

Agile Samurai Principles

The Agile Samurai

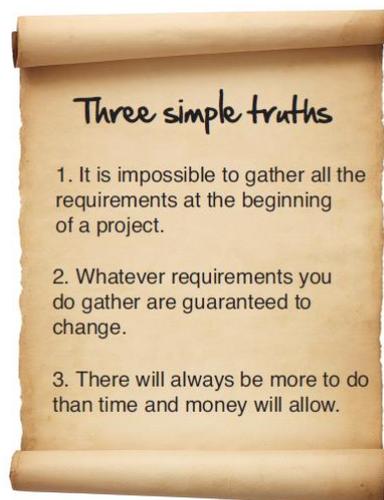
How Agile Masters
Deliver
Great Software



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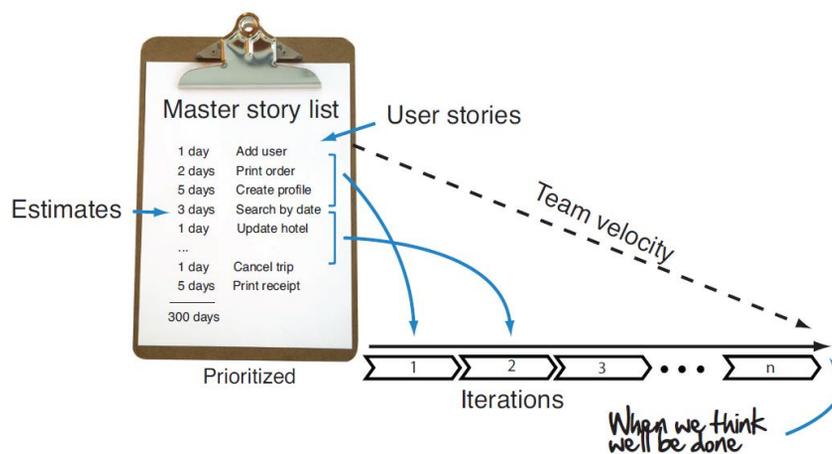
Agile Development



Deliver Value Every Iteration

- Break big problems into smaller ones
- Focus on most important issues
- Deliver something that works
- Lots of customer feedback
- Change course when necessary
- You are accountable

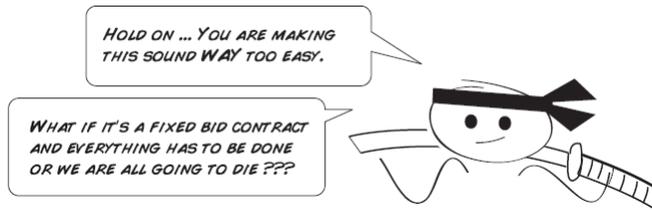
Agile Planning



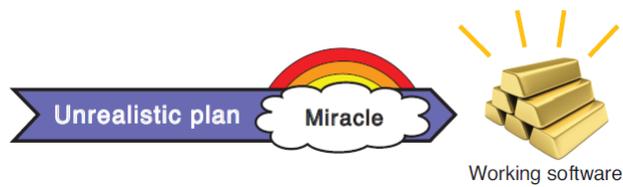
Agile principle

Working software is the primary measure of success.

