



Telerik

TeamPulse



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AGILE DEVELOPMENT: INSIDE AND OUT

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Agile Practices Evangelist, Telerik



WHO AM I?

- Agile Practices Evangelist, Telerik, Inc.
- Microsoft MVP, MCSD, MCDBA, CSM, CSP
- Lead Director, Cincinnati .NET User's Group
- Founder, Agile Conferences, Inc.
 - www.dayofagile.org
- Host, Zero To Agile podcast
 - www.telerik.com/zerotoagile
- Columnist, Developer.com



AGILE MANIFESTO

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

<http://agilemanifesto.org>



STATUS CHECK

- Agile is about
 - Setting attainable goals
 - Preventing death marches
 - Promoting Transparency
 - Shortening the Feedback Loop



CAN'T WE ALL JUST GET ALONG?

- Courtesy and Respect
- Teams must interact with many other groups in the enterprise
- Don't assume they don't "get it"!
- Be agile in your interactions



SCRUM

- Scrum is a framework for developing complex products and systems based on:
 - Self Managed Teams
 - Iterative Development and Planning
 - Transparency

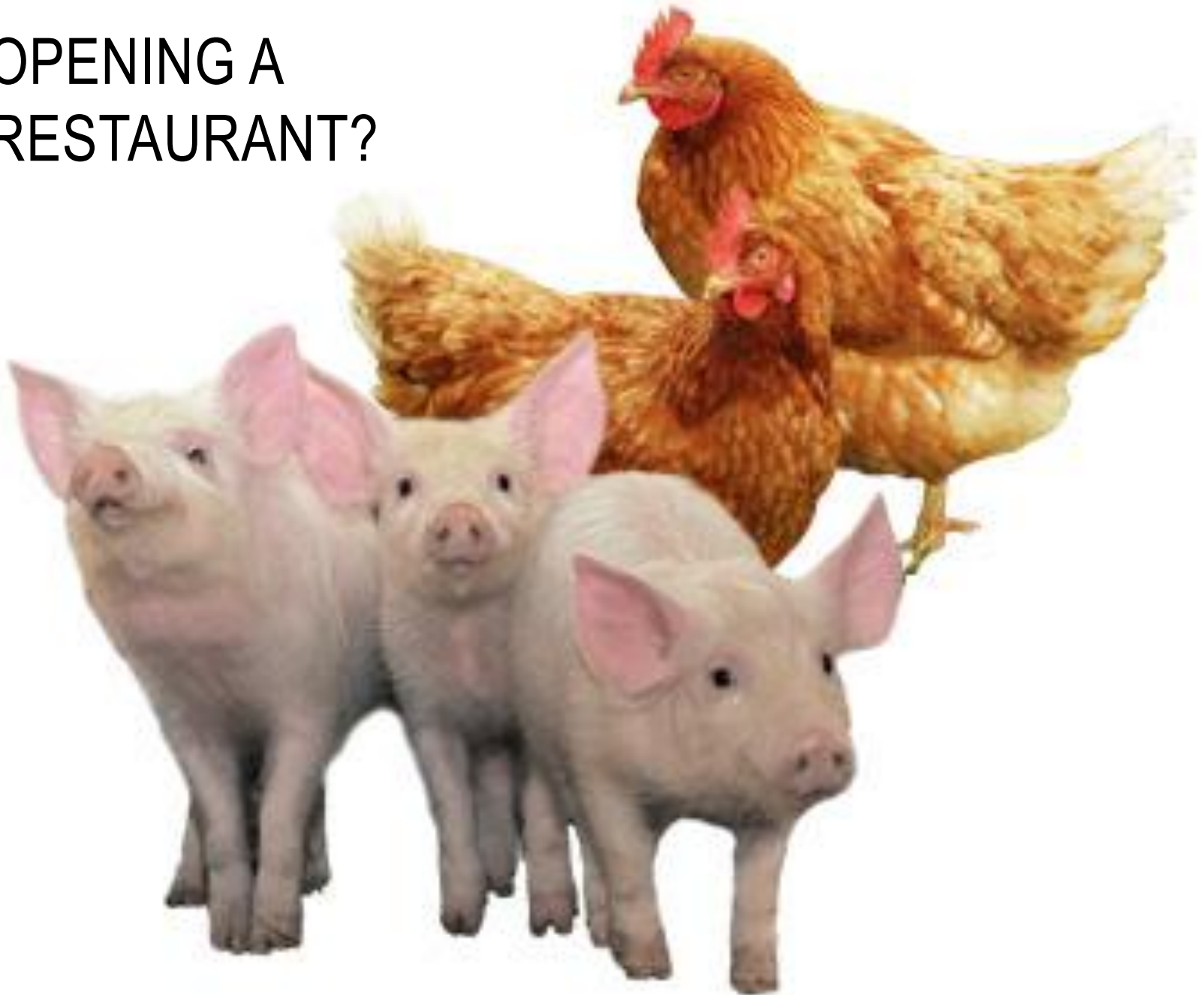


EXTREME PROGRAMMING

- eXtreme Programming improves software development through:
 - Communication
 - Simplicity
 - Feedback
 - Respect
 - Courage



OPENING A RESTAURANT?



