

We are uncovering
better ways of
developing software
by doing it and
helping others do it.

Fast Food VS. Homemade Agile

Uncovering Better Ways
of Delivering Software

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Manifesto for Agile Software Development

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.

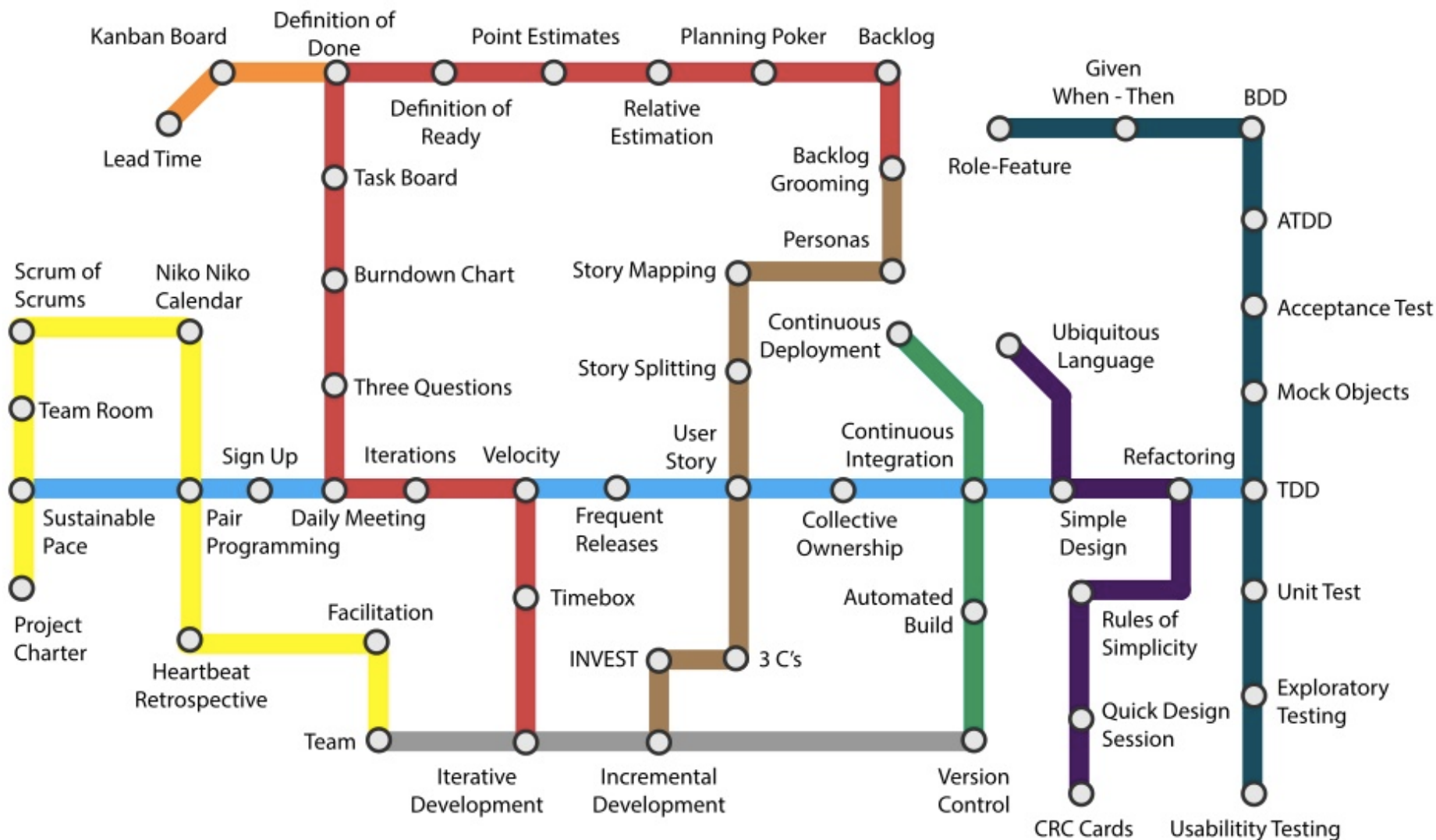
reimagining Agile

Proposing An Updated
Set of Processes and Practices to
Achieve High-Performance Delivery

Jeffrey's ~~reimagining~~ Agile

Proposing A ~~Updated~~ *Personalized*
Set of Processes and Practices to
Achieve High-Performance Delivery