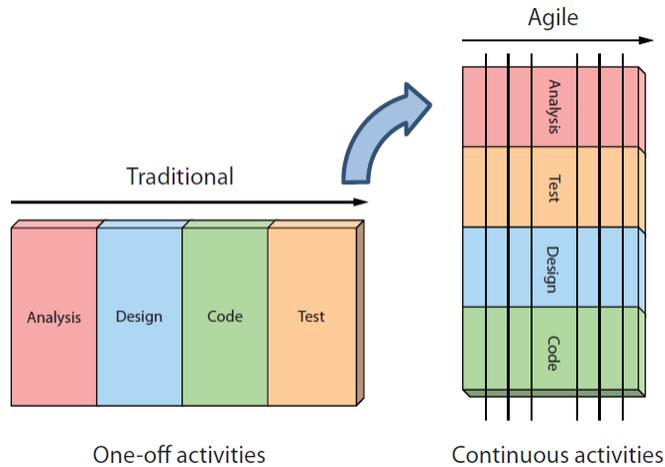
Agile Planning



Agile Planning



Agile Lifecycle



Agile Team

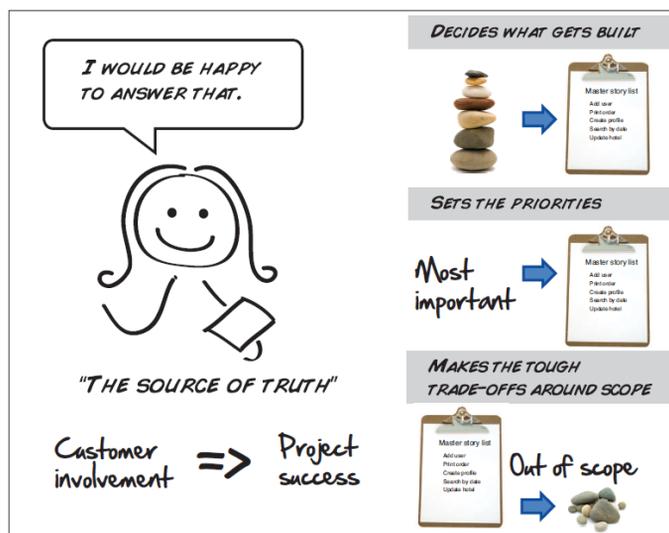
- Blurred instead of fixed roles
- Characteristics of successful teams
 - Co-located, at least for initial meetings
 - Engaged customer
 - Self-organizing instead of top-down
 - Accountable and empowered
 - Cross-functional

What if I don't have an engaged customer?

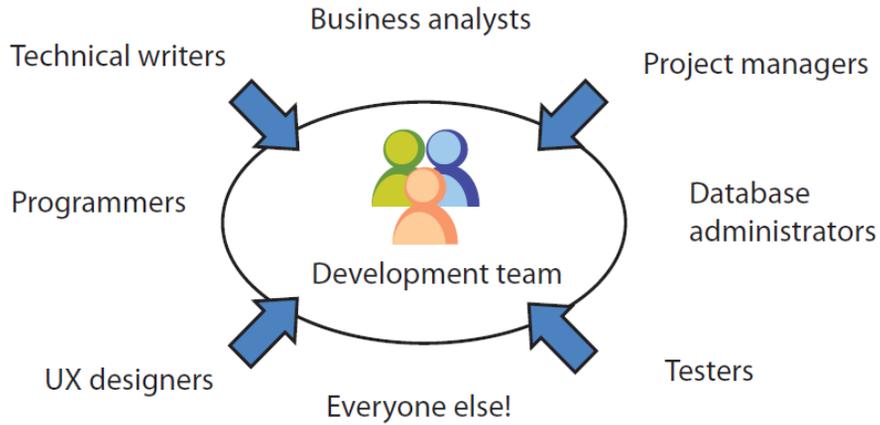
- Build credibility
 - Find a problem and make it go away
 - Show you are a fierce executor that will get things done and can help them
 - Might take a few iterations but they will see your value



The Agile Customer



Agile Development Team



Agile Analyst

YOU CAN COUNT ON ME TO DO OUR HOMEWORK, FOR EACH AND EVERY ITERATION!

"I SWEAT THE DETAILS."

HELPS WRITE USER STORIES

I KNOW WHAT I WANT, BUT HOW DO I DESCRIBE IT?!

DOES THE DETAILED ANALYSIS

MAKES SURE WE'VE DONE OUR HOMEWORK

Build web site 3 months → Analysis artifacts

Agile Programmer

THINK OF ME AS A CUSTOMER WITH A KEYBOARD !

URNS USER STORIES INTO WORKING SOFTWARE

Create permit → if X then Y;

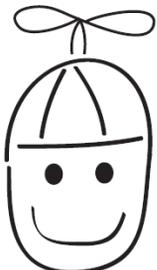
ESTIMATES (WITH REST OF TEAM)

Basic search → 1pt
→ 3pts
→ 5pts

MAKES THE TECHNICAL DECISIONS

TOOLS/ARCHITECTURE DESIGN

DEVELOPMENT PRACTICES



"BECAUSE THE RUBBER HITS THE ROAD WHEN YOU CODE."

Agile Tester

I'LL TELL YOU IF IT'S WORKING. I'LL ALSO TELL YOU IF IT'S NOT.