SCRUM MASTER



**PRODUCT
OWNER**



THE TEAM



PROJECT MANAGER



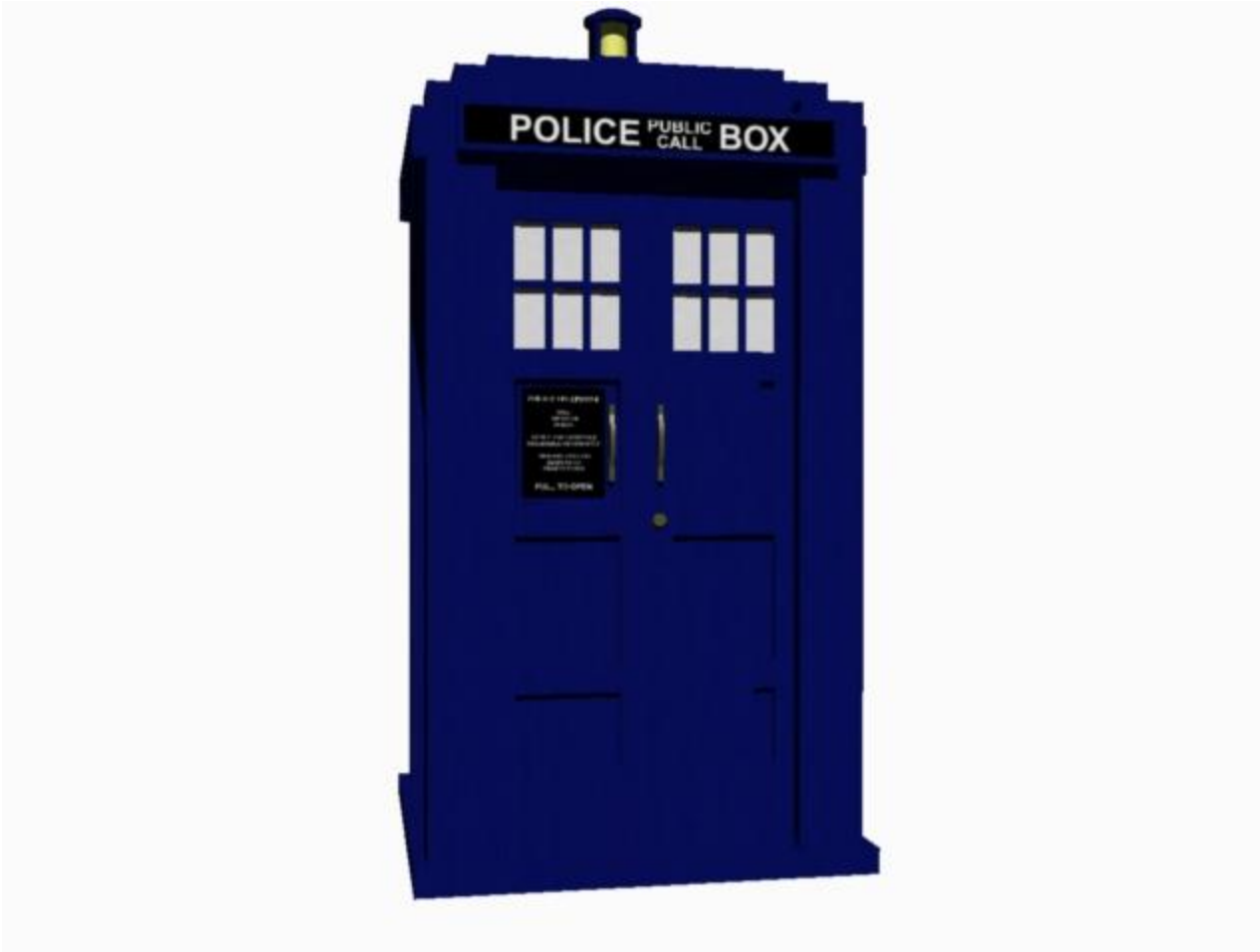
RELEASE PLANNING



PRODUCT BACKLOG



ITERATIONS/SPRINTS



CLASSIC SCRUM LIFECYCLE

10: Sprint_Planning_Meeting

20: GOSUB 70

30: Sprint_Review

40: Sprint_Retrospective

50: IF Program_Complete THEN GOTO 120

60: GOTO 10

70: REM Sprint

80: Daily_Standup

90: Do_Work

100: IF Sprint_Complete RETURN

110: GOTO 70

120: RELEASE

130: END

