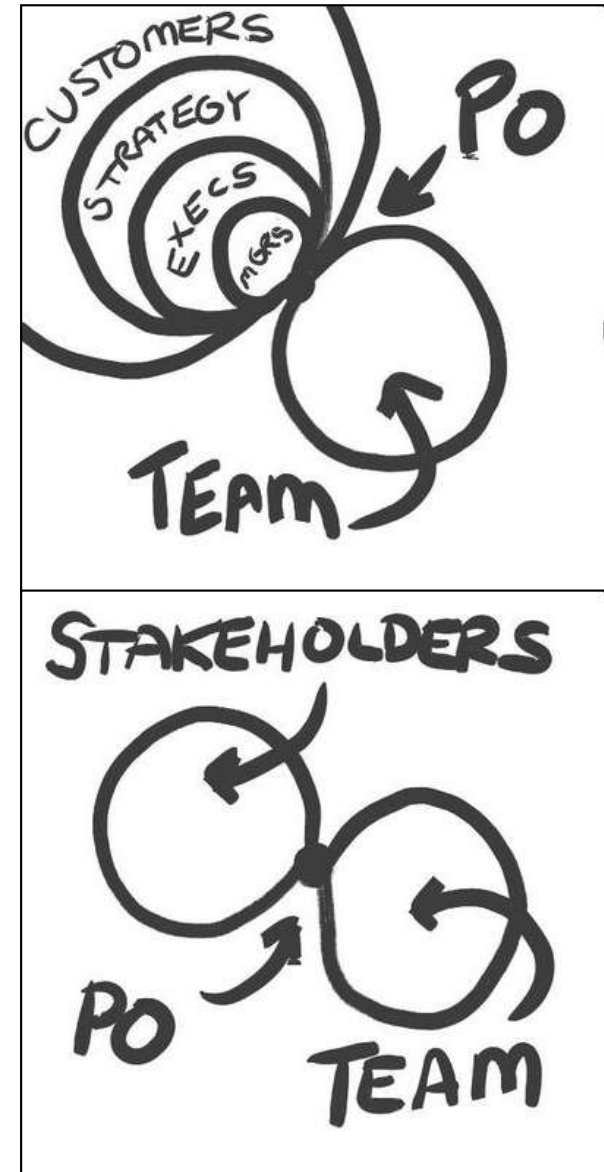
#14) Product Ownership takes a Village

- Fostering an environment where the entire team 'owns' the Product Backlog
 - ❑ Freely contributes User Stories
 - ❑ Passionate debate on priority, themes, and release goals
- Shared—
 - ❑ Vision & Goals
 - ❑ Business Values
 - ❑ Technical direction
- Functional, Technical, and Product 'voices'



#15) Pervasive Product (Customer) Owners

- Can be a 'team', but needs a unified decision-maker
 - Organizationally 'sticky' decisions
- Engaged as a team member
- Outwardly focused toward the market & stakeholder demands
 - Advocate for the team
- Engage the customer and stakeholders



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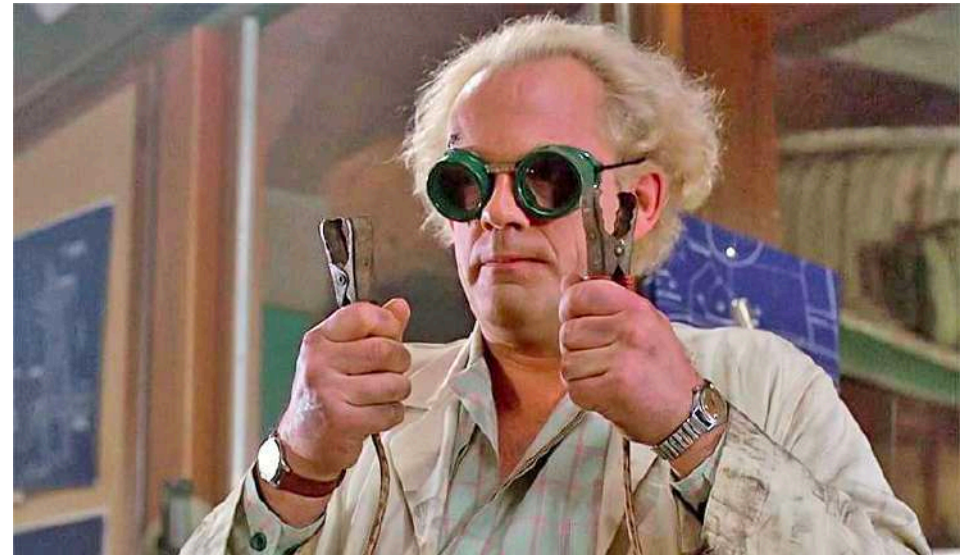
#16) The Nuance of a Healthy Backlog

