

Agile Gymnastics and Timebox Tumbling - A Hybrid Approach

Presented by Matthew Saunders



TWEET!

- Tweet questions to @creech.

Matthew Saunders

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Who am I?

Matthew: Drupal since 4.6

- WESTAF
- pingVision
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The Story of two Drupal Cuckoos

Why Do We
Do What We
Do?



... the “Call of Druthuhlu”

The background of the slide is a photograph of a clear, vibrant blue sky filled with large, puffy white cumulus clouds. The clouds are scattered across the lower half of the image, with some appearing closer and more detailed, while others are further away. The text is centered in the upper half of the image.

**Bring Calm from
Chaos.**



star5112 on Flickr





daveknapik on flickr

Part I

3 Software Methodologies



anyjazz65 on flickr

Cowboy or Extreme



- Highly informal
- Focuses on Stakeholders
- Can be used in very unpredictable projects
- Can be excellent for rapid prototyping

Roy Montgomery
on flickr

n.hewson on Flickr



Waterfall

- Highly Formalised
- Focuses on Requirements
- Inflexible
- Planning is Frontloaded



SheltieBoy on Flickr



Agile

- Defined Timeboxes
- Iterative Development Methods
- Incremental
- Collaborative Requirements and Solutions
- Rapid and Flexible Responsive to Change
- Self Organizing Teams



PART III

The Agile Hybrid Approach

SEEN BY
DEVELOPERS

DEVELOPERS



SEEN BY
DESIGNERS

DESIGNERS



PROJECT
MANAGERS



QA



SEEN BY
PROJECT
MANAGERS



SEEN BY
QA





Unifying behind a single goal





Friday, July 6, 2012





Project Management

Acts as Scrum Master

Leads Pointing Stories

Protects Dev Team from Distractions During Coding

Ensures that the Team Doesn't Make Mistakes

Manages the Schedule

Product

Owns Backlog

Personas, Epics, and Stories

Answers questions that Clarify Business Needs

Demos Software at the End of Sprint

Developers

Self Organizes Selected Stories
Decides What Can/Can't be Completed in the Timebox
DEFINES the Implementation of Business Needs
Executes

A Sample Timebox Timeline

- 60 days - Business Requirements
- 40 days - User Stories, Wireframes, Comps
- 20 days - Beginning of Current Development cycle



Product/Creative Timeline (20 days out)

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Planning Day	Planning Day	Prioritized List for NEXT Timebox Delivered	Work on User Stories	Work on User Stories	
	Day 1	Day 2	Day 3	Day 4	Day 5	
			Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	
	Work on User Stories	Epics and High Level US Delivered	Work on Finalised US/Wireframes	Work on Finalised US/Wireframes	Work on Finalised US/Wireframes	
		Define US's that need Design docs	Wireframes Started			
	Day 6	Day 7	Day 8	Day 9	Day 10	
			Creative "Kickoff" Meeting			
	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	
	US/Wireframe Review	2nd draft US 1st draft UC Final draft Wireframes Delivered		Dev Team Collaboration in Creative/Product Process	Dev Team Collaboration in Creative/Product Process	
	Day 11	Day 12	Day 13	Day 14	Day 15	
			1st draft Comps Delivered		Comps Creative/Theme Internal Review	
	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect	Prod/QA/Soft-Architect/Dev	Prod/QA/Soft-Architect/Dev	Prod/QA/Soft-Architect/Dev	
	Comp and US/UC refinements	Comps and US/UC delivery	Final Comps and US/UC Meeting and Review	Timebox LOCKDOWN	Demo	
	Dev Team Collaboration in Creative/Product Process	Dev Team Collaboration in Creative/Product Process	LOE Dev Team Delivered	All Adjustments Complete by 12:00 Noon MT	Retrospective	
	Day 16	Day 17	Day 18	Day 19	Day 20	
	Prod/QA/Soft-Architect/Dev	Prod/QA/Soft-Architect/Dev	Prod/QA/Soft-Architect/Dev			