SPRINT PLANNING



SPRINT BACKLOG



DAILY STANDUP



BUG TRIAGE



Andrena fulva



Andrena fulva



Andrena angustior



Andrena fucata



Andrena ferox



Andrena bucephala



Andrena nigriceps



Andrena fulvicrus



Andrena albicrus



Andrena hattorfiana



Andrena fasciata



Andrena cetti

AGILE SOFTWARE ENGINEERING



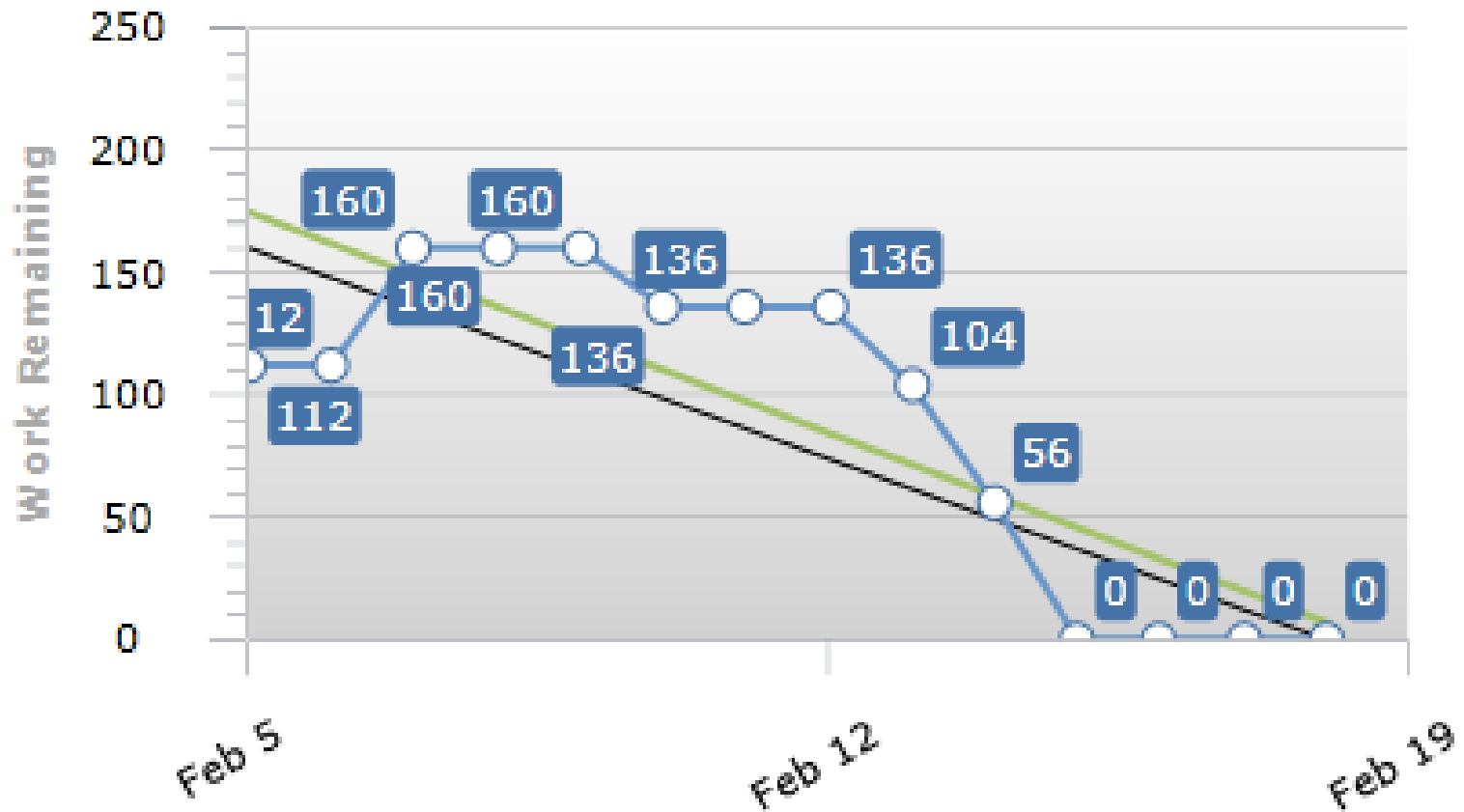
WHEN YOU DON'T PAIR

It makes pandas sad

BURN DOWN CHARTS

Burndown for 'Iteration 1'