Agile Tribes

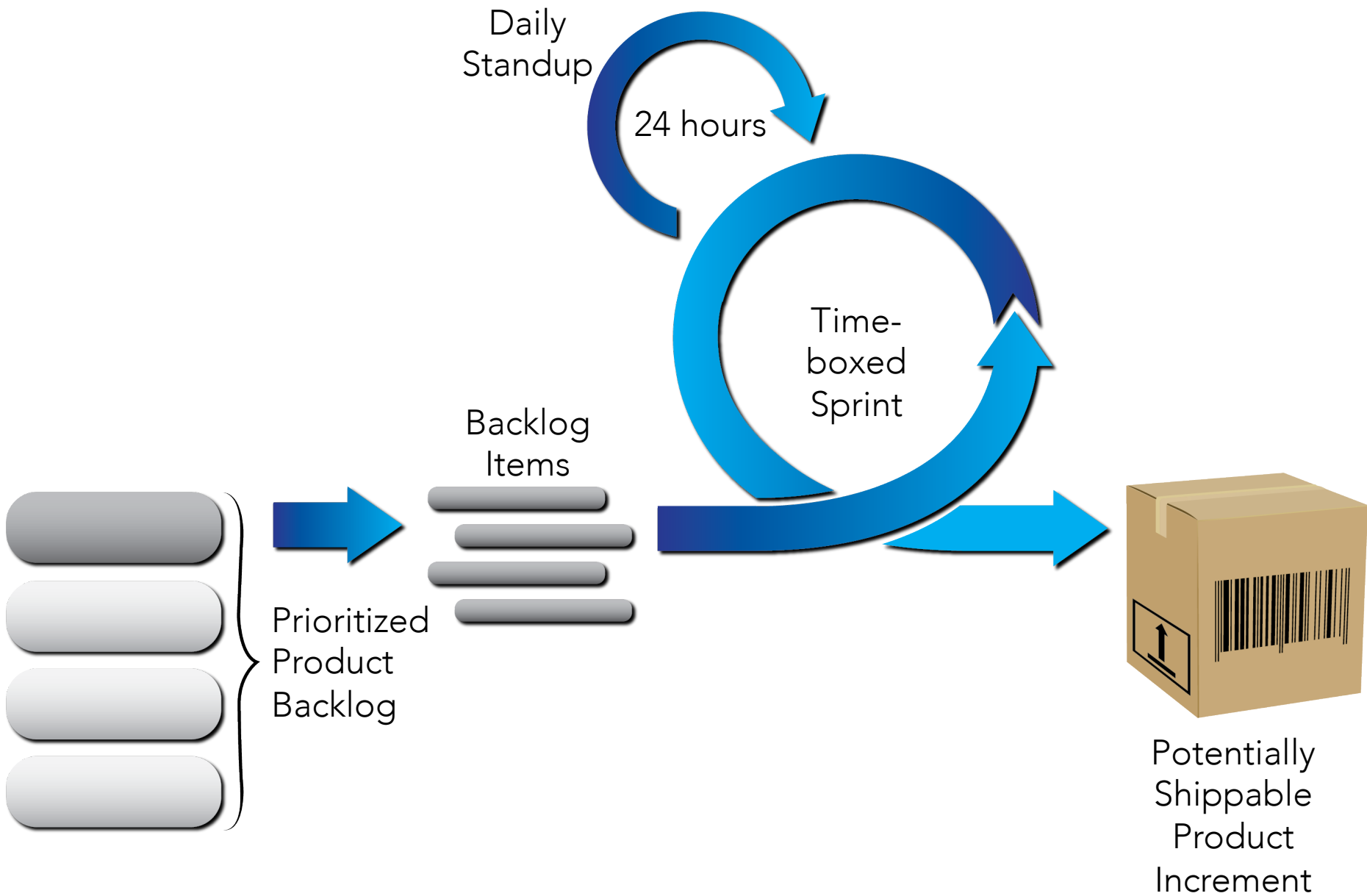


Practice Areas

Extreme Programming
Teams
Lean

Scrum
Product Management
DevOps

Design
Testing
Fundamentals



We uncovered the
only better way of
developing software.

Do it our way.

You're welcome.



Wow!

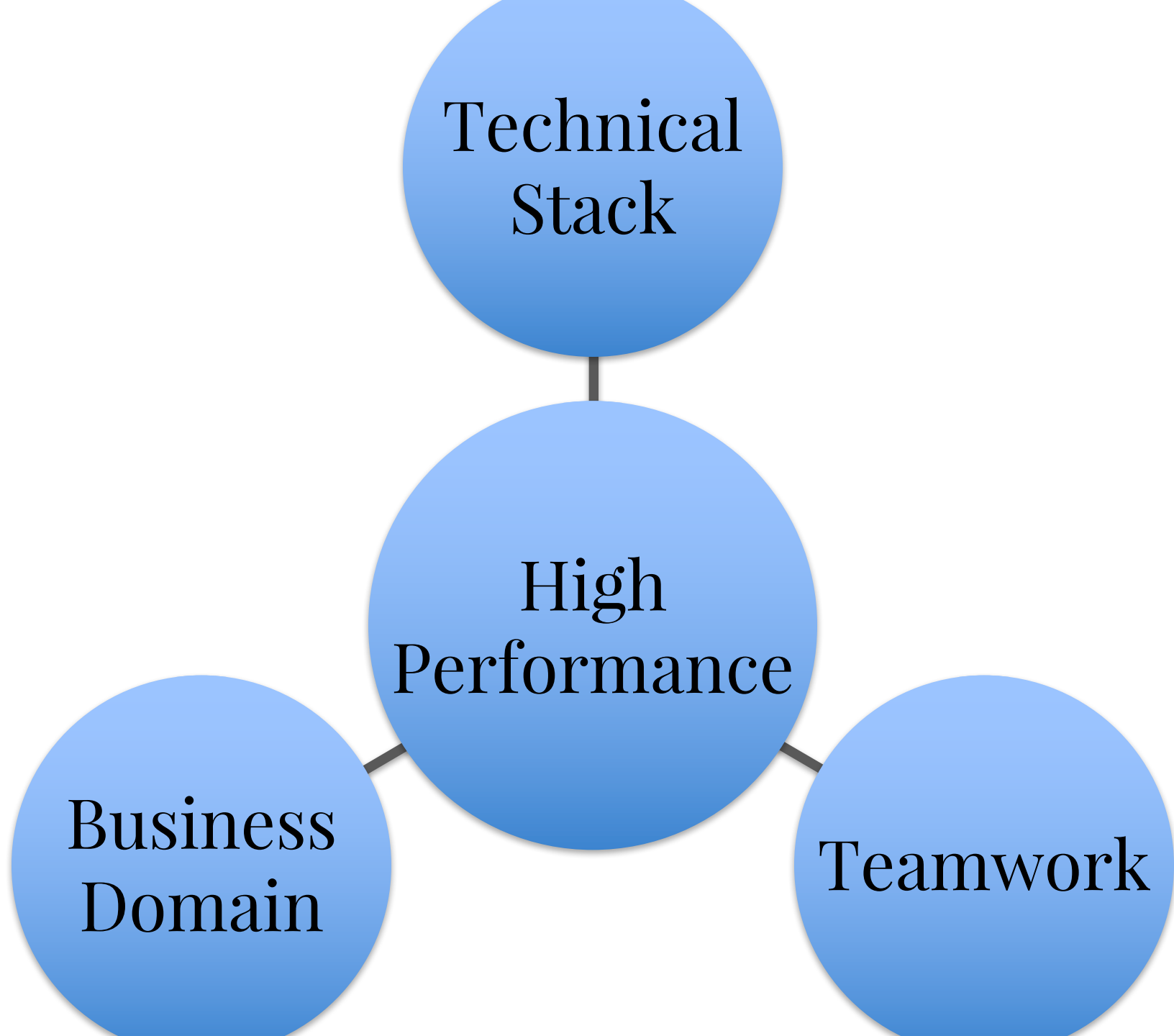
**This guy makes
a lot of sense.**

Hmm.

