

3 Pigs & the

AGILE

Story



About 3 pigs or
Agile Software Development

Peter Ruzicka, Area Manager, AT&T Business
Aneta Adamczyk, SCRUM Master, AT&T Business
June 10, 2019

Agenda



Who we are?

Biography

Peter
&
Aneta



Building Software

Management

Waterfall

Increments

Prototype

Unified Process



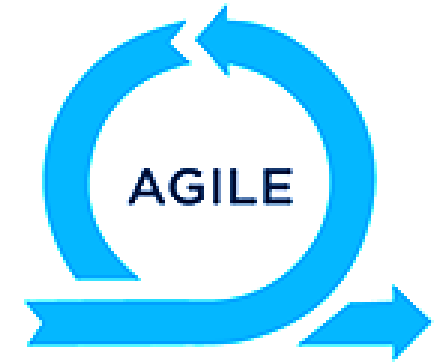
Penny Game

What is

AGILE

in a simple

5 mins game



Agile

Scrum, Agile

“Dev/Biz”Ops

Real live world

[Peter Ružička, Area Manager, AT&T Business]



- Faculty of Informatics, MU Brno graduate
- Nerd thanks to lessons by p. prof. Demáček
- Normalized by trips with p. prof. Kospér
- In the best class ever p. prof. Čuntalová '05
- AT&T Senior manager responsible not only for business operation but as well for business innovation & transformation.
- Been a some time ago 😊 but represented GJH on all ice-hockey & hockey-ball tournaments
- Still BIG GJH fan!



[Aneta Adamczyk, Scrum Master, AT&T Business]

Graduate Uniwersytet Marii Curie-Skłodowskiej v Lubline & certified SCRUM Master
Years of experiences in IT project management roles such as project leader a scrum master.
Scrum a Agile leader in Transformation office AT&T Business in Slovakia



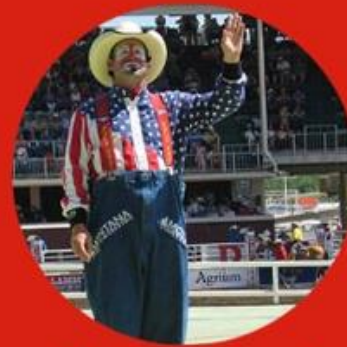
What does a scrum master do?



What my mom
thinks I do.



What my friends
think I do.



What management
thinks I do.



What the product owner
thinks I do.



What the team
thinks I do.



What Ken Schwaber
thinks I do.



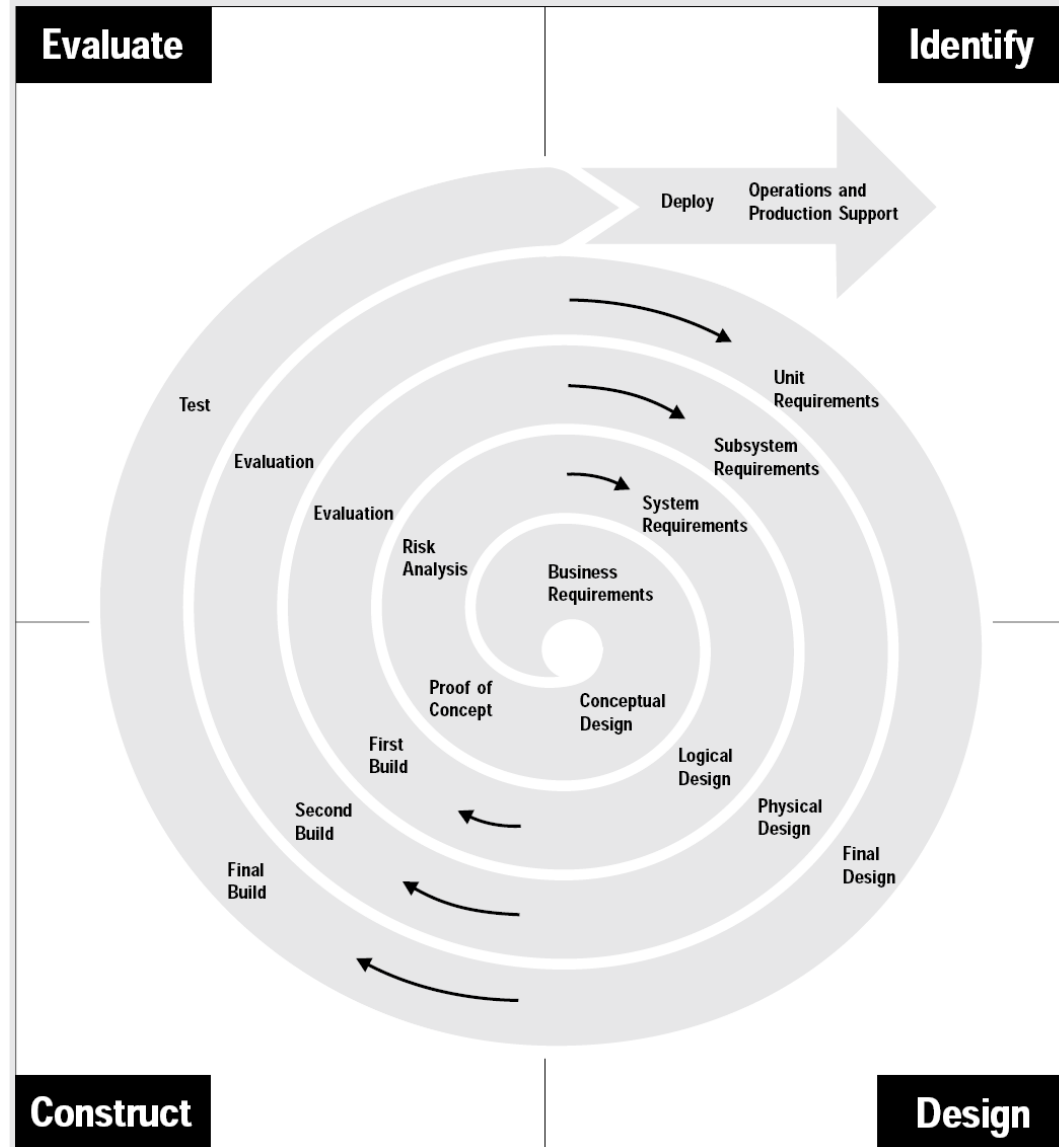
What I really do.



