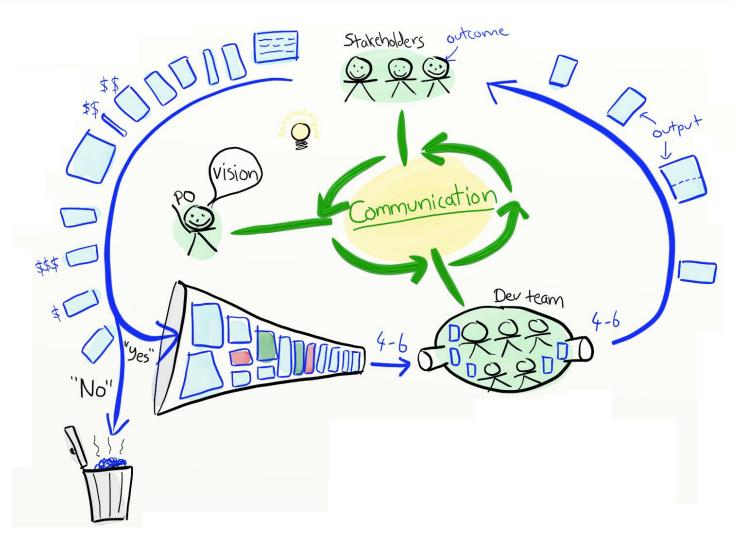
Agile software development in practice

Michal Krajíček



The big picture





Agile methodologies

- Scrum
- Kanban
- Extreme Programming

...



Scrum

Process framework for organizing and managing work

- Lightweight
- Simple to understand
- Difficult to master
- Not a cookbook
- Defined by roles, events, artifacts and rules



Roles









Product owner





Product owner

- Represents business and stakeholders
- Responsible for the product and ROI
- Defines visions and goals
- Manages Product Backlog
- Explains items in Product Backlog



The team





The team

- Cross functional
- Self organizing
- Collective responsibility
- As a whole defines HOW MUCH and HOW
- Collocation, replaceability, softskills



Scrum Master





Scrum Master

- Responsible for the process
- Facilitator
- Remove impediments
- Coach
- Helps both PO and the team to achieve their goals



Processes & events





Backlog grooming

- Clarify user stories
- Break down epics into user stories
- Estimate user stories
- Add acceptance criteria

- The team knows his backlog
- Feedback for PO



Example

As a content manager, I can publish a news story to the corporate website...



...I can publish a news story directly to the corporate website... [5SP]

...I can publish a news story with editor review... [8SP]

...I can publish a news story with legal review... [8SP]

...I can view a news story on a staging site... [5SP]

...I can publish a news story from the staging site to production... [2SP]