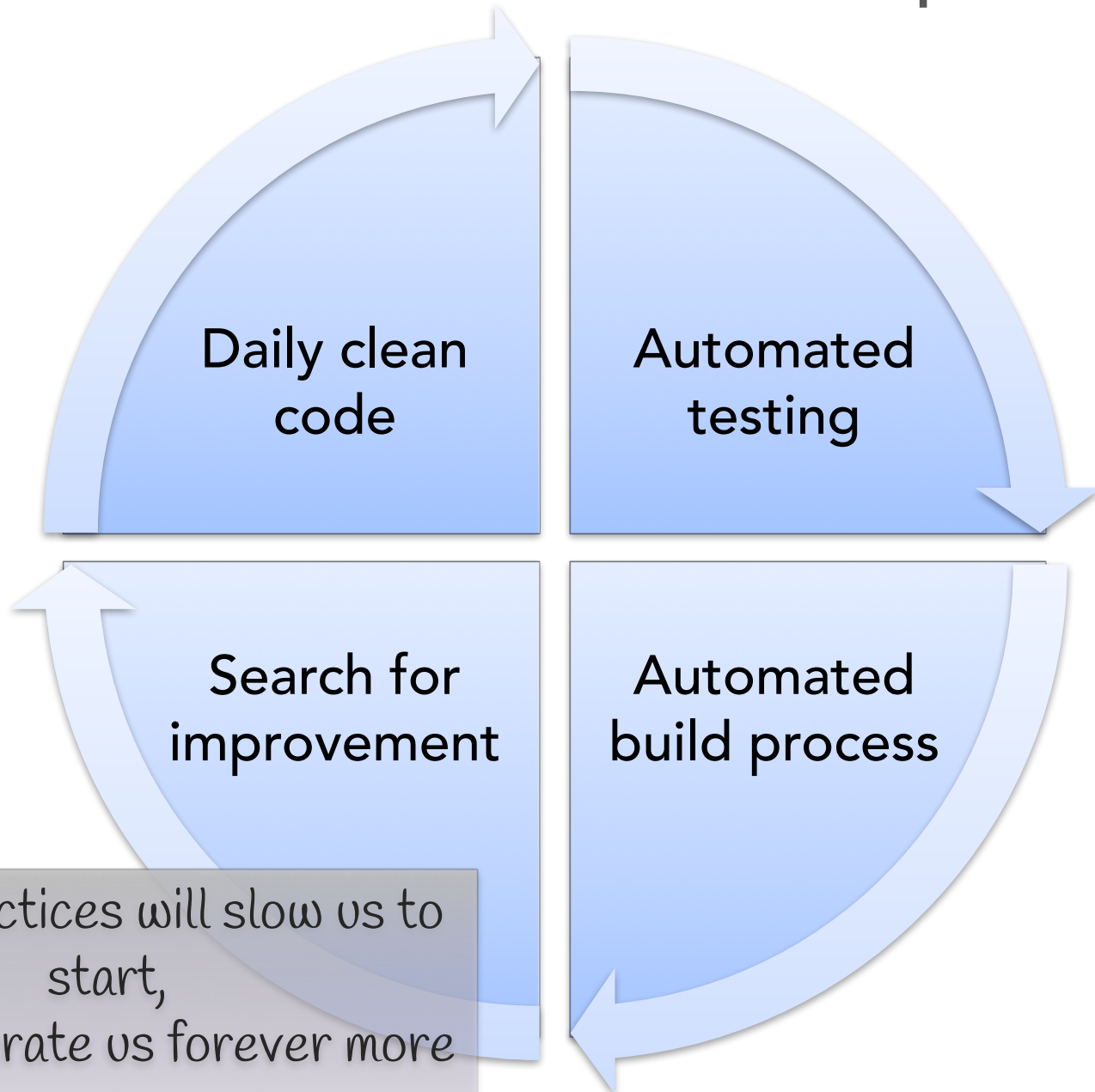
**I wonder what
Jeffrey's Agile
would look like?**