#SoftwareDevelopment
#Waterfall
#(R)UP
#DoITbetter

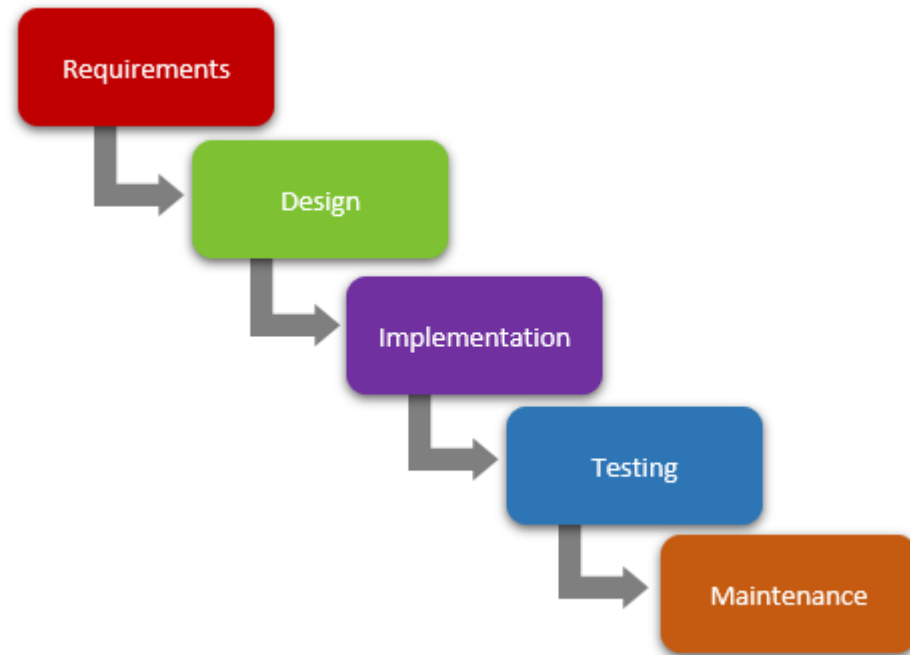


Software Development



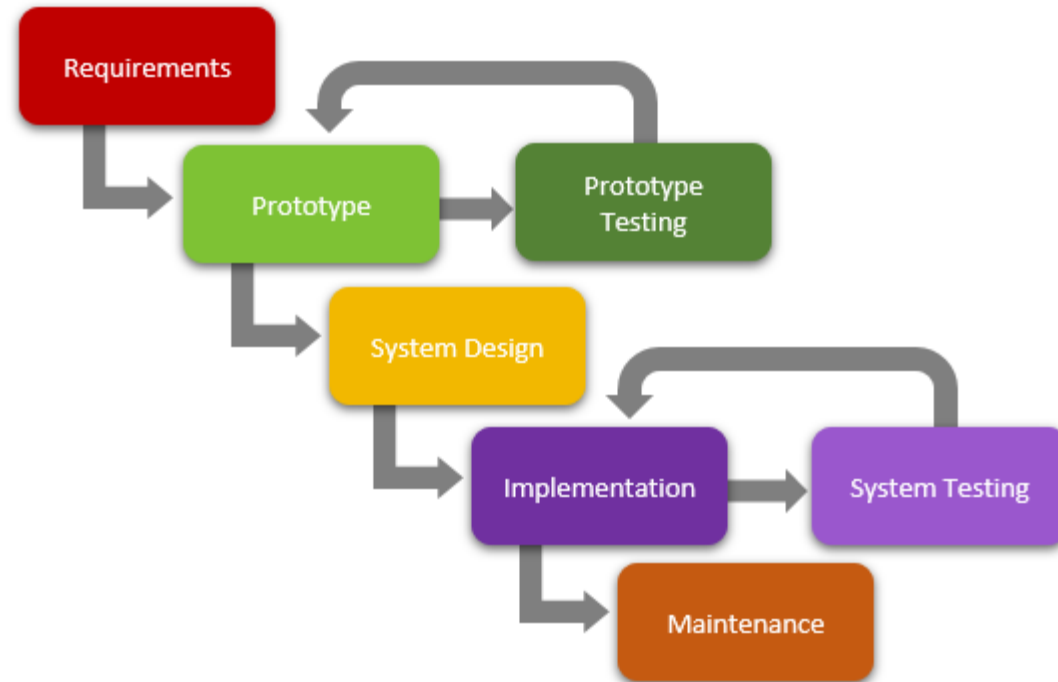


Waterfall project cycle



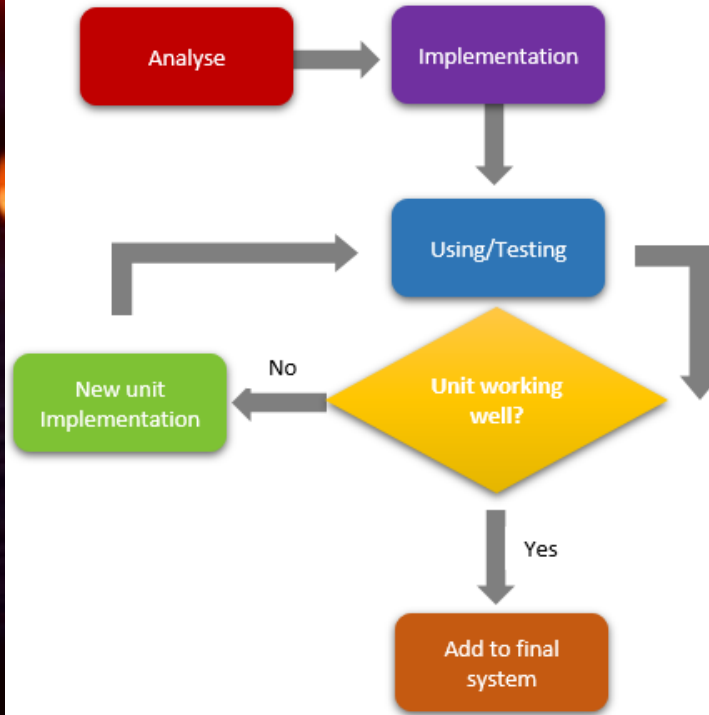


Prototype project cycle

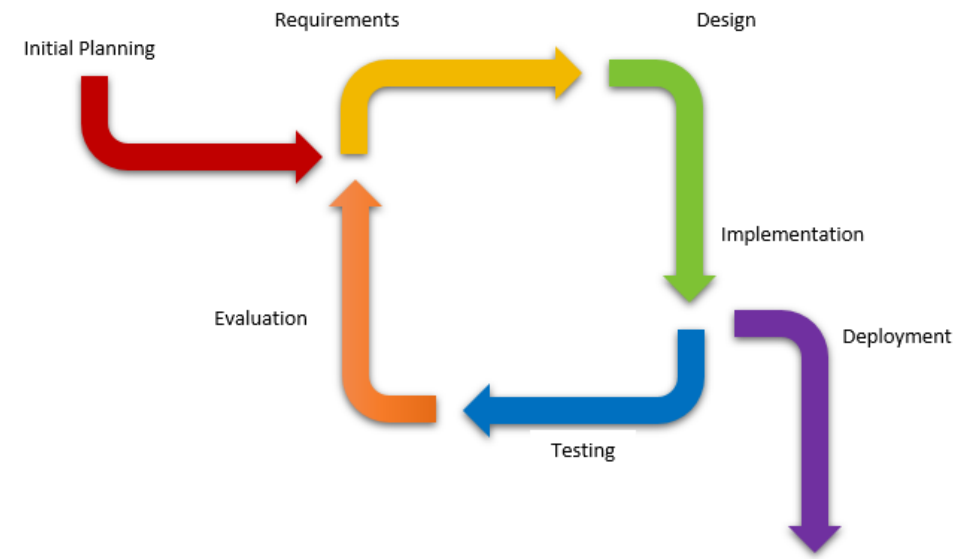




Incremental project cycle



Iterative project cycle





(Rational) Unified Process (+Agile)

(R)UP

- Iterative & Incremental – phases:
 - **Inception, Elaboration, Construction, Transition**
- Divided into iterations
- Disciplines:
 - Business Modeling
 - Requirements