- Considering it a tapestry of work that is considered in turn:
 - ❑ Architecture & design
 - ❑ Quality & Test Automation
 - ❑ Technical debt, Infrastructure
 - ❑ Bugs
 - ❑ Innovation & creativity
- As well, planning
 - ❑ Feature workflow & value
 - ❑ Dependencies & risk
 - ❑ Ultimately deployment
- *You're never "done" refinement*



#17) Experimentation

- Open minded to trying out new ideas
 - ❑ In design, in code, in testing
 - ❑ In process & teamwork
 - ❑ In the product, with the customer
- ALL ideas get heard
- Willing to:
 - ❑ Take risks, fail, make mistakes
- Hypothesis
- All the while...Learning!
Pivoting!



T-Shaped Curiosity
Continuous Learning
Community of Practice - Sharing

Breakout – Product Patterns

- Individually, in small groups, or at your table
- Pull together a 3-5 item short list of what YOU believe the KEY maturity patterns are in this area.
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Organizational

#18) Righteous Retrospectives

- For the team!
- Remember Norm Kerth's "Prime Directive":
 - Everyone tried their best
 - Safe environment
- Drives "Continuous Improvement"
 - Challenge one other!
- Get the "Elephants" out in the open
- Be creative – try new things; take some risks



#19) The Power of Complete Transparency

- Opening up your stand-ups & Sprint Planning to everyone
 - Even sales folks and customers
- Rampant Information Radiators
- Tell it like it is
 - Congruent truth-telling
 - Courage
 - Success or Failure
- Expect organizational engagement – questions, suggestions, trade-offs towards core goals



- It is what it is...now how do we ADJUST towards our GOALS

#20) Doing More than Thought Possible

- Stretch goals within Sprints
- Creative
 - ❑ solutions – not simply following the Story or Task lists
 - ❑ exploring alternatives with Product Owner
 - ❑ The Wisdom of Crowds
- Iterations that lead towards... “Good Enough”
- Fighting Parkinson’s Law and Student Syndrome



- Supporting – *Slack Time*
 - ❑ Innovation Time
 - ❑ Creativity thinking
 - ❑ Experimentation

#21) Strength-Based Teams

- Individuals focus on what they're good at; inspires joy
 - While still 'stretching' themselves
- Notion of Appreciative Inquiry leveraged in retrospectives
 - And continuous improvement
- Team-building - interview for complimentary strengths
- At scale, consider strengths
 - When Release Planning – loading work
 - Load-balancing teams by skill-set



#22) Healthy Respect for Management



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- Avoid blaming everything on leadership or management
 - ❑ Stop expecting management to solve all of your challenges
 - ❑ Stop “looking upward” or “asking for permission”
- No marginalization! It’s a partnership between
 - ❑ Servant Leadership and
 - ❑ Self-directed teams
- Leaders are allowed to:
 - ❑ Establish Mission & Vision
 - ❑ Establish and hold teams to their Goals
 - ❑ Ask questions, be inquisitive
 - ❑ Hold teams accountable to their commitments
 - ❑ Seek continuous improvement
 - ❑ Expect and receive results

Breakout – Organizational Patterns

- Individually, in small groups, or at your table
- Pull together a 3-5 item short list of what YOU believe the KEY maturity patterns are in this area.
- Perhaps identify things I missed?
- Discuss the WHY behind your decisions. Be ready to explain or defend your thinking
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Workshop Wrap-up



- Overall, what were the MOST compelling patterns?
- What KEY patterns did I miss?
- Final questions or discussion?

Thank you!