As of 2012-03-14 4:52 PM



KANBAN

Example Sprint

+ Add Column

✕ Remove Sprint

+ Add Card

I am a card in the backlog ✕

Cards are draggable ✕

New cards get added to the backlog ✕

The backlog is visible across sprints ✕

Free Cards ✕

Define Acceptance ✕

Development ✕

Test ✕

Deploy ✕

Completed ✕

This lane is for expedited cards ✕

A card represents a task in 1 sentence ✕

Cards are moved throughout their life cycle ✕

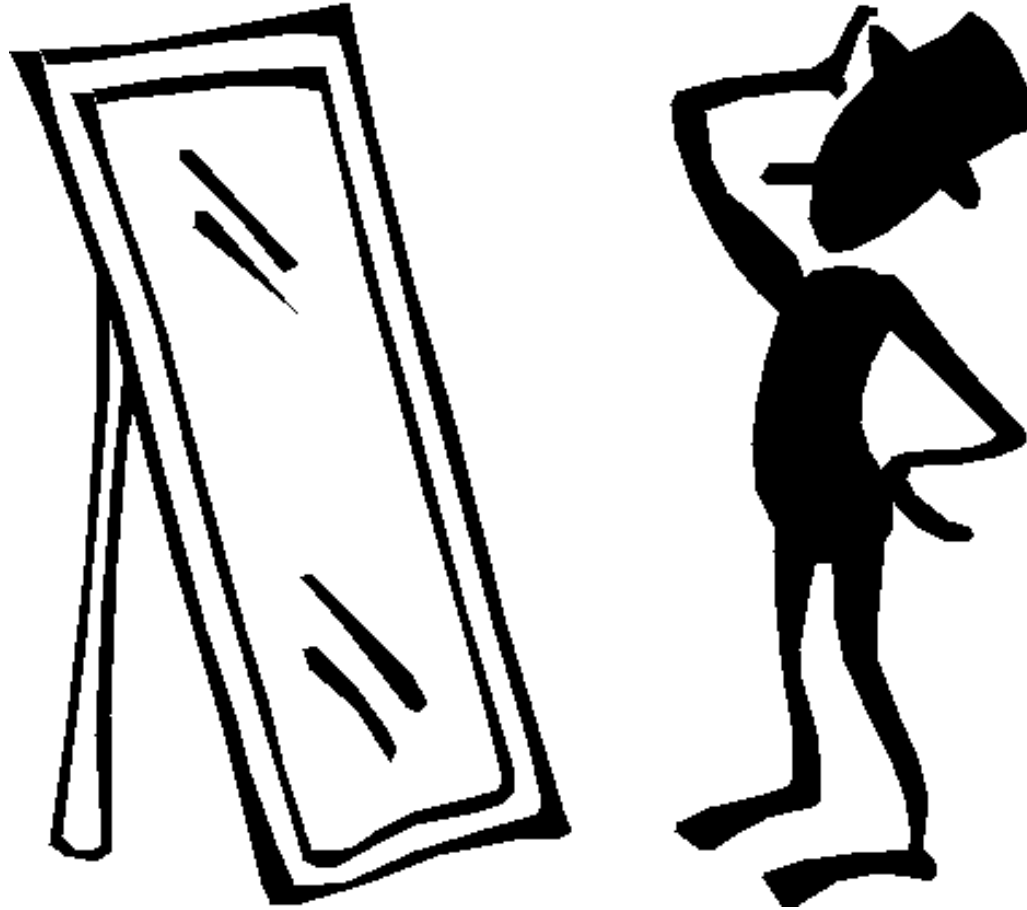
Touch a card to modify it ✕

Only add new cards when a card is completed ✕

SPRINT REVIEW



