

Agility

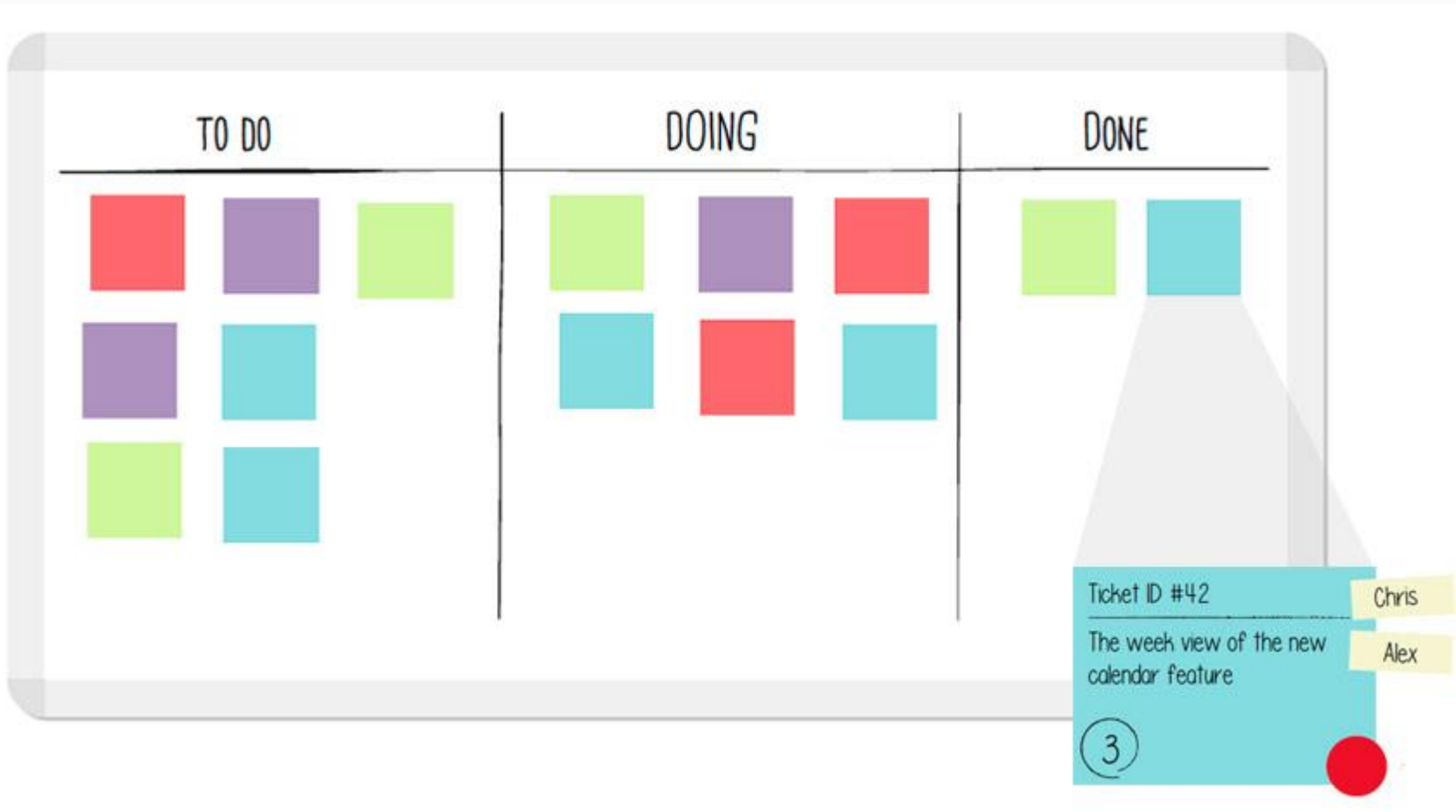
From Concepts to Practice

28/11/2016

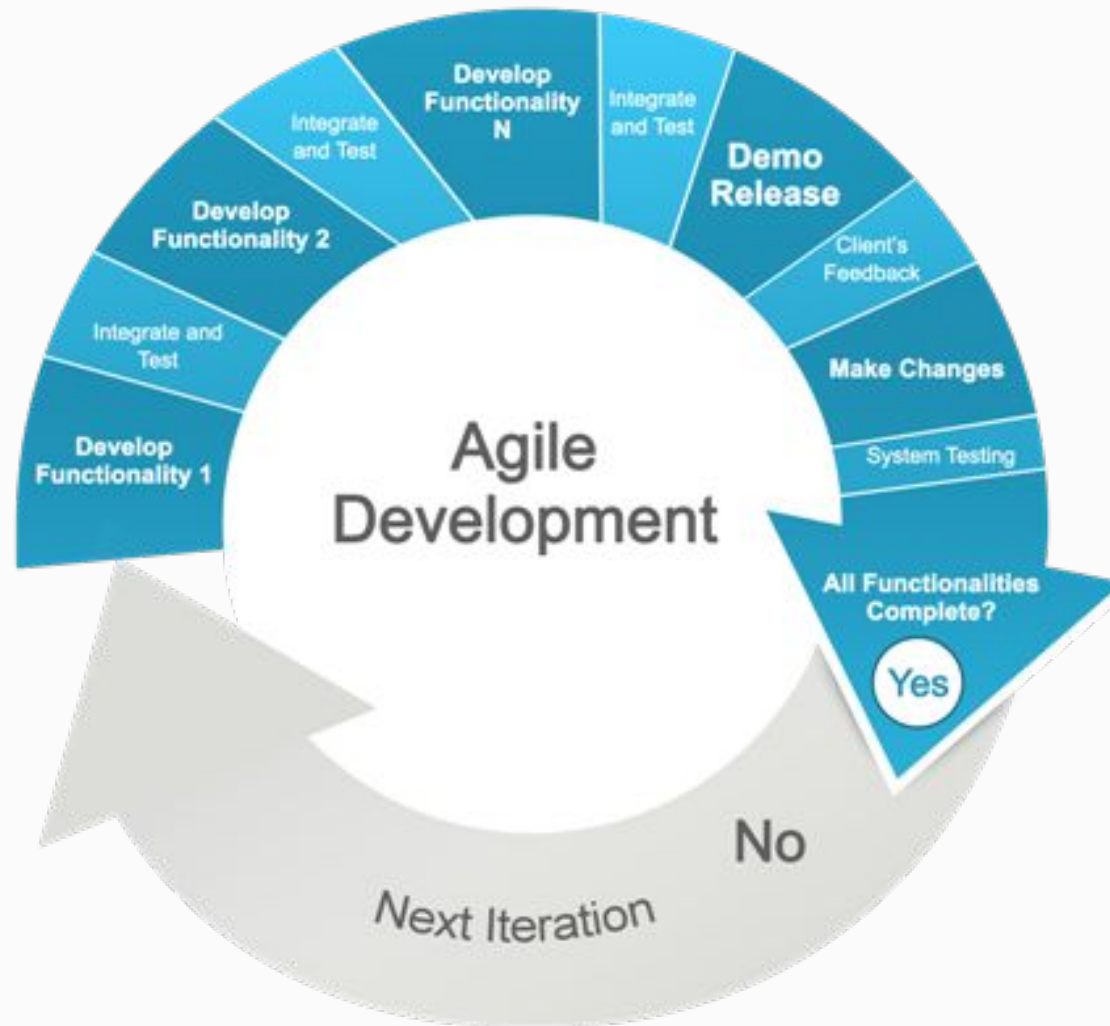
Clément Duffau



Kanban



Agile methodologies