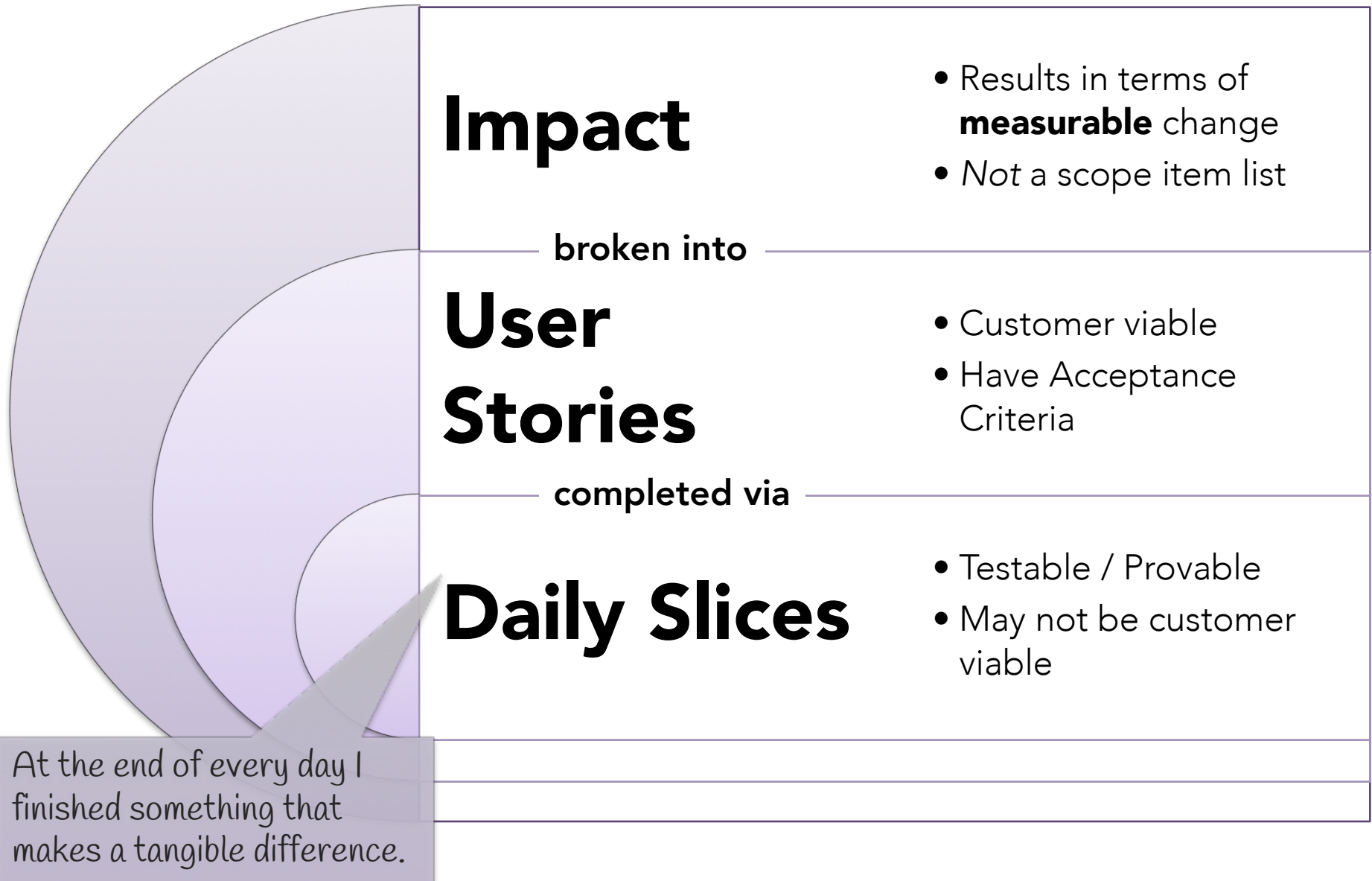
Beliefs: 3 Keys to High-Performance



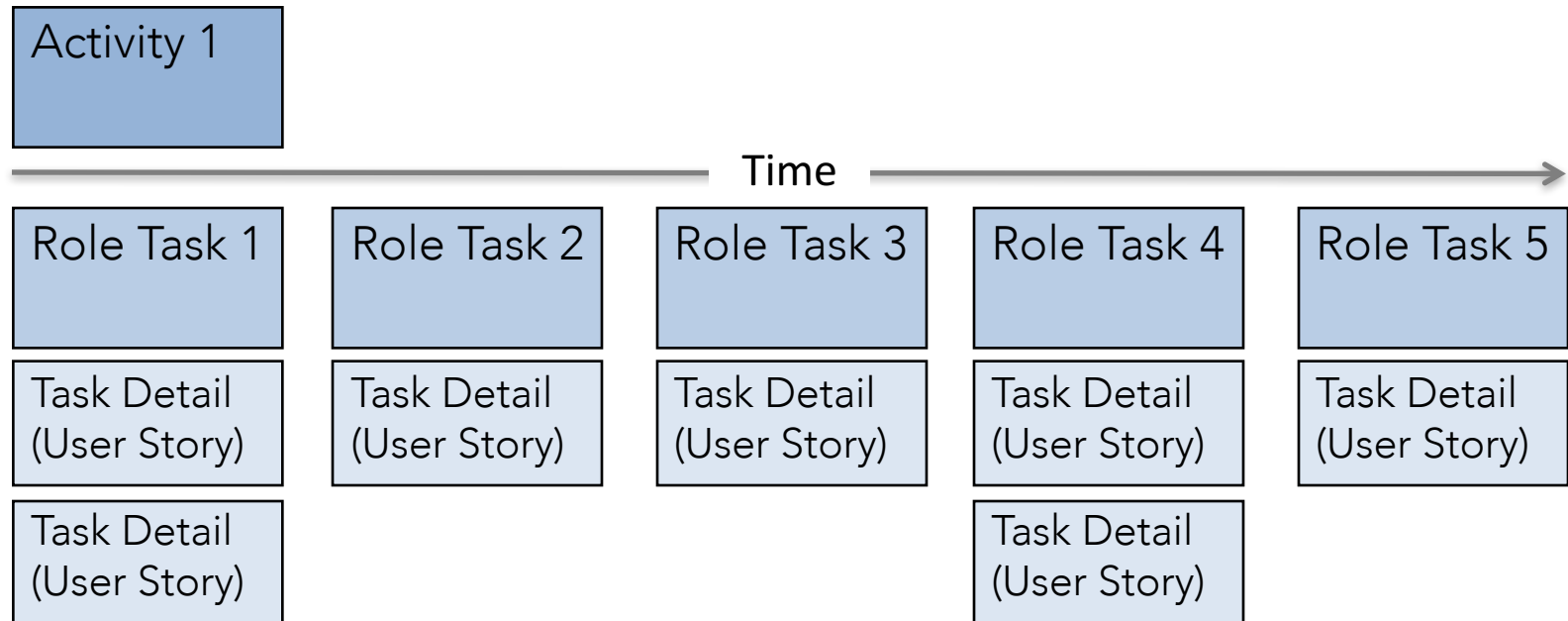
Start How You Mean To Go: 4 Practices



Understanding is Everything: 3 Levels



Work Organization



User Stories are organized into a **Story Map**, which serves as

- ✦ Guide to Investment Experiments
- ✦ Planning Runway
- ✦ Roadmap

Ceremonies: Only When Required

	for Understanding	for Validation	for Finding Improvement
Impact	X		X
Story Map	X	X	
User Story	X	X	X
Daily Slice	X	X	
Release		X	