 - Analysis & Design
 - Implementation
 - Test
 - Deployment

AUP

- Respects values of Agile development
- Agile team, Simplicity, Focus on high value activities, Tool Independence
- Disciplines:
 - Model
 - Implementation
 - Test
 - Deployment
 - **Configuration management**
 - **Project management**
 - Environment

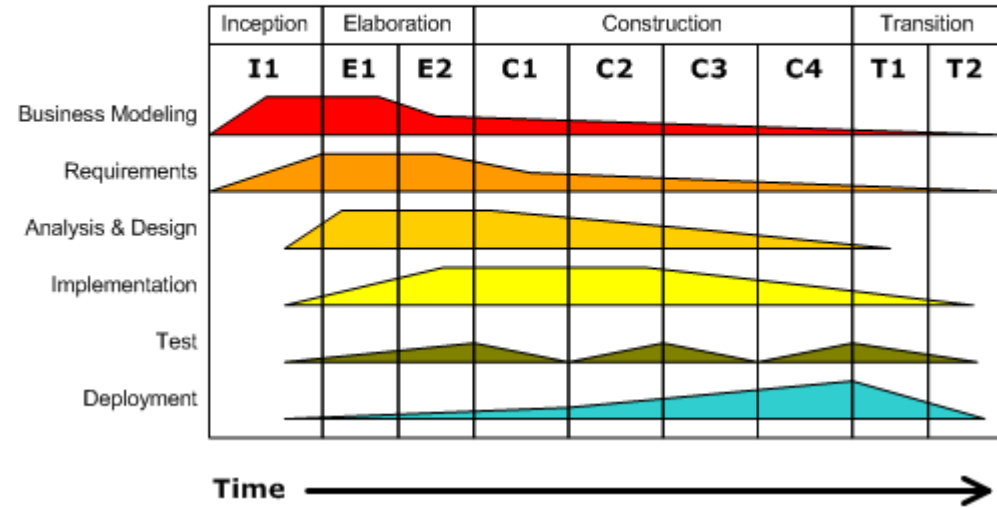


(Rational) Unified Process (+Agile)

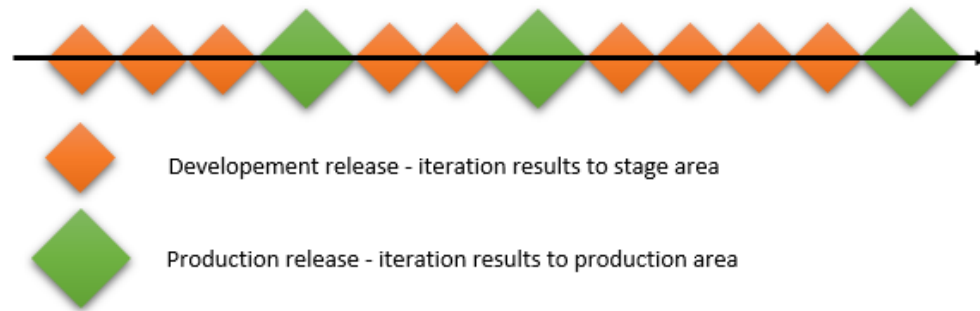
(R)UP

Iterative Development

Business value is delivered incrementally in time-boxed cross-discipline iterations.