Kanban

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Tool

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Agile methodologies

Tools

Pomodoro

Scrum meeting

Sprint

MVP

Business value

Estimated time

Kanban

Planning poker

Agility

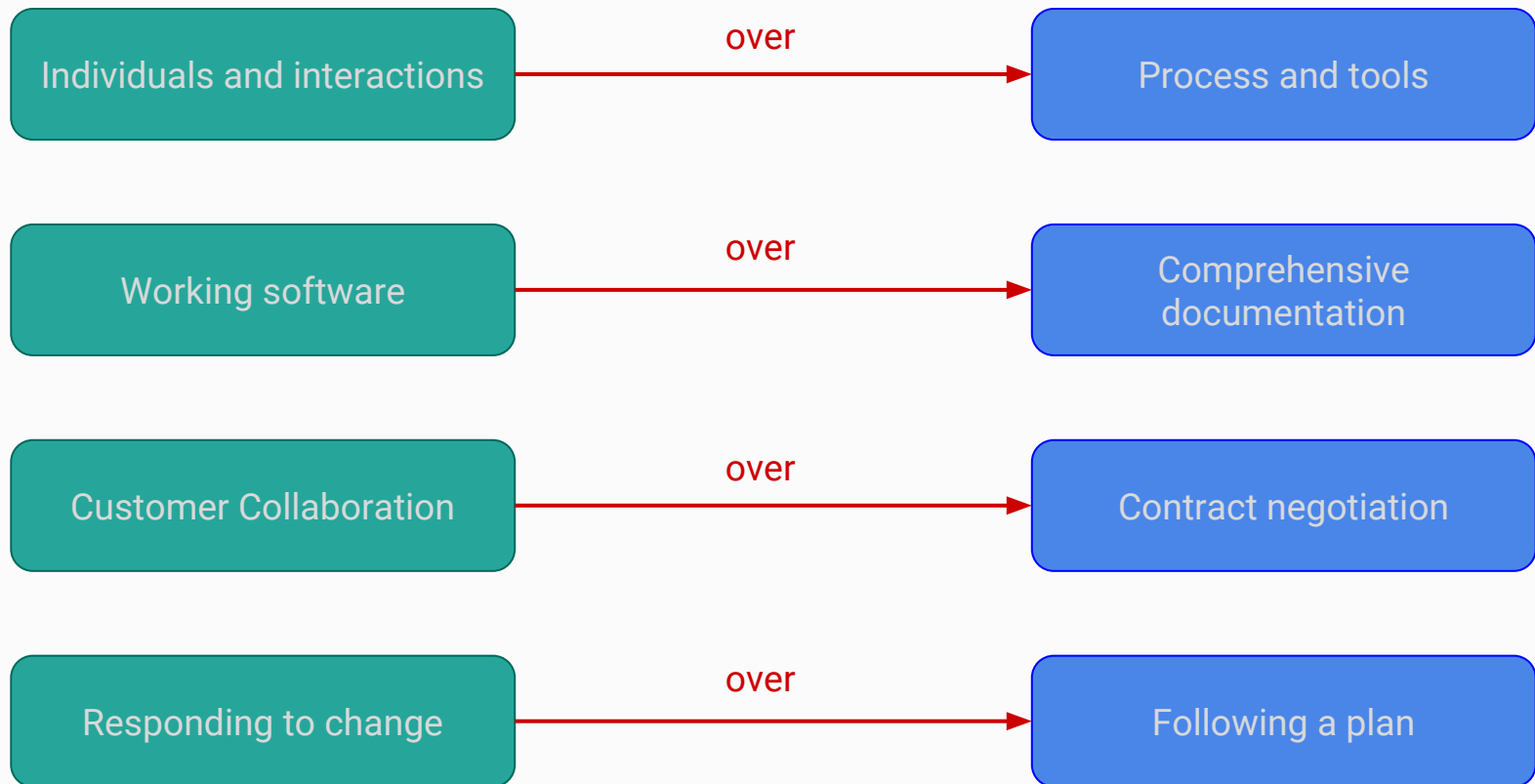
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A methodology