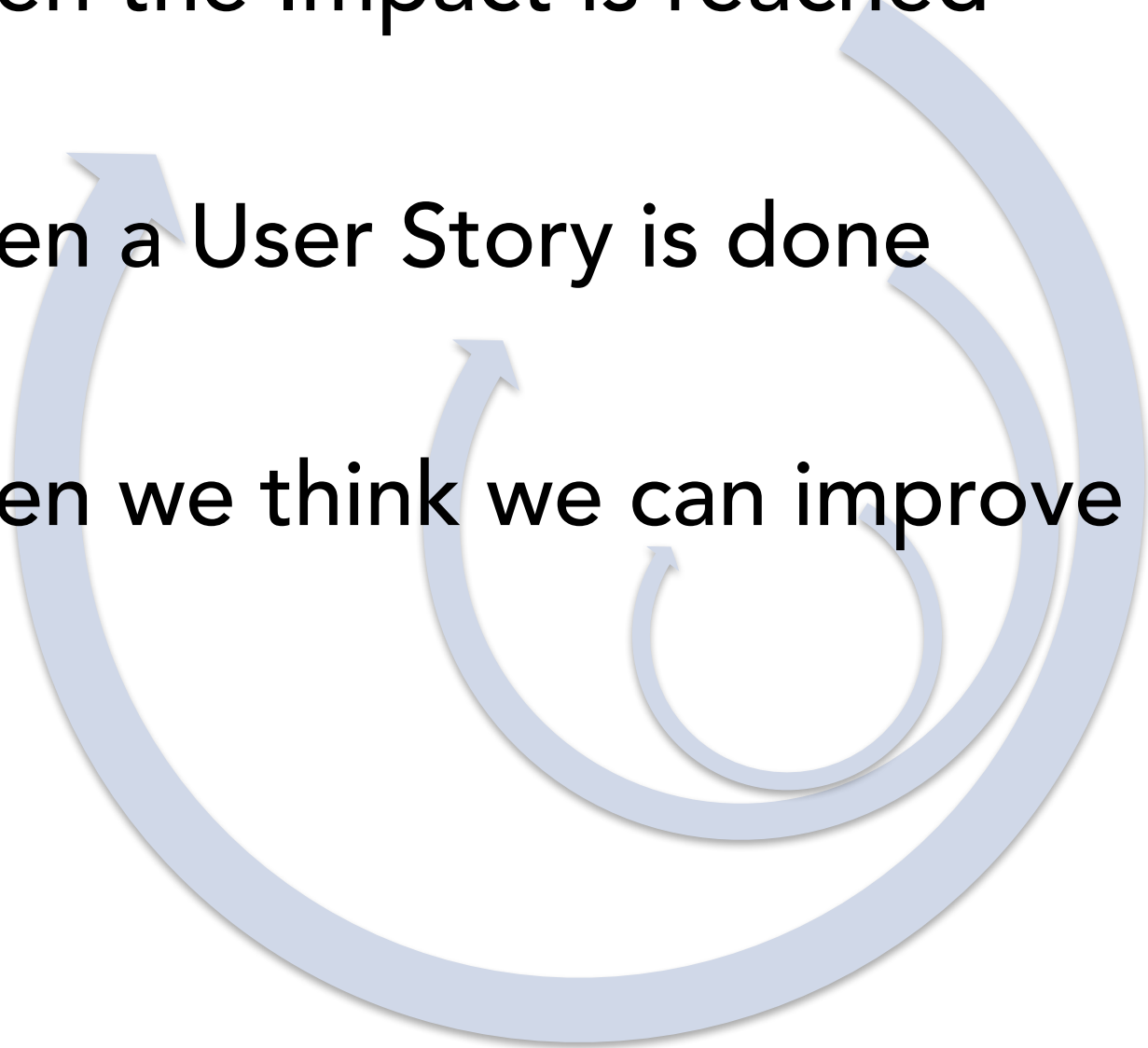
Impact

10% Party

Recommended: Every time the team delivers measurable impact to the customer or business process there shall be a "Gathering of Joy."

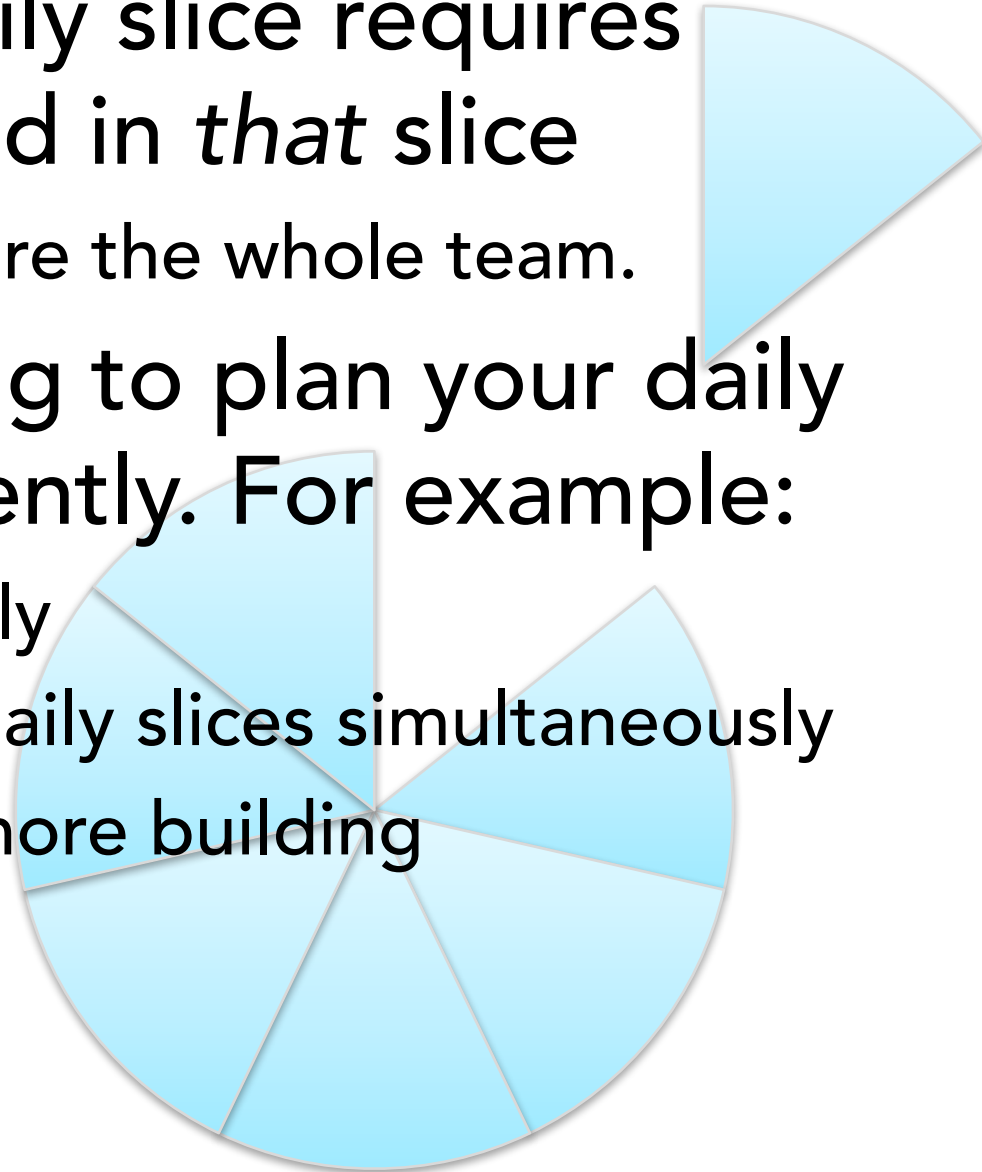
Feedback Loops

- When the Impact is reached
- When a User Story is done
- When we think we can improve