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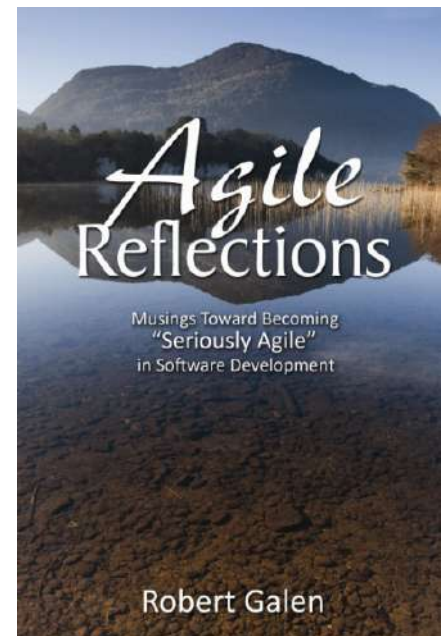
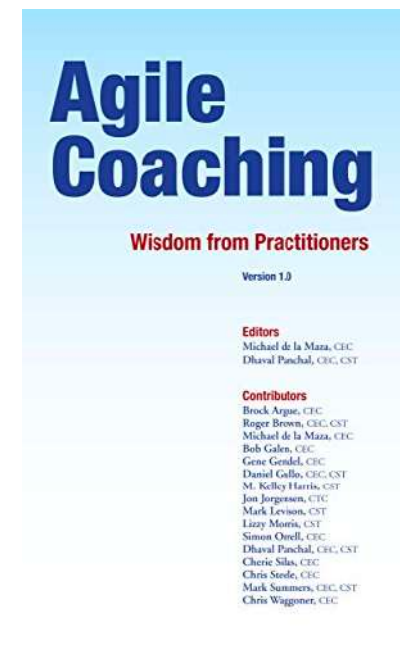
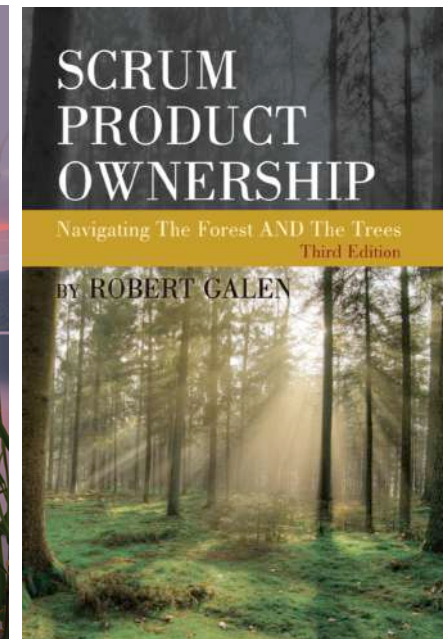
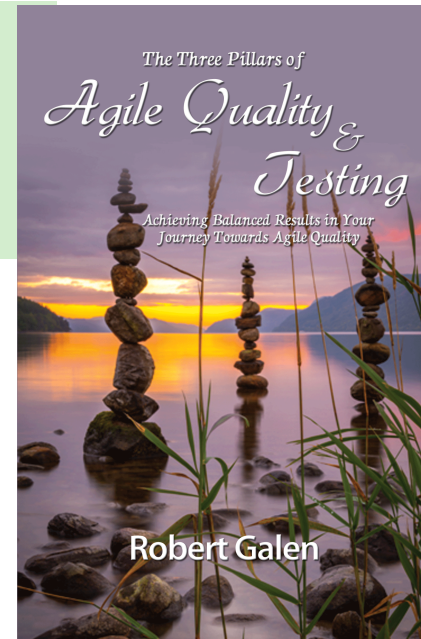
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Podcast on all things 'agile' -

<http://www.meta-cast.com/>



Kanban Pizza Game

Part-1



Kanban Pizza Game

Materials

- Break up into teams of from 4-6 individuals
- Get your materials:
 - Post-Its in three colors: yellow (pineapple), pink (ham*) and green (rucola i.e. rocket salad)
 - Index cards (white or yellow or some other light color so that you can draw tomato sauce on them)
 - Red markers
 - Glue or transparent tape (to make the Post-Its stick)
 - Masking tape (aka. painter's tape)
 - Scissors (one small + one large per team)
 - Stopwatch
 - Order cards - one set per team
 - Oven plate - one per team
 - The Kanban Pizza Game slides