Bicycle

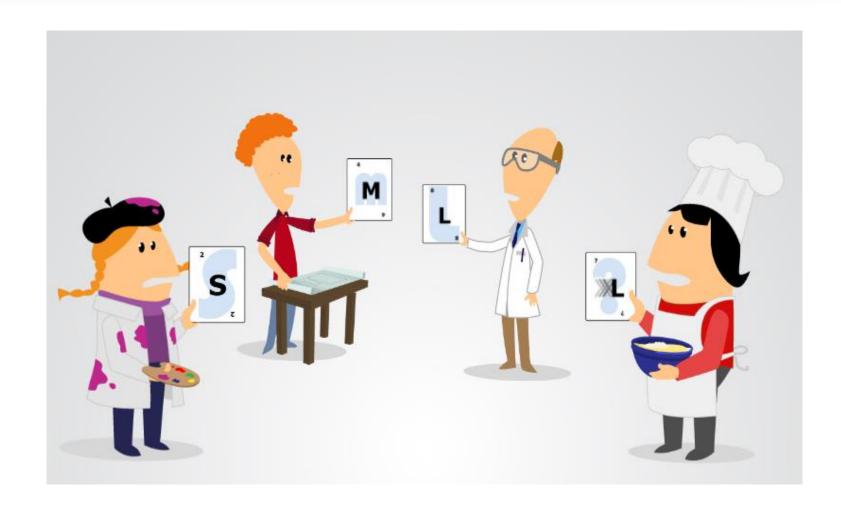


Estimations

Planning poker

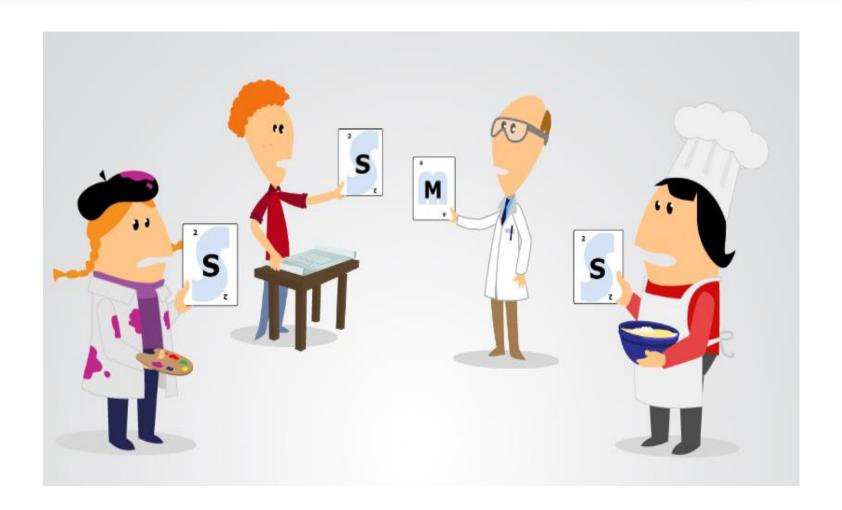


Estimations



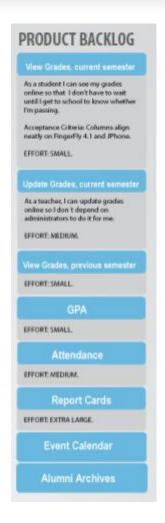


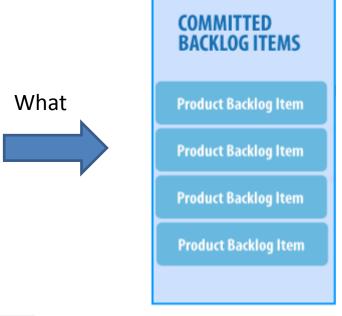
Estimations

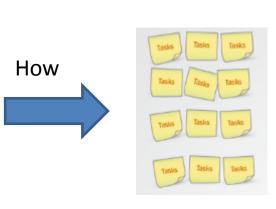




Sprint planning











Tasks

Concrete tasks for the team to complete

- Implement domain logic
- Add database table
- Create new UI form
- Update build script
- Update documentation
- Write unit tests
- •



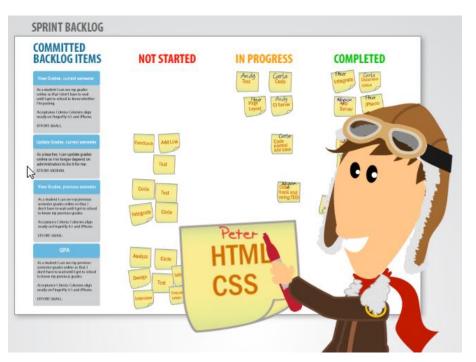
Daily Scrum

Daily Scrum Three Questions

- 1. What did I do yesterday?
- 2. What will I do today?
- 3. What impedes me?





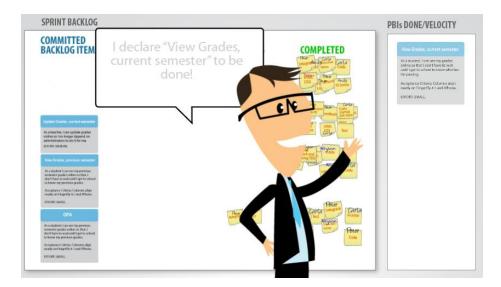




Sprint review

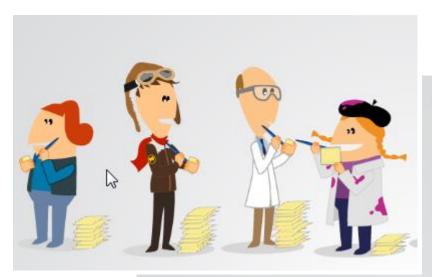








Sprint retrospective





ACTIONS

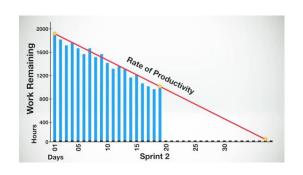
- 1) Move daily Scrum time from 9AM to 10AM.
- 2) Clarify definition of done.
- 3) Take on less work next Sprint Planning Meeting.
- 4) Slice PBIs smaller during Backlog Refinement.
- 5) Amend team agreements regarding coding conventions.