Slices

- Planning your daily slice requires everyone involved in *that* slice and may not require the whole team.
- If it takes too long to plan your daily slice, do it differently. For example:
 - Try slicing differently
 - Try planning your daily slices simultaneously
 - Try less planning, more building
 - Try _____



What, Not Who: team stuff

- **Skills, not roles**
 - I expect to have the right technical expertise to understand business needs, develop in our technical stack, and validate our deliverables
- **Cross-functional is better than silos and sole-functional**
 - It's a journey. You can grow into it over time.
- **No defined team size**

How Big Is It: determining project size



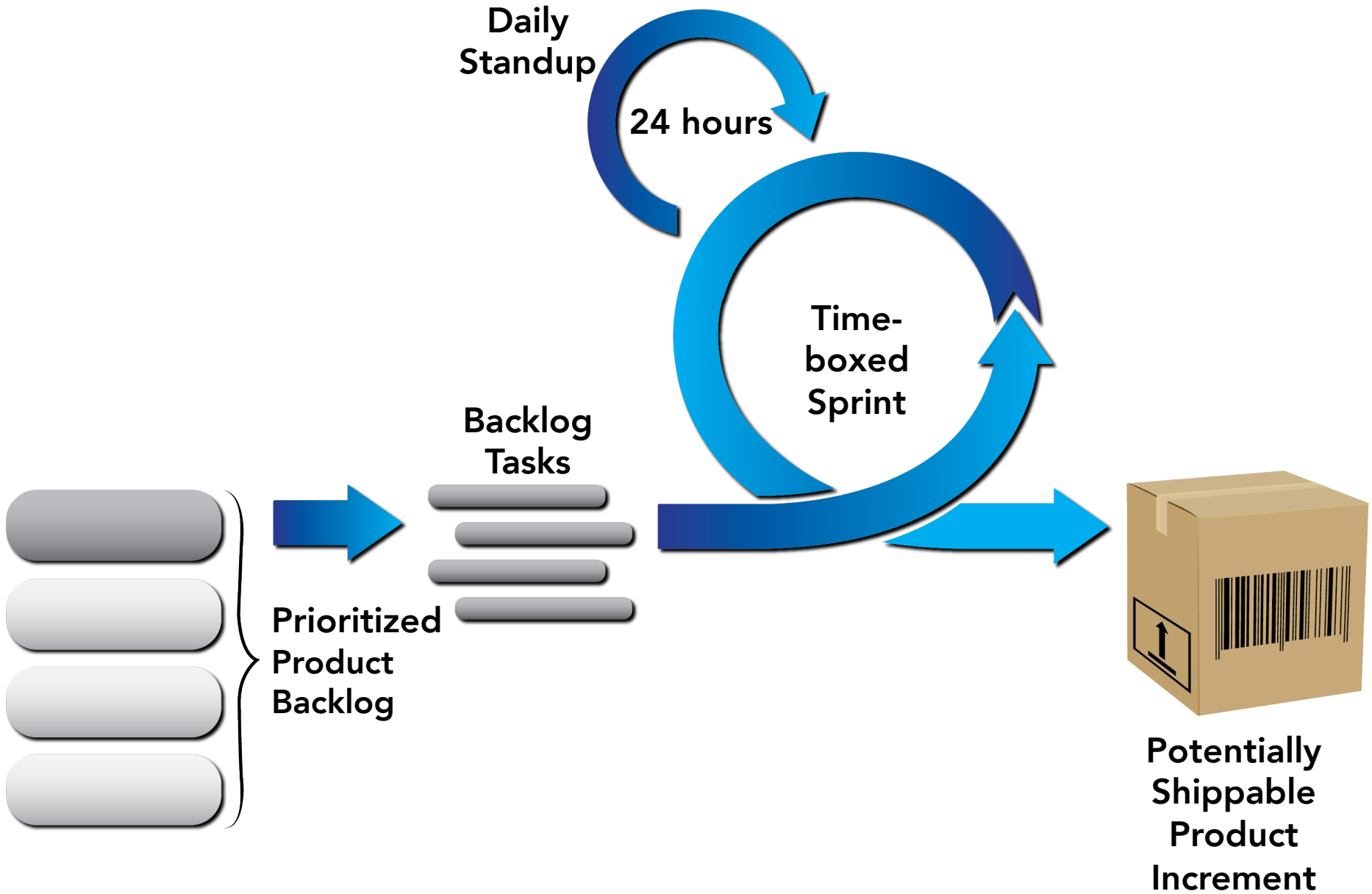
What about Estimation?