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Methodologies

Agile Manifesto





Airplane Factory

Airplane Factory



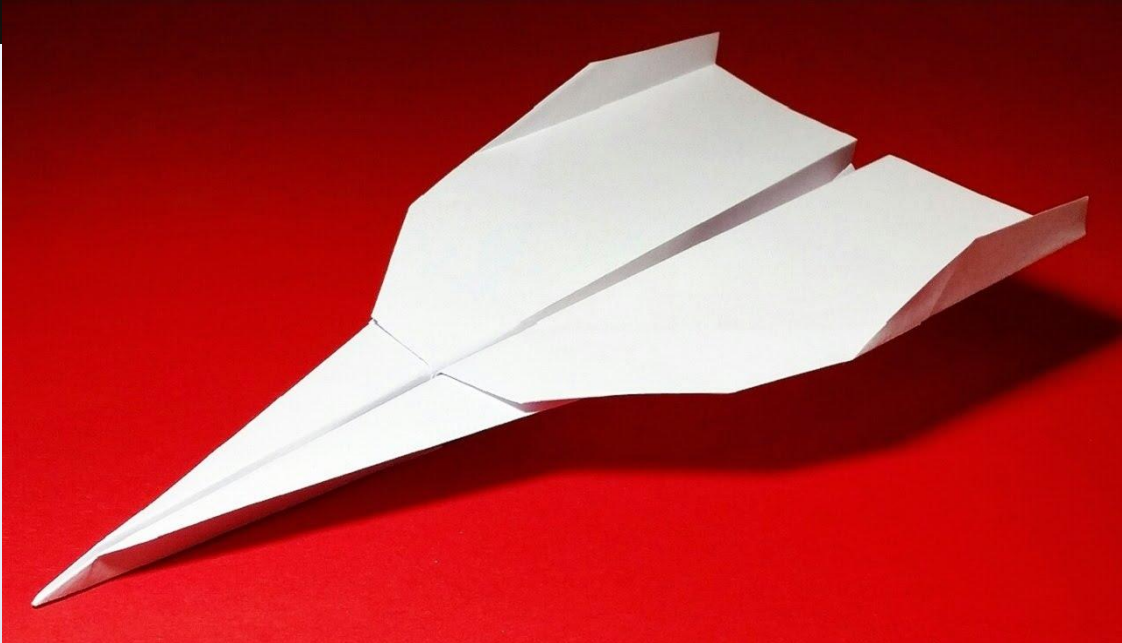
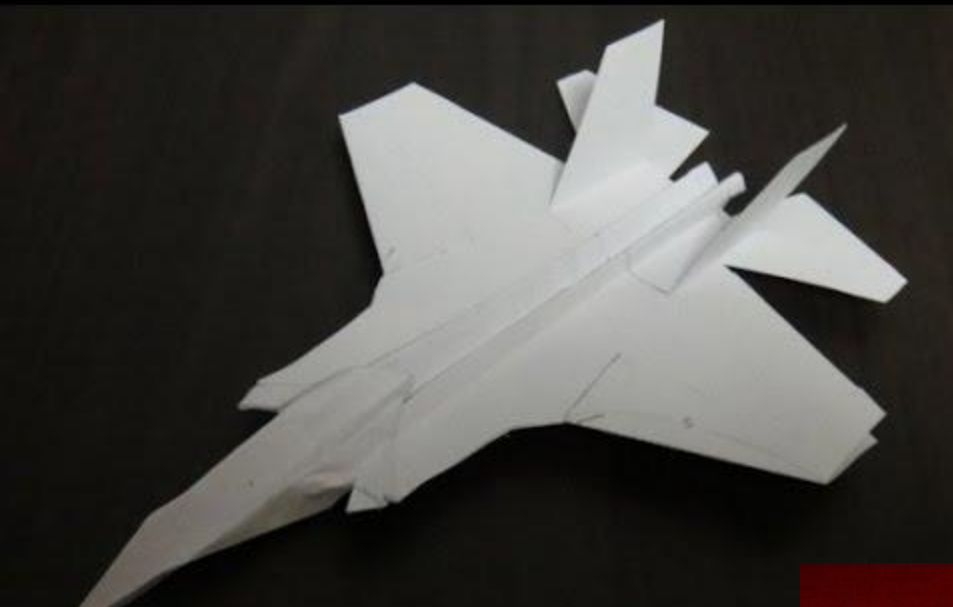
- Build paper airplanes
- Teams of 6
- 4 iterations and re-planning of 2 minutes

AirForce project



- Want to buy new airplanes
- How much airplanes can you deliver in 2 minutes ?
- Need an answer in 1 minute





Airplane ?

Lesson #1 : Specs !



- **Estimating** something without discussing with **client** ?
- **Committing** on something without discussing with **techs** ?

AirForce Specs



- 12 colorful windows
- Fly cabin
- Logo of your company on the 2 wings

Need 1 prototype !



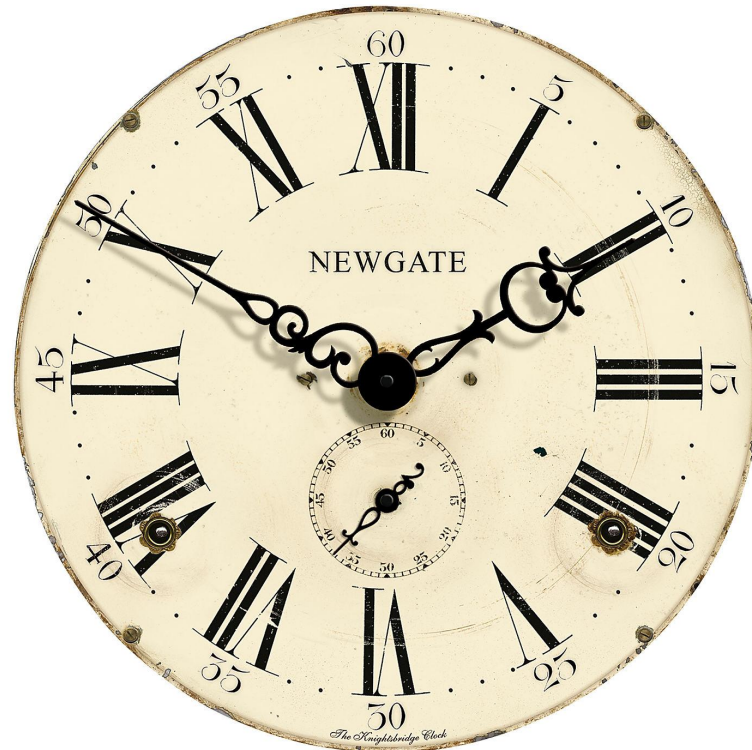
AirForce Specs



- As much airplanes as you can make in **2 minutes**
- Airplane is **completed** when all **specs** are met
- **Really 2 minutes**, hands up at time out !