Development (now)

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Planning 1/2 Day	Planning 1/2 Day	Coding	Coding	Coding	
	Day 1	Day 2	Day 3	Day 4	Day 5	
	Environment Lockdown	Environment Lockdown		Deployment		
	Coding	Coding	Coding	Coding	Coding	
	Day 6	Day 7	Day 8	Day 9	Day 10	
	Coding	Coding	Team Testing and changes	Team Testing and changes	Team Testing and changes	
	Day 11	Day 12	Day 13	Day 14	Day 15	
					Creative QA (6 hrs)	
	Team Testing and changes	Team Testing and changes	Team Testing and changes	Deployment	Demo Retrospective	
	Day 16	Day 17	Day 18	Day 19	Day 20	
				Environment Lockdown	Environment Lockdown	

These Three Overlap

To Cover A Single Timebox

Combined Time Box

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
4	5	6	7	8	9	10	
	Day 1	Day 2	Day 3	Day 4	Day 5		Legend Phase 0 is the previous code delivered Phase 1 is the code being worked on Phase 2 is planning for the next set of code
	Planning Day (Phase 0)	Planning Day (Phase 0)	Coding (Phase 1)	Coding (Phase 1)	Coding (Phase 1)		
			Prioritized List for NEXT Timebox Delivered	Work on User Stories (Phase 2)	Work on User Stories (Phase 2)		
			Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)		
	Environment Lockdown (Phase 0)	Environment Lockdown (Phase 0)		Bug Fix Deployment (Phase 0 bugs)			
11	12	13	14	15	16	17	
	Day 6	Day 7	Day 8	Day 9	Day 10		
	Coding (Phase 1)	Coding (Phase 1)	Coding (Phase 1)	Coding (Phase 1)	Coding (Phase 1)		
	Work on User Stories (Phase 2)	Epics and High Level US Delivered (Phase 2)	Work on Finalised US/Wireframes (Phase 2)	Work on Finalised US/Wireframes (Phase 2)	Work on Finalised US/Wireframes (Phase 2)		
			Wireframes Started (Phase 2)				
		Define US's that need Design docs (Phase 2)					
	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)		
18	19	20	21	22	23	24	
	Day 11	Day 12	Day 13	Day 14	Day 15		
	Coding (Phase 1)	Coding (Phase 1)	Team Testing and changes (Phase 1)	Team Testing and changes (Phase 1)	Team Testing and changes (Phase 1)		
		2nd draft US					
	US/Wireframe Review (Phase 2)	Final draft Wireframes Delivered (Phase 2)	1st draft Comps Delivered (Phase 2)	Dev Team Collaboration in Creative/Product Process (Phase 2)	Dev Team Collaboration in Creative/Product Process (Phase 2)		
					Comps Creative/Theme Internal Review (Phase 2)		
	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect (Phase 2)	Prod/QA/Soft-Architect/Dev (Phase 2)	Prod/QA/Soft-Architect/Dev (Phase 2)	Prod/QA/Soft-Architect/Dev (Phase 2)		
25	26	27	28	29	30	31	
	Day 16	Day 17	Day 18	Day 19	Day 20		
	Team Testing and changes (Phase 1)	Team Testing and changes (Phase 1)	Team Testing and changes (Phase 1)	Timebox LOCKDOWN (Phase 2)	Demo (Phase 1)		
	Comp and US refinements (Phase 2)	Comps and US delivery (Phase 2)	Final Comps and US Meeting and Review (Phase 2)	All Adjustments Complete by 12:00 Noon MT (Phase 2)	Retrospective (Phase 2)		
	Dev Team Collaboration in Creative/Product Process (Phase 2)	Dev Team Collaboration in Creative/Product Process (Phase 2)	LOE Dev Team Delivered (Phase 2)	Time Box Deployment (Phase 1)			
	Prod/QA/Soft-Architect/Dev (Phase 2)	Prod/QA/Soft-Architect/Dev (Phase 2)	Prod/QA/Soft-Architect/Dev (Phase 2)	Environment Lockdown (Phase 1/0)	Environment Lockdown (Phase 1/0)		

Demos and Retrospectives



Rapid deploy team



Daily Scrums

- What did you do in the last 24 hours?
- What are you doing today?
- What are your blockers?



