CMWG 9/20/2005

- Presenter's
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  Special thanks to our Agile coach and Agile teammates

Agenda

- Opening

- Agile Development

- Agile Development Onshore/Offshore

Agenda (Cont'd)

- Practical Strategies
- Retrospective/Lessons Learned
- Conclusions
- Q & A

Agile Development/Agile Manifesto

- Individual & Interactions over PROCESSES and TOOL

- Working Software over COMPREHENSIVE DOCUMENTATION

- Customer Collaboration over CONTRACT NEGOTIATION

- Responding to Change over FOLLOWING A PLAN

Agile Development/Agile Manifesto (Cont'd)

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

- [A large number of the people who have developed Agile over the last 20 years have subscribed to these principles(in2001). See: http://www.agilemanifesto.org/]

Agile Development/Agile Principles

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

- Welcoming changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Agile Principles

- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

- Business people and developers must work together daily throughout the project.

- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

Agile Principles

- The most efficient and effective method of conveying information to and within a development team is fact-to-face conversation.

- Working software is the primary measure of progress.

Agile Principles

- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

- Continuous attention to technical excellence and good design enhances agility.

Agile Principles

- Simplicity—the art of maximizing the amount of work not done—is essential.

- The best architectures, requirements, and designs emerge from self-organizing teams.

Agile Principles

- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Practical Strategies

- Tool Use
- Who does it?
- Is it really different?

Agile Development Offshore .vs. Onshore

- Developers onshore with testing onshore
- Developers offshore same time zone with testers onshore same time zone
- Developers offshore and some testing offshore different time zone

Lessons Learned/Retrospective

- Software testing occurs earlier
- Work is done in iteration; therefore teams needs to be able to chunk work which can be completed each iteration.
- Stories are a new "Buzz Word" for a unit of work

Lessons Learned/Retropective

- The reason for a retrospective is to focus on how the team can function more effectively and efficiently
- Iteration Planning Meetings are important and key to agile development.
- Successful teams have an Agile Coach.

Lessons Learned/Retrospective

- Team and Business customer thinks in terms of how much business value has been created this iteration.

- Team and Business customer thinks about how much business value it yet to be created.

Lesson Learned/Retrospective

- Team Norms should be established

Conclusion

- There is an Agile Manifesto
- There are Principles that assist developers produce quality software
- We still perform the CM function on Agile Projects

Conclusion

- Agile Development can occur both onshore and offshore

- The CM community should participate in the Iteration Planning meetings and attend the daily stand-up meeting.

- The CM community will still have a job to do and should engage early.

Q & A

- Questions on Agile Principals

- General Questions