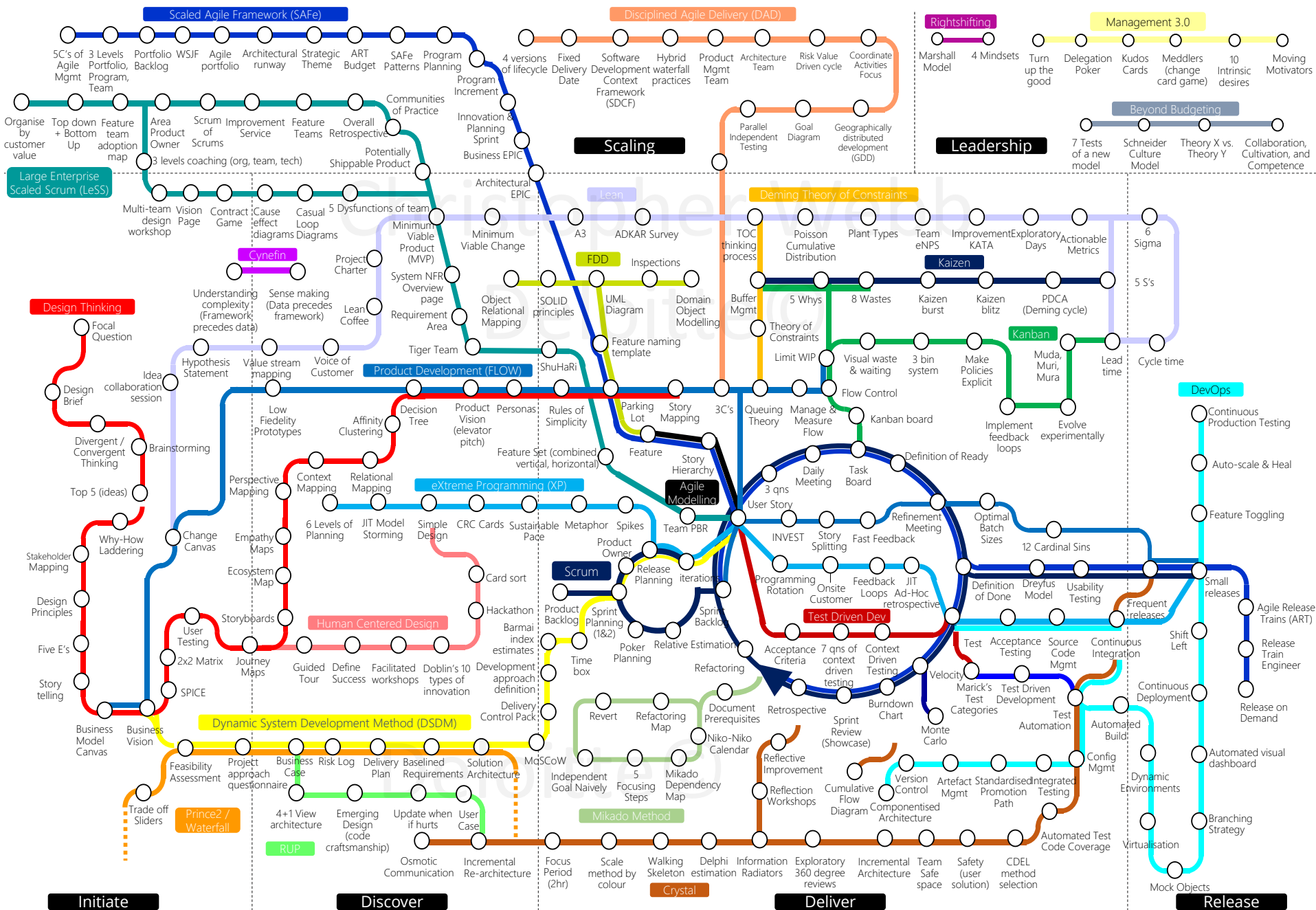
- After the team has agreed to the story map, they may estimate user stories in terms of daily slices
- Daily slices may be added up within the story map to determine estimated project size, release dates, or other metrics
- Anyone may request a re-estimation from the entire team

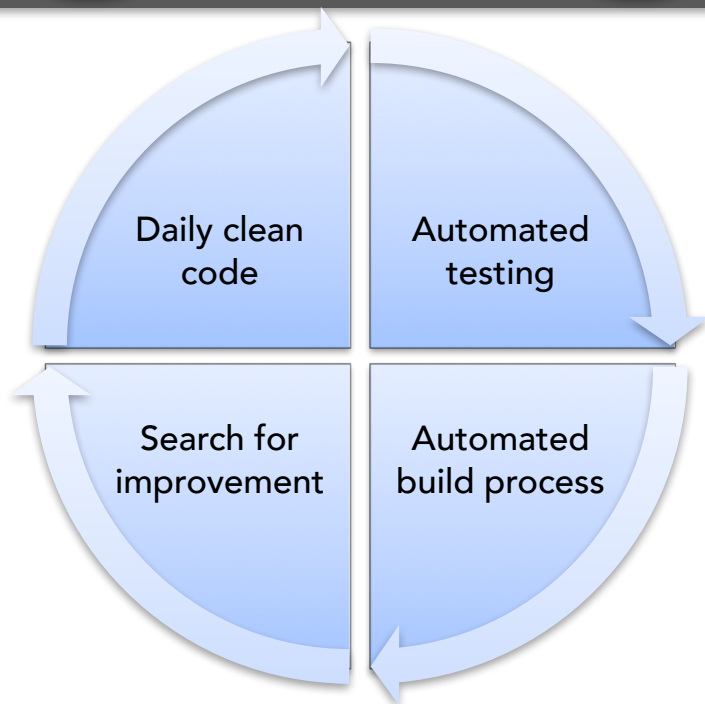
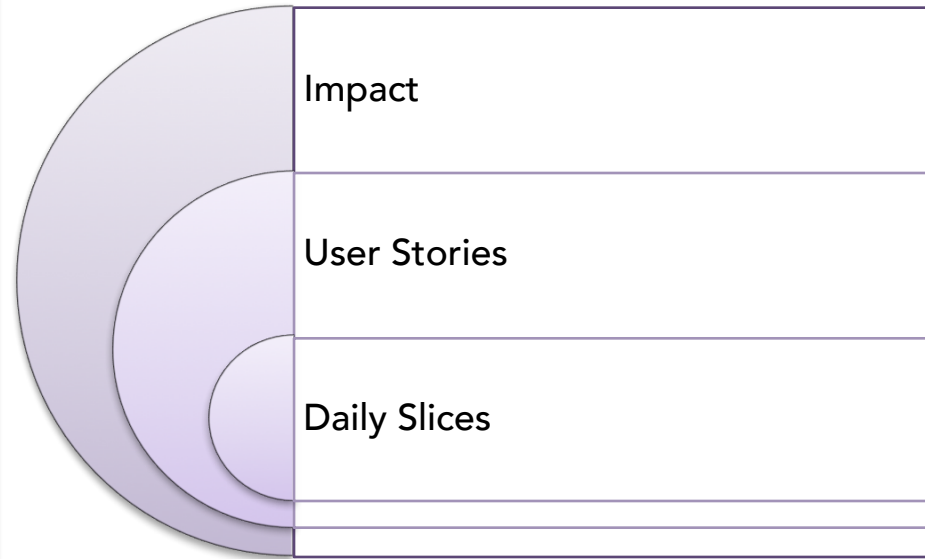
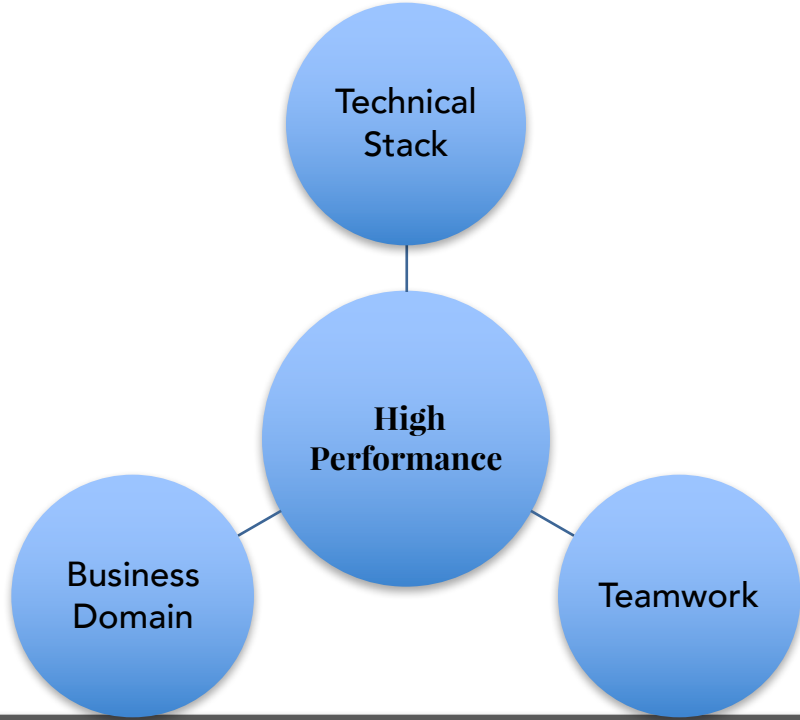
How Big is TOO Big?