AUP





#Agile
#Scrum
#BizOps
#Real-life



Penny Game – Roles & Rules

Ground Rules:

1. Coin can be flipped with one hand only
2. One coin can be flipped at a time

Waterfall Team



Designer

1. Flips coins in a batch
2. Puts all coins in a tower
3. Moves batch to the next person


Developer


1. Flips coins in a batch
2. Puts all coins in a tower
3. Moves batch to the next person

Tester

1. Flips coins in a batch
2. Puts all coins in a tower
3. Moves batch to the customer

Customer


Flips all coins in a batch

 Game admin

Records times in score sheet:

- First coin customer flips
- Last coin customer flips

Agile Team



Team Member 1

1. Flips first coin and moves to the next person
2. Proceeds with all coins


Team Member 2

1. Flips first coin and moves to the next person
2. Proceeds with all coins

Team Member 3

1. Flips first coin and moves to the customer
2. Proceeds with all coins

Customer


Flips coins as they come

Manifesto for Agile Software Development

“

Ken Schwaber

is a founder of Agile Alliance

Jeff Sutherland

created Scrum as a formal process together with **Ken.**

”

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.

“

Feb 11-13,
2001

at The Lodge
at Snowbird ski resort
in the Wasatch
mountains of Utah

”

12 Guiding Agile Principles



Early and continuous delivery of valuable software

1



Welcome changing requirements even late in development

2



Deliver working software frequently

3



Business people and developers working together daily

4



Build project around motivated individuals and trust them to get the job done

5



The most effective method of conveying information is face-to-face conversation

6



Working software is the primary measure of profession

7



Sustainable development: maintain a constant pace indefinitely

8



Continuous attention to technical excellence

9



Simplicity: maximize the amount of work not done

10



Self-organized Team

11



Team regularly reflects and adjusts behavior

12

Why **A G I L E** ?

"oh, you have implemented all the features we had requested two years ago.

That's exactly what we need now"

