

Quick wins in Agile

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SIGiST, 05/12/2013

1

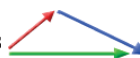


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Roadmap

- Aim to entertain – but also make you think
- Introduction – with 3 opening slides
- You can only get Agile quick wins if you ARE Agile
 - Is the project really 'Agile'
- Negotiate hard at the sprint planning stage to get testing time and items included (non-functional aspects as well)
- Nothing gets released until the whole team agree (including testers)

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2

Opening slide #1

Anyone travel by car?
..... puncture?

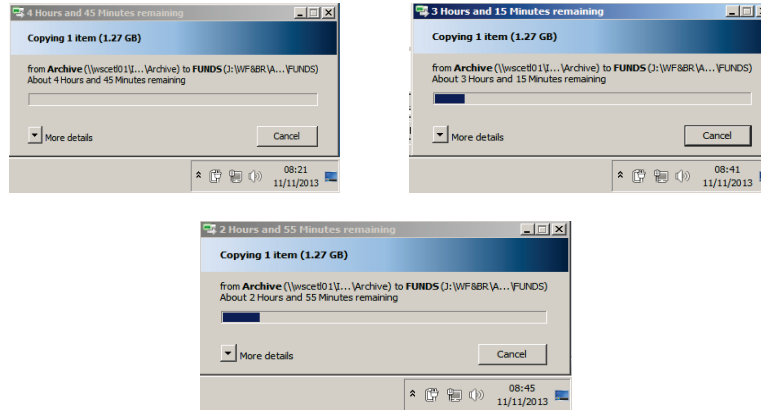
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3

Opening slide #2

Microsoft time to copy files



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4

Opening slide #3

From a certain well-known bank RBS
= 'Rotherham Building Society'

Scheduled payments and transfers

To amend or cancel a scheduled payment or transfer, first select it from the list and then choose the appropriate action. Scheduled payments or transfers can be cancelled up to 6.30pm (UK time) on the business day before the payment or transfer is due to be made. If you have set up a scheduled payment at your branch, it will not appear below. Please contact your branch if you wish to amend or cancel any such payment.

From account	Payee name or To account	Payee reference	Amount	Payment date
NICEMOVE LTD	PR & HM MORGAN	PRM SALARY 11/2013	£15,000.00	29 Nov 2013
NICEMOVE LTD	PR & HM MORGAN	HMM SALARY 11/2013	£120.00	29 Nov 2013
NICEMOVE LTD	HMRC PAYE	034PL00147513	£514.82	17 Dec 2013

Cancel Payment ▶ Amend Payment ▶

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5

Are you Agile – or just frequently referred to as 'Agile'

- There is no litmus paper for whether a project is Agile
- Not everything that uses the name is, so some keys
 - Engagement with users, real users, with decision-making power
 - Lack of (unnecessary) documentation
 - Frequent software deliveries into PROD (or banked, ready for PROD)
 - Don't (always) know the end from the beginning
 - Uniform 'sprint' length

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6

The Agile Manifesto

Value	Over
Individuals and interactions	Processes and tools
Working software	Comprehensive documentation
Customer collaboration	Contract negotiation
Responding to change	Following a plan



Agile is not a destination but a journey

- No single simple key
- If you are already on the Agile journey, don't look for immediate wholesale change. Instead, use step-wise refinement
- Agile is a **completely different** way of thinking.
- No two projects are the same, even in the same company with the same people.
- Some principles useful in Agile can have collateral carry-over to non-Agile (or 'clumsy') projects
- Agile should be fun – but it can be quite scary!



Planning is the key

- Use the idea of investigation work (or a 'spike') – but time-box it
- There should be a clear idea of what will happen in the next two or three sprints (but the intentions can change)
- Estimate tasks in a sprint planning meeting to see what can be included
- Time for testing has to be included in the estimates at the Sprint Planning

Development **Testing**
High/Medium/Low High/Medium/Low



Show Progress

- Big Visible Pictures, giving a clear indication of what you are targeting, and what has been achieved
- Some software management tools give a burn-down chart as a corollary of progress
- It is GREAT to have progress visible to ALL – including the IT Director. It prompts interest, and causes the 'casual passer-by' (seldom casual and NEVER a passer-by) to ask questions
- It spurs the team on the hit targets
- Use progress-to-date to help planning the next sprint (use achieved velocity to predict what can be achieved in the NEXT sprint)
- 'Completed' is a binary flag – either completed or not

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10

Daily stand-up

- Start on time
- The nature of the stand-up – expectations vs accountability
- Each person has three points to address
 - What was achieved yesterday
 - What will be achieved today
 - Any blockers
- There should be no 'bad news' for YOU – that you don't know already
- The whole team has to deliver. Testers do other things and others do testing
- The 4 P's: the Positive Power of Peer Pressure. Can keep the team on track
- Get developers to demo things to you (in your testing role)

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11

Deliveries

- Not every sprint has to deliver new functionality
 - A preparatory delivery changed database structure
 - The NEXT delivery populates the new database tables / new columns
 - Only the third delivery uses the new data
- There is also the concept of a **Re-factoring Sprint** – done **now** to ensure maintainability
- Not every delivery is implemented into PROD on its own
- Environment Management and Configuration Management are key in Agile developments
- A Sprint must deliver something (and on time) – so **uncompleted** items can be pulled if not completed
- Ready-for-delivery should be agreed by the whole team
- End-of-Sprint demo to users is sign-off

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12

Thank you

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