Estimates time



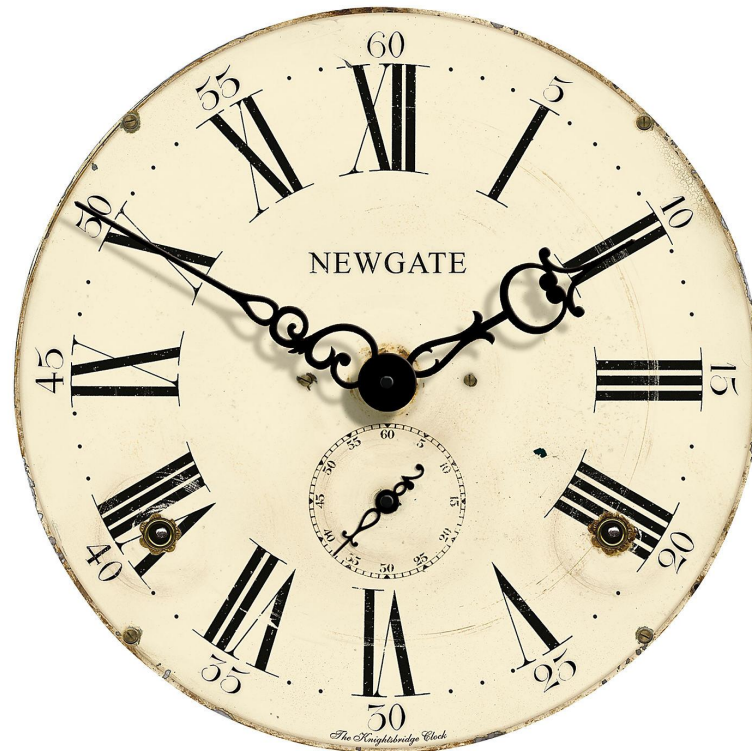
2 minutes
to do it !



Retrospective



Estimates time



2 minutes
to do it !



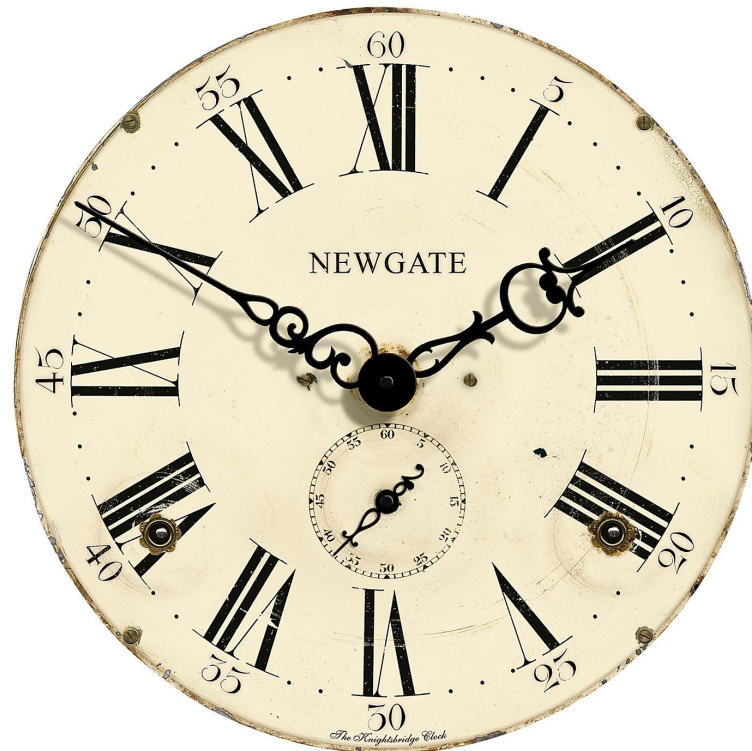
Retrospective

Lesson #2 : Predictable !

Estimated = Built



Estimates time



2 minutes
to do it !