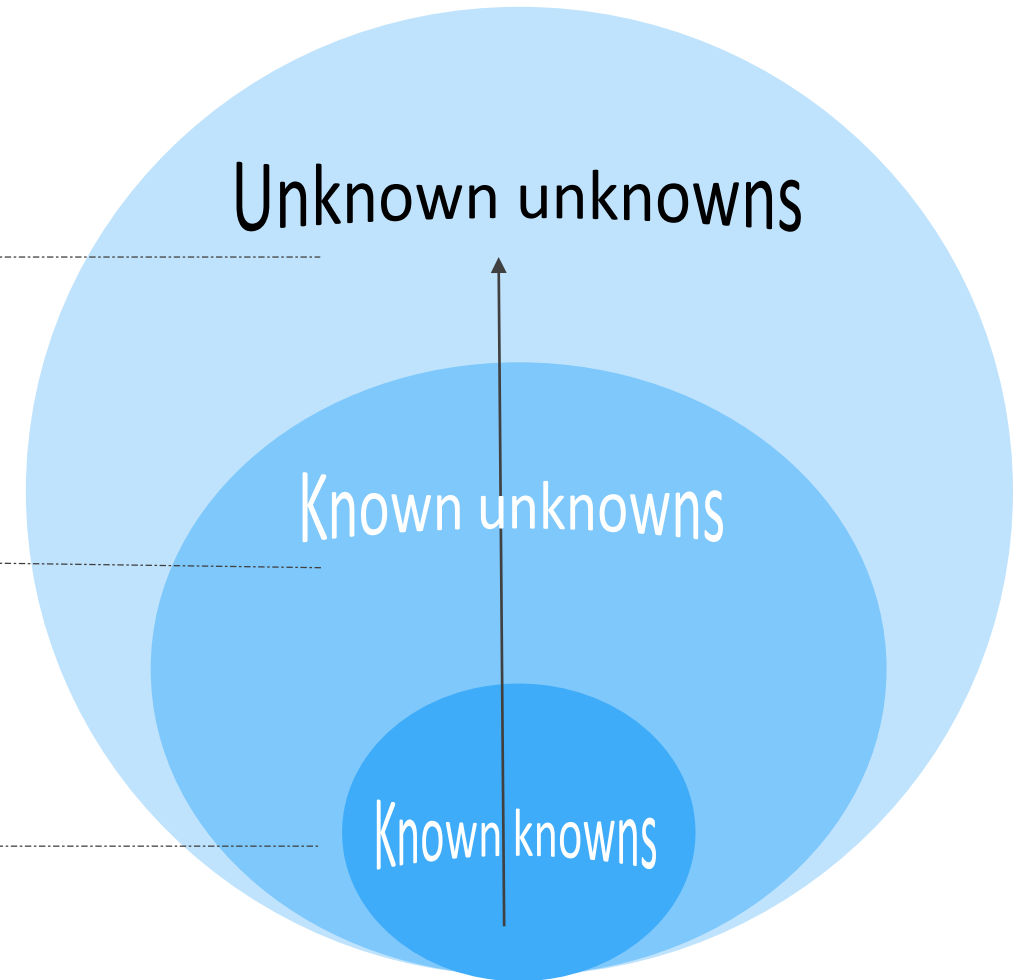
said **NO** customer

ever...

What we don't know we don't know

What we know we don't know