HELPS WRITE TESTS FOR UPCOMING STORIES

Create permit → Acceptance criteria

CONFIRMS STORIES WORK AS EXPECTED

Basic search → ✓ Test 1
→ ✓ Test 2
→ ✓ Test 3

THINKS ABOUT THE BIG TESTING PICTURE

Other forms of testing

- Exploratory
- Stress
- Load
- Security

Integration

Test#1 Experiment#2



"BECAUSE FINDING OUT IN PRODUCTION ISN'T AN OPTION."

Agile Manager

HI! WHAT CAN I DO FOR YA?

TRACKS HOW WE ARE DOING

COMMUNICATES THE STATE OF THE PROJECT

REMOVES ROADBLOCKS STANDING IN THE TEAM'S WAY

"WATCHING THE BOTTOM LINE."

*CO-LOCATED WORKSPACE
FAST COMPUTERS
SOFTWARE LICENSES
FOOT RUBS/BACK MASSAGES*

Agile Usability Designer

I ♥ CUSTOMERS

"BECAUSE IT'S COOL TO THINK ABOUT THE CUSTOMER."

USES A COLLECTION OF TOOLS AND TECHNIQUES TO HELP CREATE A COMPELLING USER EXPERIENCE

Personas

Storyboards

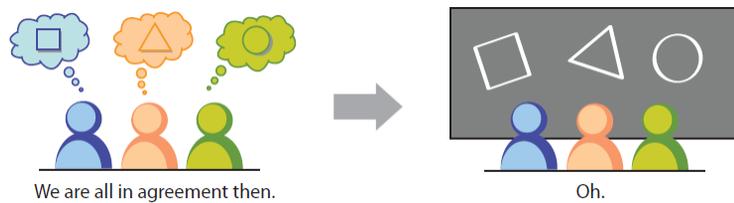
OVERLAPS WITH ANALYSIS

Paper prototypes

Concept designs

Kicking off a project

- The Inception Deck
 - Ten questions you'd be crazy not to ask before starting any software project
 - Gets everyone pointing in the same direction
 - Shared goals, vision, context



Inception Deck

- Collectively fill out a slide on to get a pretty good idea about what the project is, what it isn't, and what it's going to take to deliver
- Need to get customer/stakeholders involved
- It's a living document

<Your project name>

<Your sponsors>

Why are we here?

- Important reason #1
- Important reason #2
- Important reason #3

<#1 reason for doing this project>

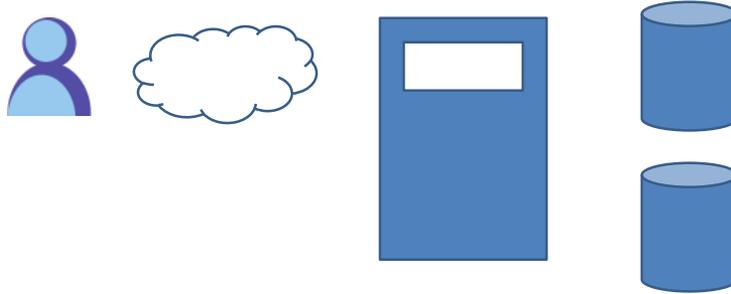
The elevator pitch

- For [target customer]
- who [statement of need or opportunity]
- the [project name]
- is a [product category]
- that [key benefit, compelling reason to buy].
- Unlike [primary competitive alternative]
- our project [statement of primary differentiation].

Product box



Technical solution



Technologies:

- <language>
- <libraries>
- <tools>
- <technology>



Danger!