Kanban Pizza Game

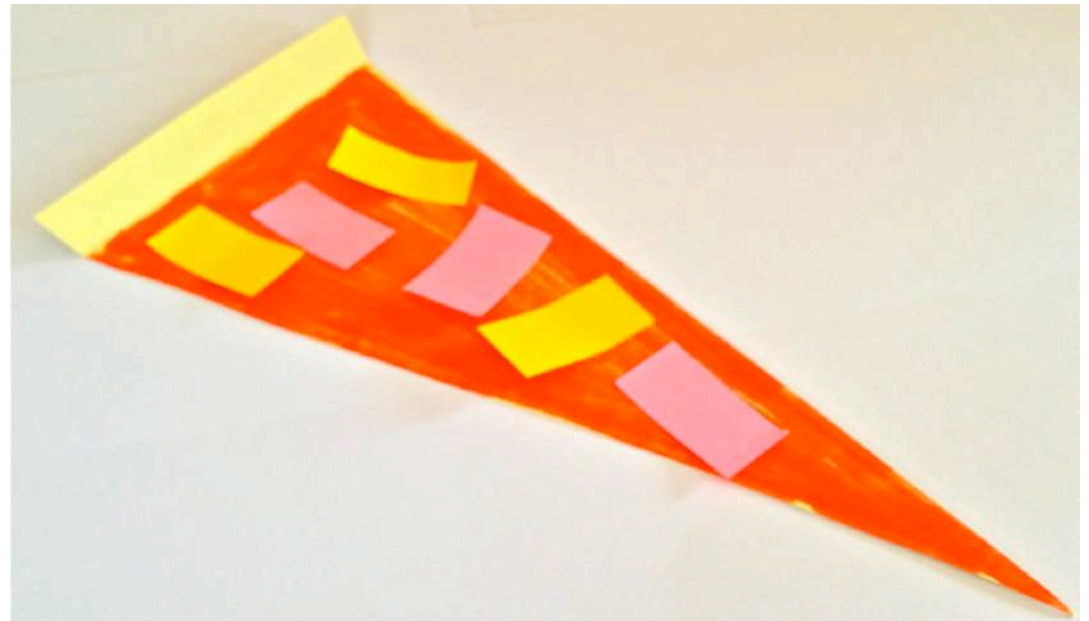
Objective

- Make as many pizza's as you can in the allotted time
 - ❑ I will keep time and stop you at some point; I will also keep counts for each team/round
 - ❑ **Round one** – make Pizza (1 kind – Hawaiian)
 - Kanban
 - ❑ **Round two** – develop Kanban board, make Pizza (1 kind)
 - Improve & modify system
 - ❑ **Round three** – customer orders, 2 styles of Pizza Hawaiian and Rocket Salad)
 - Improve system
 - ❑ **Round four** – final round, fine-tune the system
 - ❑ Visualize the process on the tables; then debrief as a group