What we know In the beginning



SCRUM TEAM

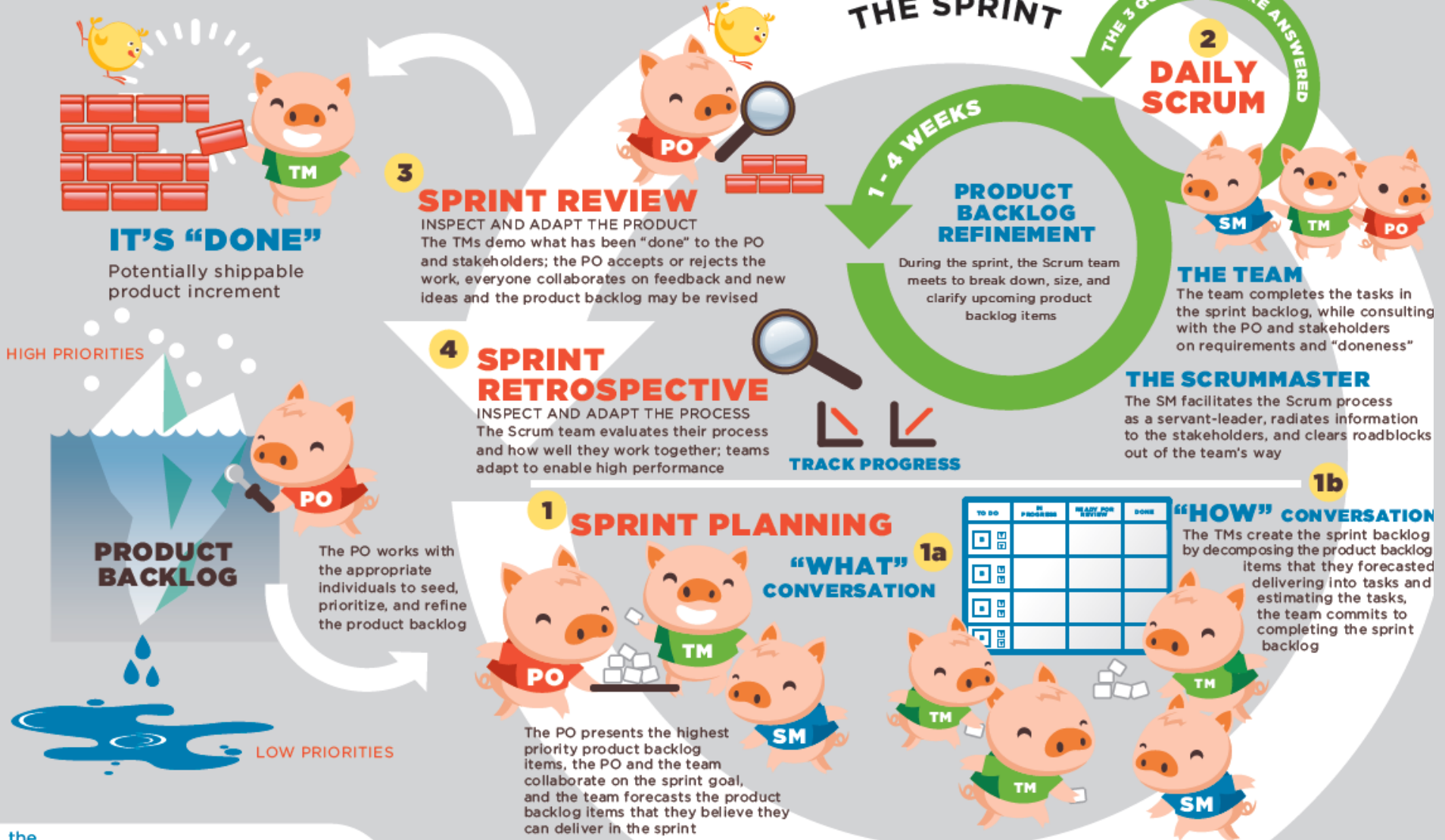
- Team (3 TMs)
- Product Owner (PO)
- ScrumMaster (SM)
- Stakeholders