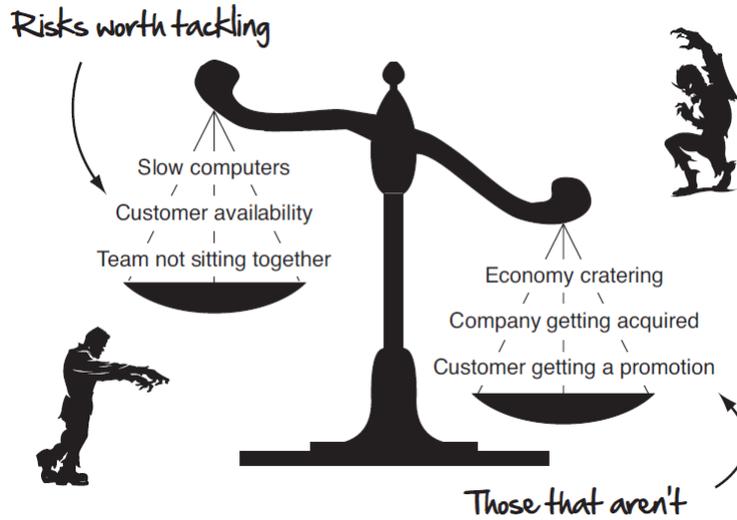
Out of
scope

What keeps us up at night

- <scary thing #1>
- <scary thing #2>
- <scary thing #3>



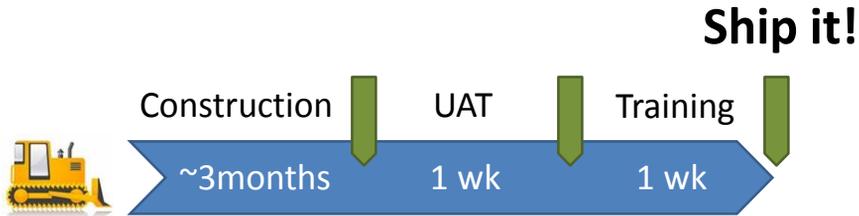
Don't overdo it



The A-Team

#	Role	Competencies/Expectations
1	Analyst	Comfortable with just-in-time analysis. Likes to test. Comfortable with rapid iterative development.
2	Developers	C#, MVC.NET, jQuery, SQL Unit testing, refactoring, TDD, continuous integration
0.5	Project manager	Responsible for outward facing communication Status reports, scope, budget, and reporting upwards

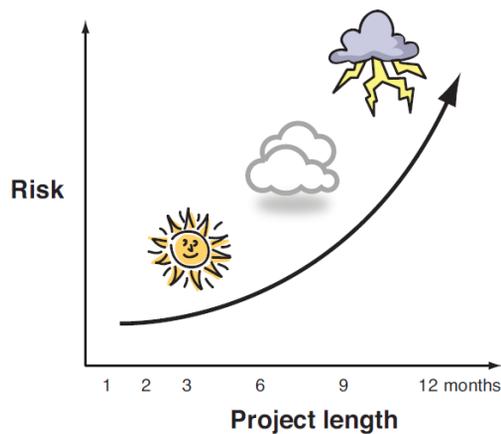
How big is this thing?



This is a guess. Not a commitment.

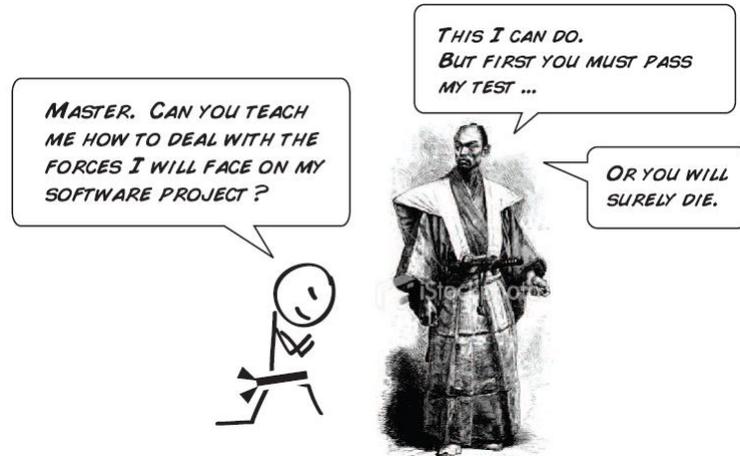


Risk vs. Time



The risk of project failure increases over time – think small

The Test



The Test

1. Which of these forces is most precious to a software project?
 - a) Quality.
 - b) Time.
 - c) Scope.
 - d) Budget.
2. When faced with too much to do and not enough time, is it better to do the following:
 - a) Cut scope
 - b) Add more people to the project
 - c) Push out the release date
 - d) Sacrifice quality
3. Which is most painful?
 - a) Walking on fire
 - b) Chewing broken glass
 - c) Doing the Macarena
 - d) Asking your sponsor for more money

Trade-off sliders

The classic four	
	Feature completeness (scope)
	Stay within budget (budget)
	Deliver project on time (time)
	High quality, low defects (quality)
Other important things	
	Ease of use
	Community of users
	Detailed audits (log everything)
	<insert yours>

The first release