Kanban Pizza Game

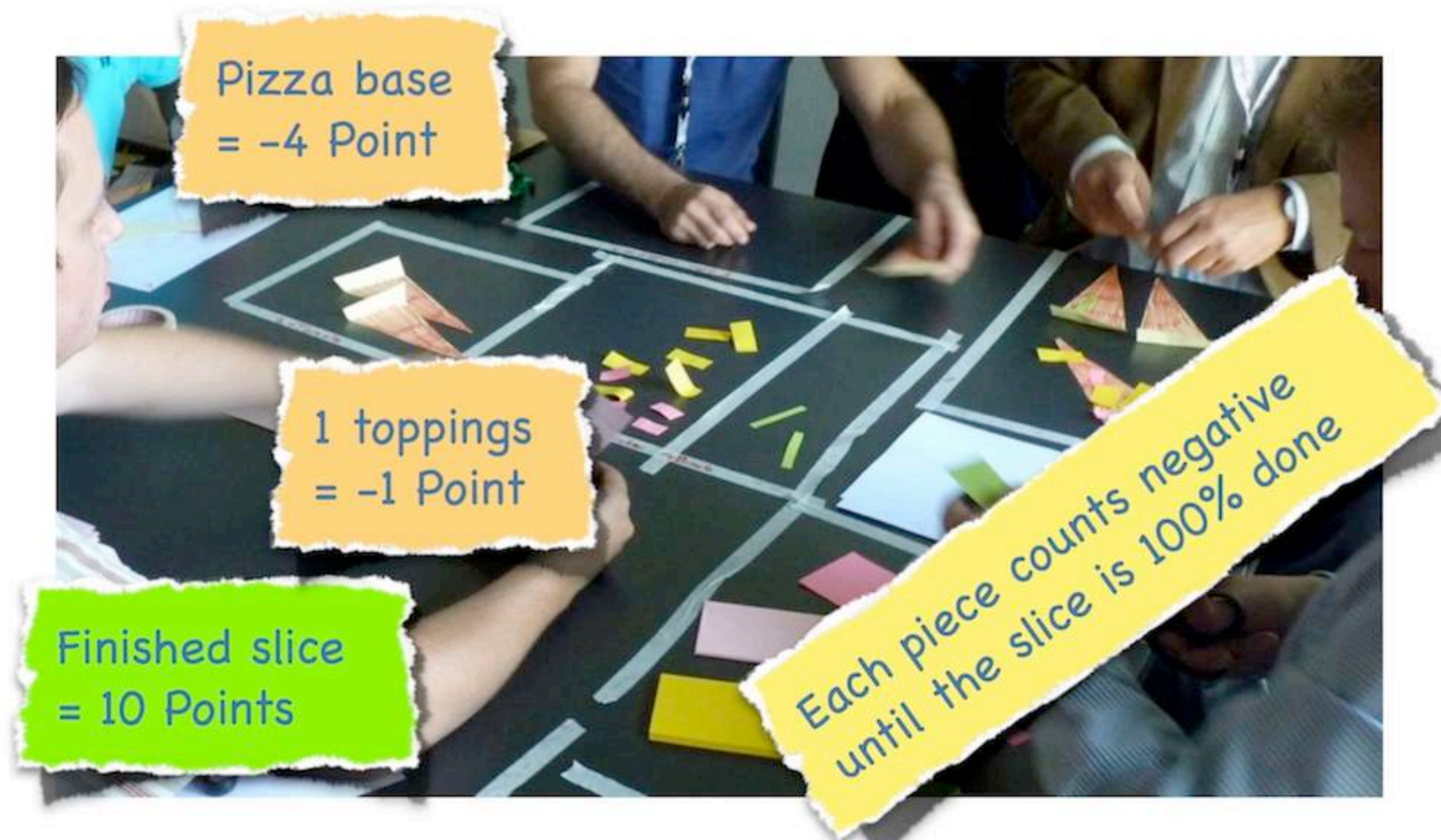
Rules

- Pizza composed of crust, sauce, toppings,
- Up to 3 slices in the oven at once, 30 seconds minimal cook time
 - No adding / removing slice while cooking
- Hawaiian style: 3 pieces of Pineapple, 3 pieces of Ham



Kanban Pizza Game

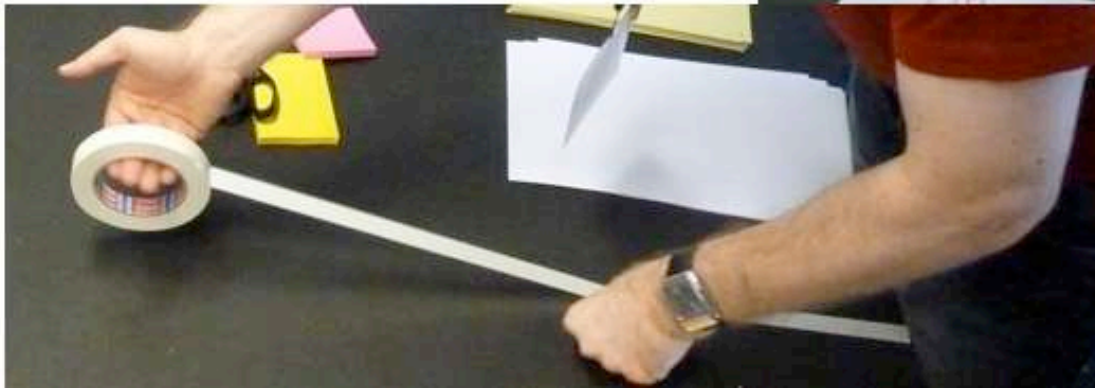
Scoring



Kanban Pizza Game

Table Setup, Round 2-4

make your workflow explicit
Limit the WiP for each station



Kanban Pizza Game Table Setup



Kanban Pizza Game

New! New!! New!!! “Pizza Speciale”

Slim green post-its as rucola
(rocket salad)

Each piece has 7 of them

Rucola burns in the oven
(Pieces have to be put on a baked pizza)