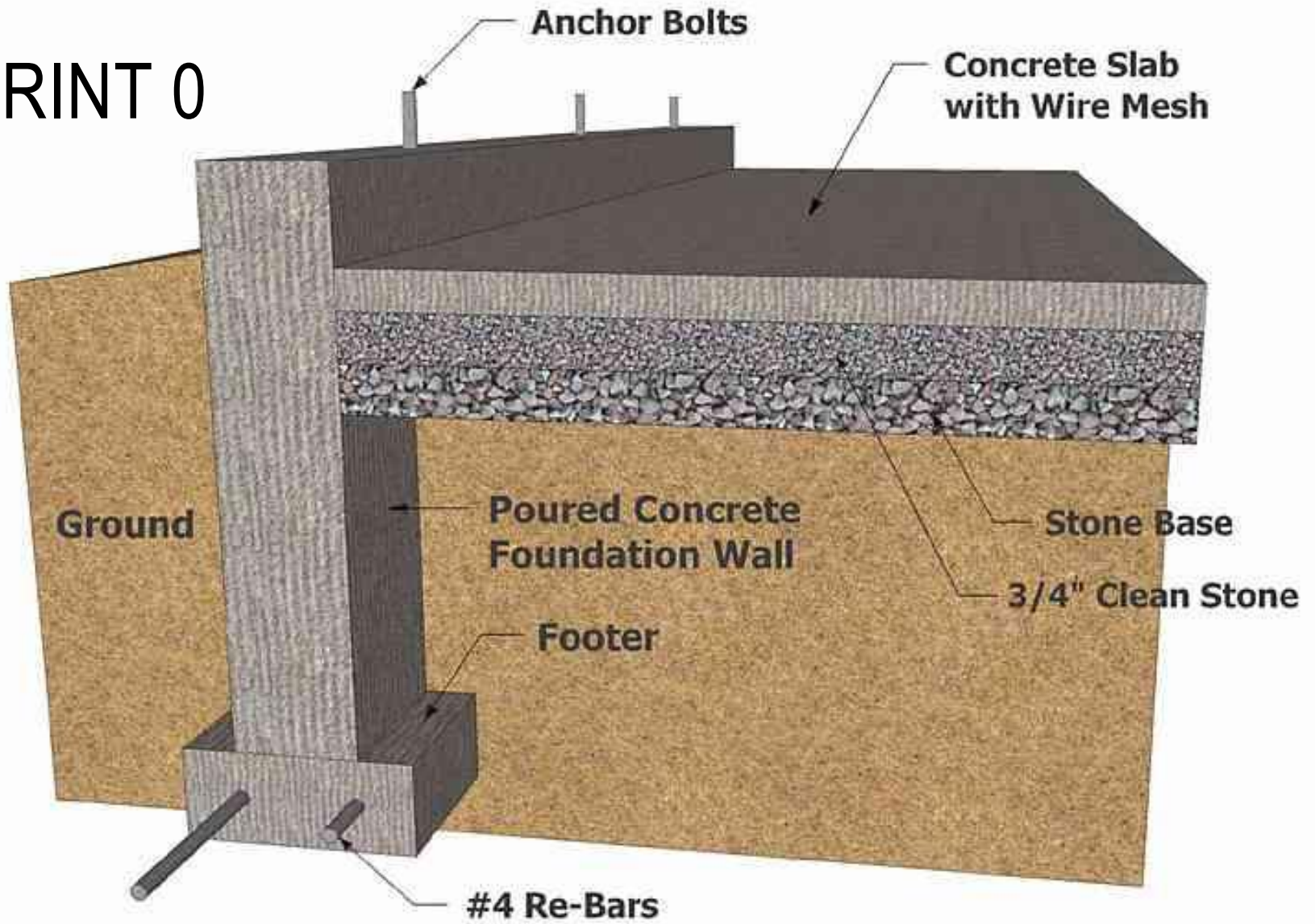
SPRINT RETROSPECTIVE



VERIFICATION (HARDENING) SPRINT



SPRINT 0



~~CLASSIC~~ ACTUAL SCRUM LIFECYCLE

03: Release_Planning

07: Sprint_Zero

10: Sprint_Planning_Meeting

20: GOSUB 70

30: Sprint_Review

40: Sprint_Retrospective

50: IF Program_Complete THEN GOTO **115**

60: GOTO 10

70: REM Sprint

80: Daily_Standup

85: Daily_Bug_Triage

90: Do_Work

100: IF Sprint_Complete RETURN

110: GOTO 70

115: Verification_Sprint

120: RELEASE

130: END

SURVIVE THE WATERFALL



CONTACT ME

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