Well Oiled Machines on flickr

IRC



Google Docs

A	B	C	D	H	I	J	K	L	M	N	O	P	
		Block map: Polls blocks: Functional WireFrame of 4- states:	http://bit.ly/AmerinspTopPort4 http://bit.ly/TB4-PollsBlocks-WFs										
			NEED KILL SWITCH FUNCTIONALITY	11/10/11 - Need detail from dev re: kill switch functionality files that will be disabled.....etc. Will need to build in time to test kill switch functionality[ylewis]									
ID	Prior	Page/Block	Story	Notes	QA Feedback/Questions	Need comp?	Timing	Ticket	LOE (in points)	QA LOE (in points)	Dev	QA - Yvonne	Themir
21	4	Special Project (Publishing Inactive)	While a S.P. is inactive, content that was flagged for it continues to show the colour scheme treatment.	Part of US 20 - LOE included in 4 pts					see above				AI
22	5	Special Project (Publishing Inactive)	While a S.P. is inactive, the Topic Portal page continues to use the S.P. logic to fill it (it does not revert to the Tag logic).	Part of US 20 - LOE included in 4 pts					see above		marc		
	6	Special Project (Publishing Inactive)	While a S.P. is inactive, the Articles in that S.P. continue to show DART, Omniure & Comscore values for the S.P.	[Nov7: added. This was overlooked.--AP]									AI
6	7	Polls	As a Content Admin, I can create a poll with at least 2 items to vote on, so site members or Examiners can vote.	[Needed: per poll (piece of content), what roles can vote. No limit on max for now.-- AP] JODI MESA TO CREATE COMPS FOR ALL STATES OF THE POLLS.	[Nov8: For America Inspired, yes. Anyone w/ a membership can.--AP] [11/3/11 - Can staff and admins vote? [ylewis]]				see above	65	bblue		
7	8	Polls	The poll can prevent members, logged in, from voting more than once per day, and can display the "After Vote" state on the voting block.	[Nov4: edited out "can display a message that they have already voted today."--AP] [Nov1: Based on day (not 24 hrs); set in Mountain Time; Exmrs can vote for self.-- AP]					covered in 6.5.1		bblue		
13	9	Article+Review / Candidate article Voting block	As a company, we can place a voting block on the article page of just the 5 candidate articles in each special project, so that visitors can vote on 1 winner in each of the 5 special projects.	[Nov1: This will be achieved by targeting the node IDs, to place the block. Also, Exmrs will be able edit & unpublsh; we'll tell them not to.--AP] We will target this block via NID for each final article.	<-- Ylewis NEW STORY				20		bblue		AI
6.6	10	Polls / Create-Edit	Polls have an option to limit users to selecting a SINGLE item, when they vote.	[Nov4: added.--AP]					1		bblue		
6.9	11	Polls	The poll can limit voting by role.	[Nov1: We can say "authenticated only" and/or "unauthenticated" and/or "Examiners only" -AP]	[Nov11: answered.--AP] 11/10/11 - Are we required to support auth and unauth for TB 4? [ylewis] Auth only. 11/11/11 We will only support Auth in TB 4 [ms]				4		bblue		
6.1.2	12	Polls / All Blocks	The polls blocks will have 4 states by default. They are: 1.) No-Permission (an state phase, if voting is limited to users with permission; for Am-Inspired, this would be unauthenticated users) 2.) Vote (a user can vote)	[Nov4: added.--AP]	[Nov11: answered.--AP] 11/10/11 - Will unauth users see all options if permission is disabled or just No-Permission[ylewis]				1		bblue		



trac

Integrated SCM & Project Management



github

SOCIAL CODING



Jenkins

Google



Faster, Better, More
Awesome