Retrospective



Estimates time

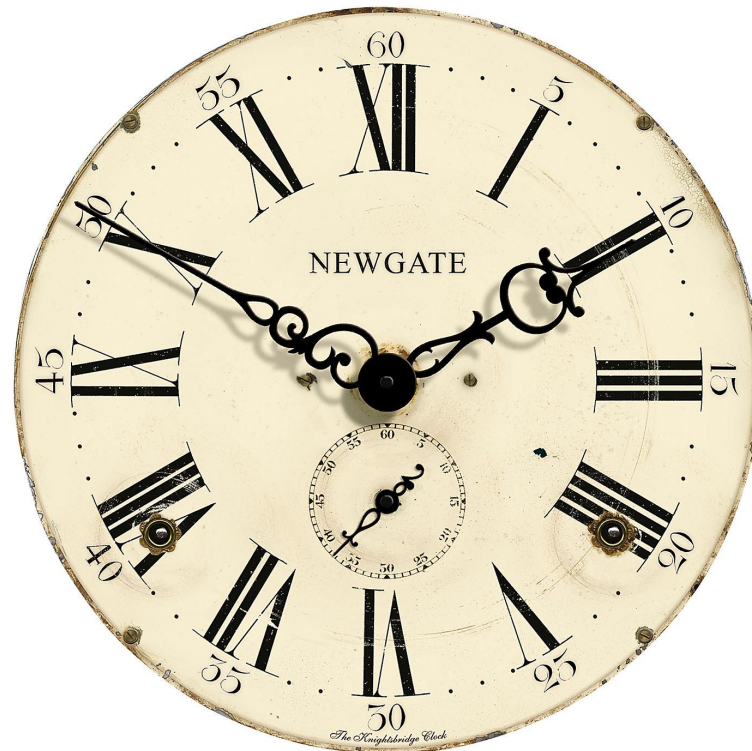
AirForce Specs #2



- Houston we have got a **problem**
- Need a **reactor** on each wing



Estimates time



2 minutes
to do it !



Retrospective

Lesson #3 : Changes are usual !



Gazoline (Ford T)



Steam (Doble E-11)



Electric (Detroit Model 90)



Reactor (Chrysler Turbine)



Gazoline (Ford Mustang)



Electric (Teslo Model S)



Hydrogen (Toyota FCV)



?

Global Retrospective

Did you get what the client wanted in the beginning?

Global Retrospective

Did the prototype help?

Global Retrospective

Did the estimates get better as you understood the requirements better?

Global Retrospective

Did the team find their production limit?

Global Retrospective

Did you find the “inspect/adapt” concept useful?

Global Retrospective

Did the team feel involved and motivated?

Global Retrospective

Did the iterations help to increase the predictability?

What is important ? Deliver ...

All the airplanes in 10 minutes

or

A % of airplanes each 2 minutes

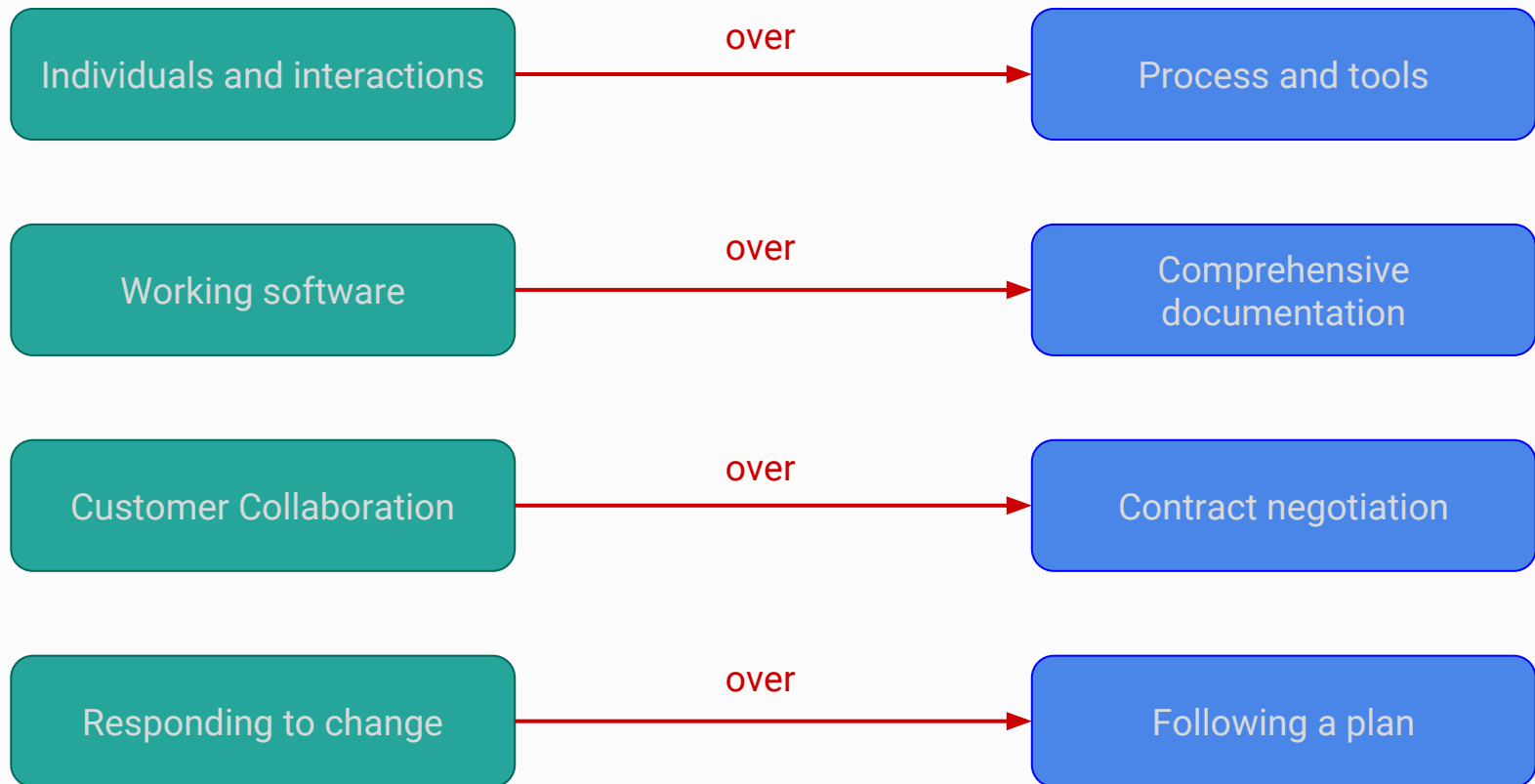
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Agile Manifesto