We don't know (!!), but maybe when:

- Daily slices take more than 5 people
- User stories take more than 20 – 30 daily slices
- User stories take more than 3 weeks
- Releases take more than 3 months







How About You?

What ideas do you have?

- What are your core beliefs about delivery / excellence?
- What are your must-have practices?
- How do you ensure understanding?
- How would you deliver value?

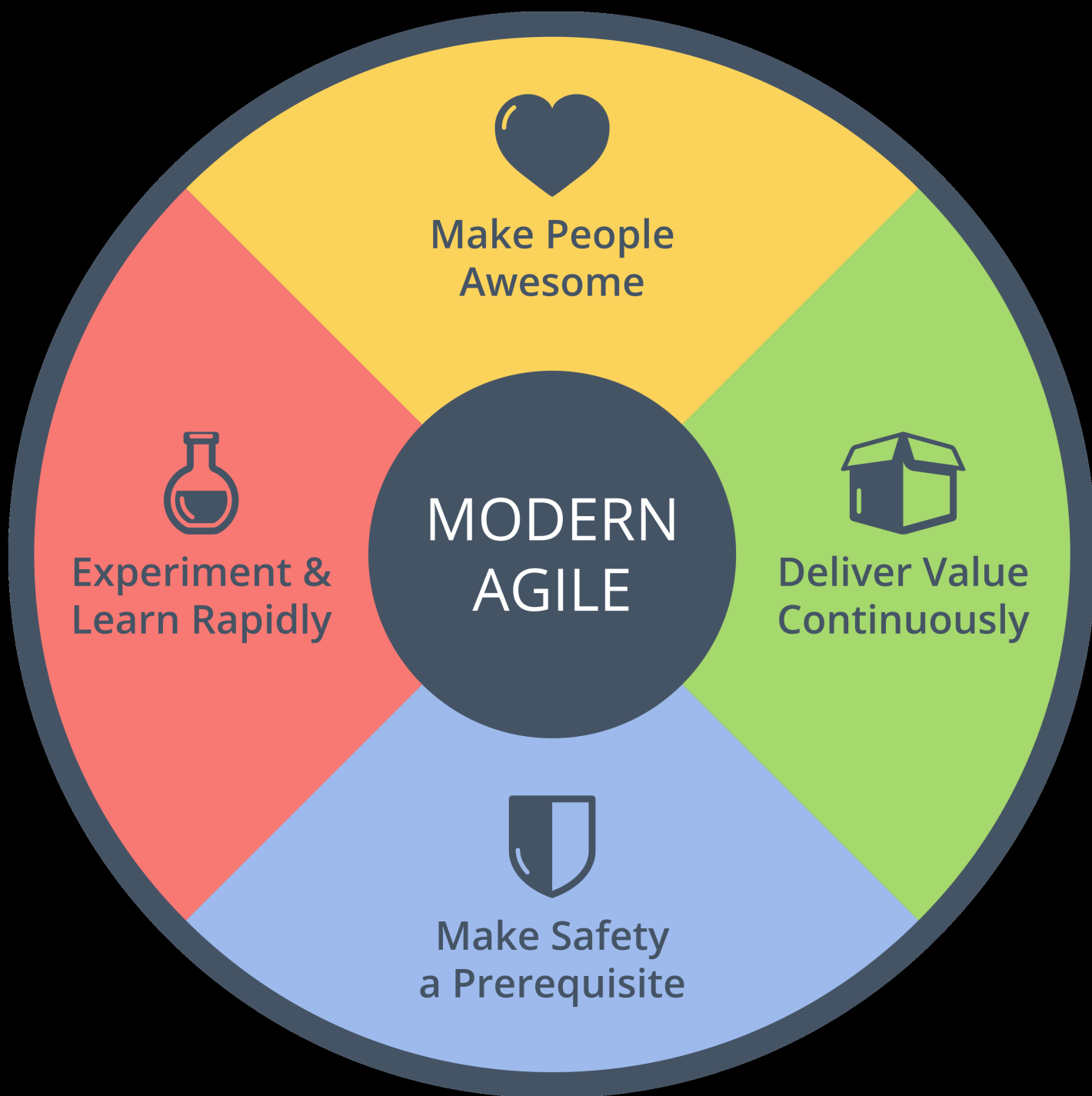


Beliefs about
Delivery /
Excellence

Understanding
& Organization

Practices

Feedback &
Improvement



Make People
Awesome



Deliver Value
Continuously



Make Safety
a Prerequisite



Experiment &
Learn Rapidly

MODERN
AGILE

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