Brief Intro to Agile
Agile Manifesto

INDIVIDUALS AND INTERACTIONS
OVER
PROCESSES AND TOOLS

WORKING SOFTWARE
OVER
COMPREHENSIVE DOCUMENTATION

CUSTOMER COLLABORATION
OVER
CONTRACT NEGOTIATION

RESPONDING TO CHANGE
OVER
FOLLOWING A PLAN
Flavors of Agile

- Scrum
- Kanban
- Rational Unified Process/Agile Unified Process
Agile Teams

5-8 members

Roles:

• Team
• Product Owner
• Scrum Master
Typical Agile Characteristics

Project Backlog

- Prioritized queue of functional requirements that need to be developed to create a system

Activities broken into series of “sprints”

- Ideally one development cycle (approx. 2-4 weeks)
- Leads to a deliverable
- “Working” products
Typical Agile Tool

### Example of a Scrum Task Board

<table>
<thead>
<tr>
<th>Product Backlog</th>
<th>Sprint Backlog</th>
<th>In Progress</th>
<th>Peer Review</th>
<th>In Test</th>
<th>Done</th>
<th>Blocked</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Image" /></td>
<td><img src="image2.png" alt="Image" /></td>
<td><img src="image3.png" alt="Image" /></td>
<td><img src="image4.png" alt="Image" /></td>
<td><img src="image5.png" alt="Image" /></td>
<td><img src="image6.png" alt="Image" /></td>
<td><img src="image7.png" alt="Image" /></td>
</tr>
<tr>
<td><img src="image8.png" alt="Image" /></td>
<td><img src="image9.png" alt="Image" /></td>
<td><img src="image10.png" alt="Image" /></td>
<td><img src="image11.png" alt="Image" /></td>
<td><img src="image12.png" alt="Image" /></td>
<td><img src="image13.png" alt="Image" /></td>
<td><img src="image14.png" alt="Image" /></td>
</tr>
<tr>
<td><img src="image15.png" alt="Image" /></td>
<td><img src="image16.png" alt="Image" /></td>
<td><img src="image17.png" alt="Image" /></td>
<td><img src="image18.png" alt="Image" /></td>
<td><img src="image19.png" alt="Image" /></td>
<td><img src="image20.png" alt="Image" /></td>
<td><img src="image21.png" alt="Image" /></td>
</tr>
<tr>
<td><img src="image22.png" alt="Image" /></td>
<td><img src="image23.png" alt="Image" /></td>
<td><img src="image24.png" alt="Image" /></td>
<td><img src="image25.png" alt="Image" /></td>
<td><img src="image26.png" alt="Image" /></td>
<td><img src="image27.png" alt="Image" /></td>
<td><img src="image28.png" alt="Image" /></td>
</tr>
</tbody>
</table>

![Image](image29.png)
Ball Point Game
Ball Point Game
Rules

• You are one big team
• Ball must have air-time
• No ball passing to your direct neighbor
• Each group member must touch the ball
• Start Point = End Point
Ball Point Game
Playbook - Timeline

3 min preparation time for first sprint
Run 5 iterations:
  - Give Estimate:
    How many balls do you think you’ll pass
  - Run 6 min iteration
  - 2 min team to plan improvements in between

Debrief
Ball Point Game
Debrief

• What happened?
• What iteration felt the best? Why?
• Was there a bottleneck?
• Would it have helped if someone on the team was really good at the game?
• Was anyone a leader in the group? Is there a “right” leadership model?
Ball Point Game
Lessons Learned

• What lessons did you learn that could apply to a project?
Ball Point Game
Key Points

• Natural Velocity
• Scrum: Inspect and Adapt
• Experiments Sometimes Fail