

Kanban



What it is, and is not

Origins

- ✂ Kanban is a method for managing the creation of products with an emphasis on continual delivery while not overburdening the development team
- ✂ It's origins are from JIT (Just in Time delivery) for manufacturing lines
- ✂ The fundamentals are based around continuous delivery
 - Think of an assembly line

Kanban Principles

- ✧ **Visualize what you do today (workflow):** seeing all the items in context of each other can be very informative
- ✧ **Limit the amount of work in progress (WIP):** this helps balance the flow-based approach so teams don't start and commit to too much work at once
- ✧ **Enhance flow:** when something is finished, the next highest thing from the backlog is pulled into play

Comparison

Kanban	Scrum
No prescribed roles	Pre-defined roles of Scrum master, Product owner and team member
Continuous Delivery	Timeboxed sprints
Work is pulled through the system (single piece flow)	Work is pulled through the system in batches (the sprint backlog)
Changes can be made at any time	No changes allowed mid-sprint
Cycle time	Velocity
More appropriate in operational environments with a high degree of variability in priority	More appropriate in situations where work can be prioritized in batches that can be left alone

Warnings

- ⌘ While popular, especially as a visualization of work and work-in-process, Kanban by itself is an incomplete process
- ⌘ Teams will often build a Kanban board, and feel they have a process in place
- ⌘ In a development cycle, Kanban is often combined with other development methodologies, giving rise to things like 'Scrum-Ban'