CORE EVENTS

- Sprint planning
 - What
 - How
- Daily Scrum
- Sprint review
- Sprint retrospective

CORE ARTIFACTS

- Product backlog
- Sprint backlog
- Product increment



Scrum – Magic Numbers

3

Main roles →

- Product Owner
- Scrum Master
- Development Team



5

Events
(ceremonies) →

- Planning
- Daily Stand up
- Review
- Retrospective
- Backlog Refinement



3

Artifacts →

- Product Backlog
- Sprint Backlog
- Product Increment



Project Execution - Sprint Cycle

2 weeks



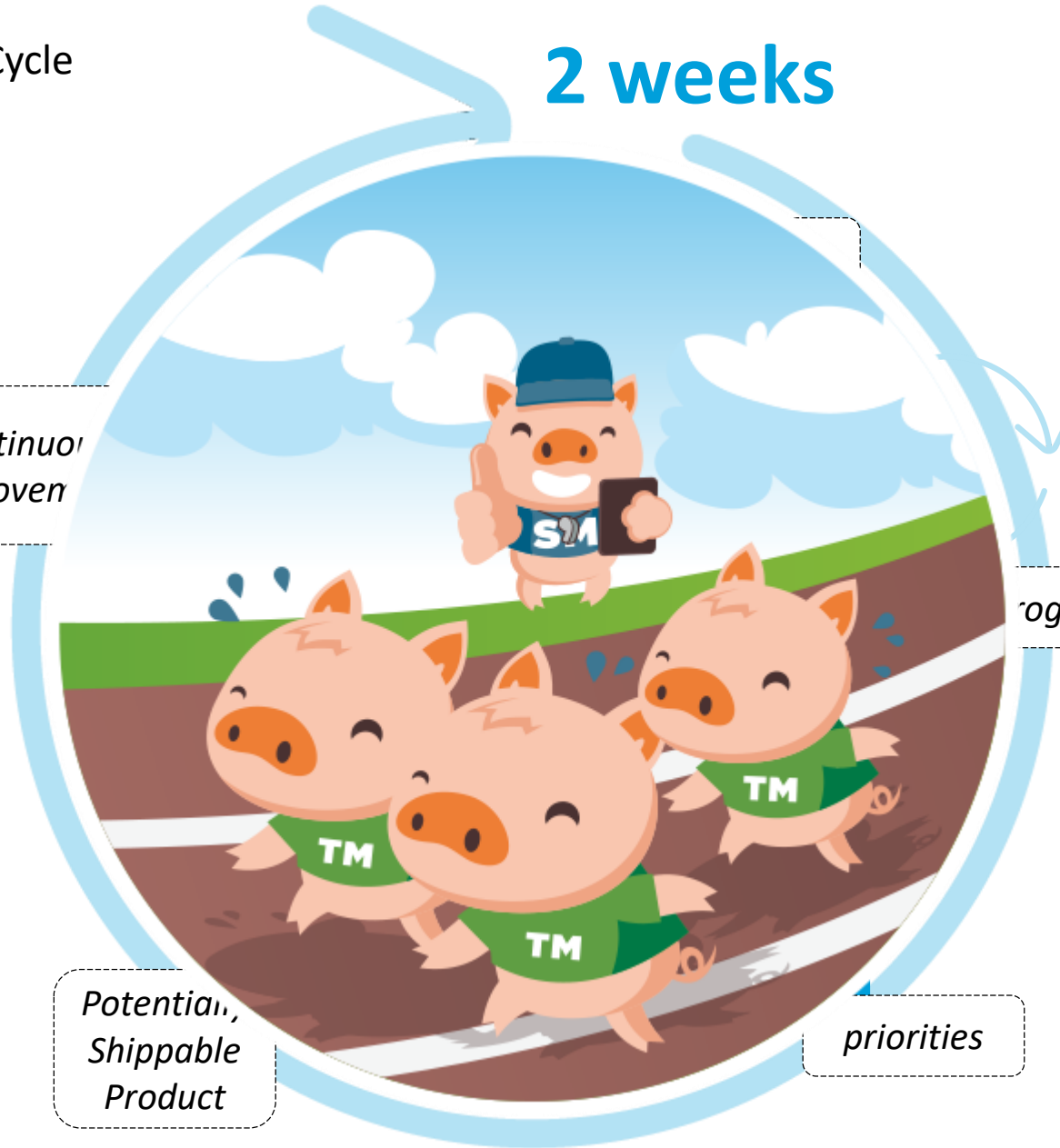
Continuous Improvement

daily

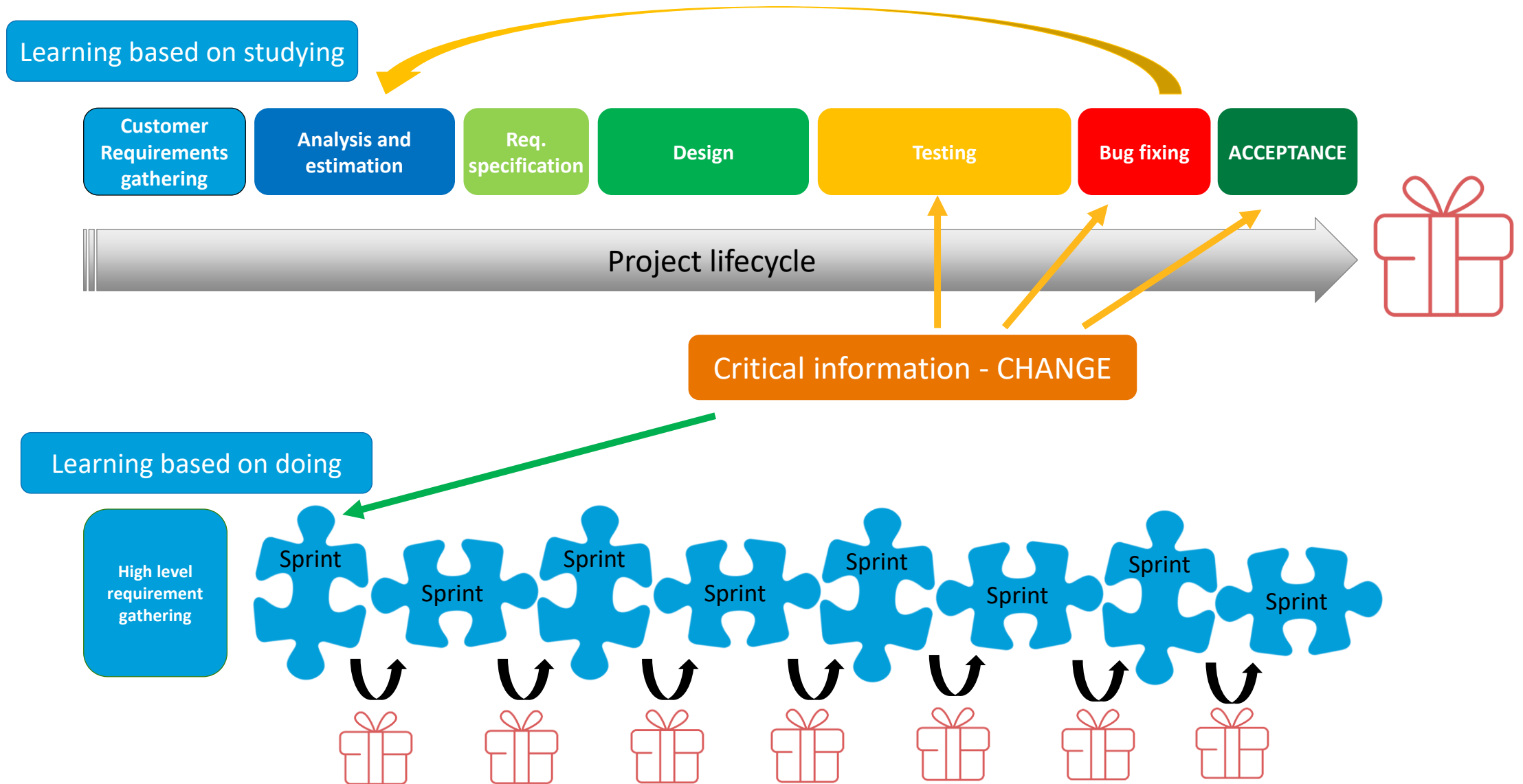
progress

Potential, Shippable Product

priorities



Traditional project approach vs Agile approach



[we all use agile]