From tasks to User Stories

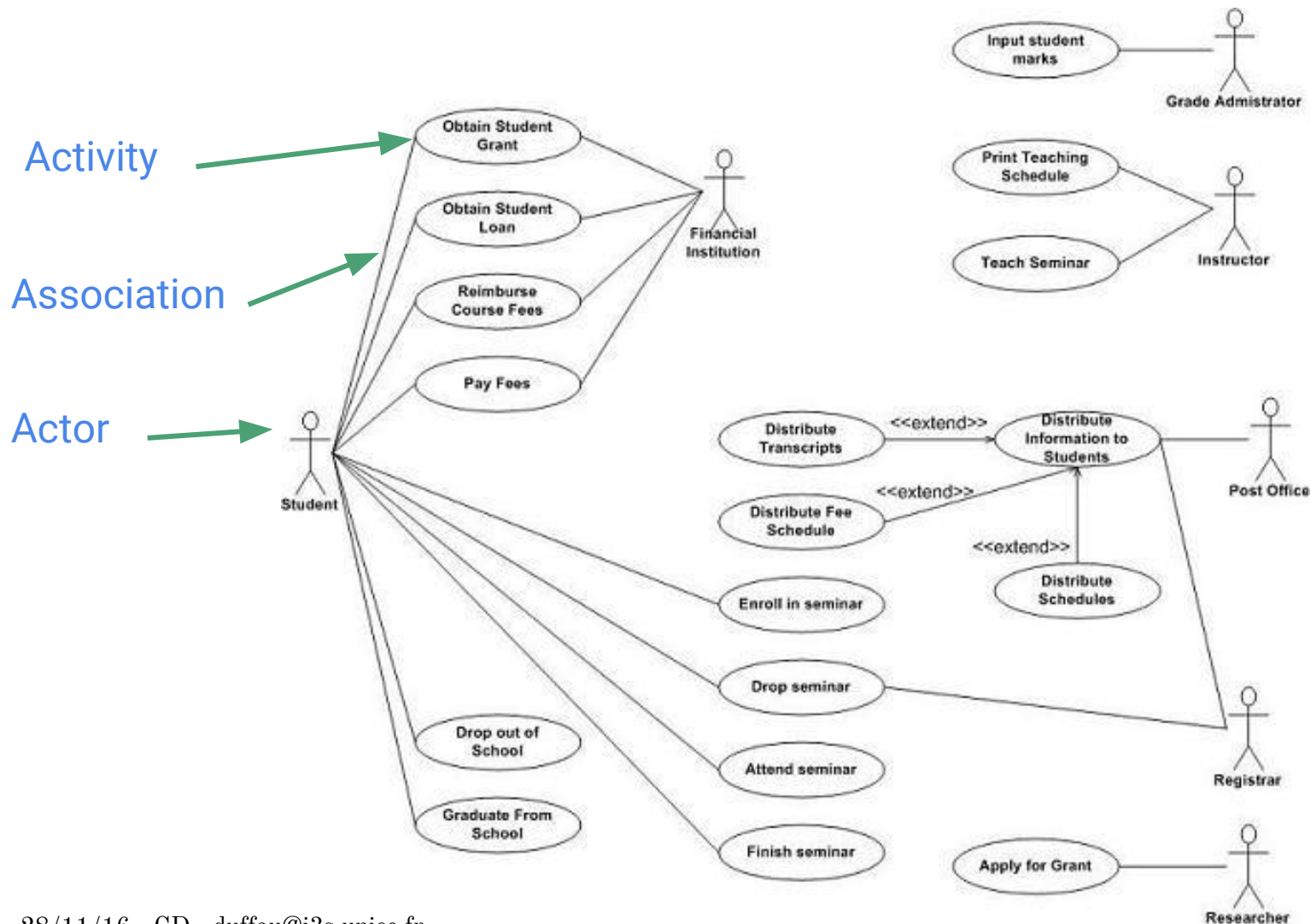
UML : Use Case Diagram

Use case

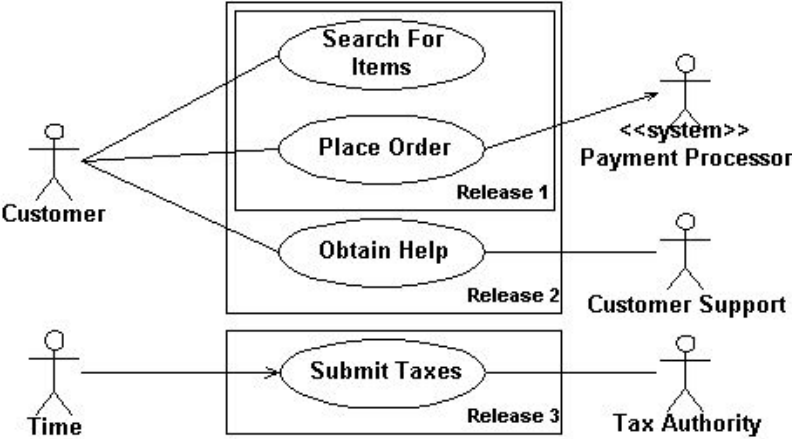
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Sequence of **actions** that provide something of **measurable value** to an **actor**

UML : Use Case Diagram

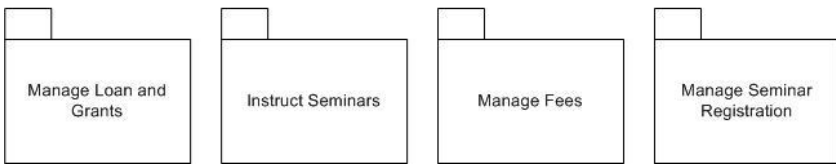
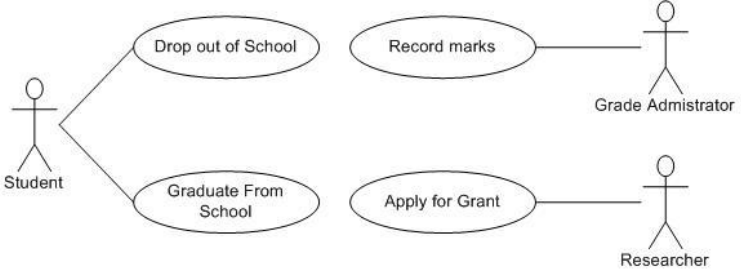


UML : Use Case Diagram



Boundary

Package



Personas

- Fictitious persons
- Users of your app
- Detailed and identifiable by stakeholders



User Story (US)

- Feature
- For a **persona** → The who
- With a precise **target** → The what
- To realize a **goal** → The why

User Story (US) - Example

As Toto

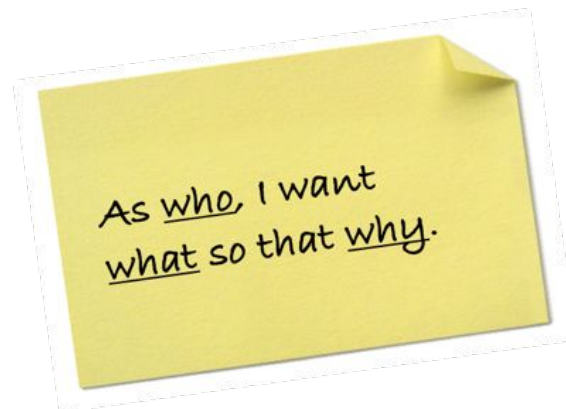
← The who

I want to have access to the classroom

← The what

In order to work with my teammate

← The why



User Story (US): INVEST

User Stories need to be **INVEST** !



User Story (US): Acceptance Criteria

- No test = No value
- Test = User validation
- Acceptance Criteria = Test defined with the user