V



Artefacts

- Product backlog
- Sprint backlog
- Potentially shippable product increment
- (Scrum wall)
- (Burndown chart)











Scrum rules

- No one can provide advice, instructions, commentary, or direction to the Team during the Sprint.
- The Team commits to Product Backlog during the Sprint planning meeting. The Product Backlog is frozen until the end of the Sprint.
- The Product Owner must prepare the Product Backlog prior to the planning meeting.
- During the Daily Scrum, only one person talks at a time.

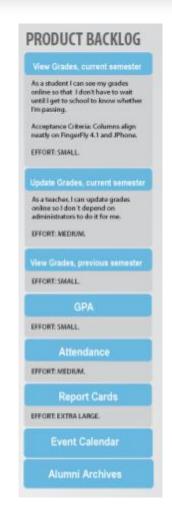
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Scrum summary



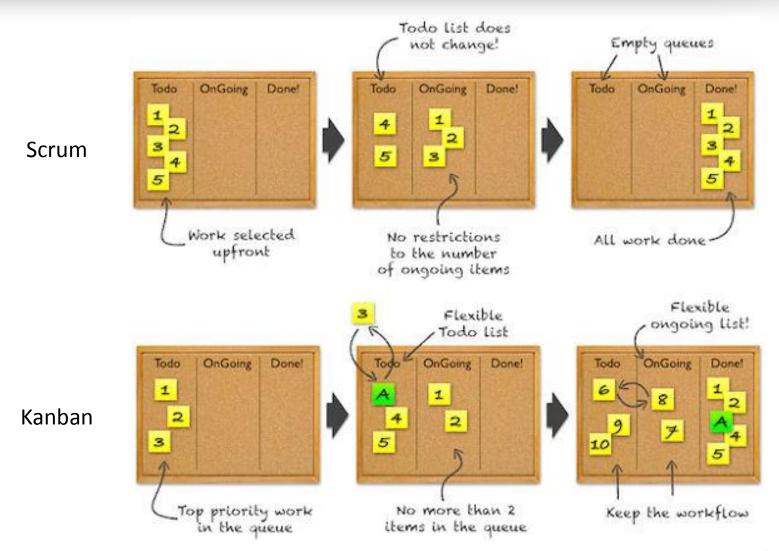






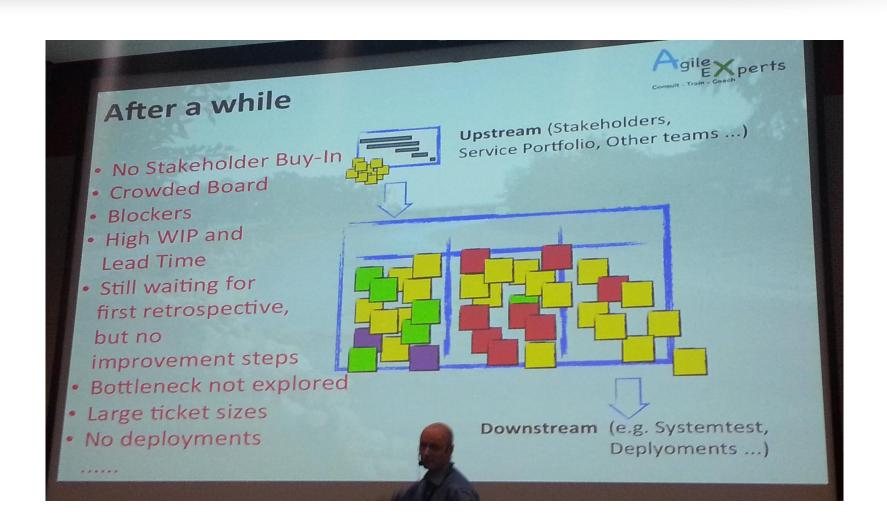


Kanban





After a while...





Engineering practices

- Pair programming
- Test driven development

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Resources

http://scrumtrainingseries.com

https://www.scrum.org/Scrum-Guides

Essential Scrum (Kenneth S. Rubin)

Agile Project Management with Scrum

(Ken Schwaber)

http://www.jamesshore.com/Agile-Book



Otázky, diskuze



