

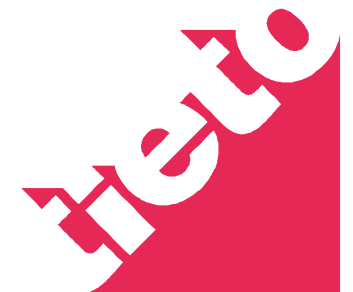
# Agile is different



- Tomas Vavargard,
- Malmö

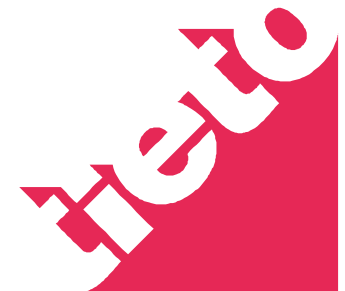
# Today's Goals

- Set an Agile mind
- Understand stories and velocity
- The role of the customers



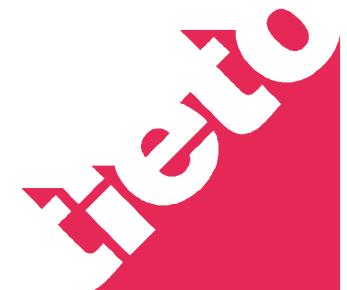
# The Questions?

- What to do?
- In What order to do it?
- How to do it?
- Who to do it?
- Is it done?



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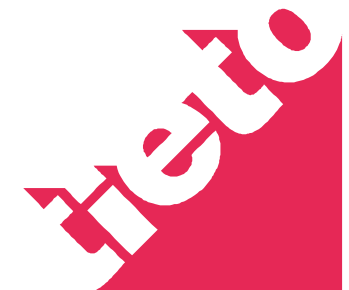
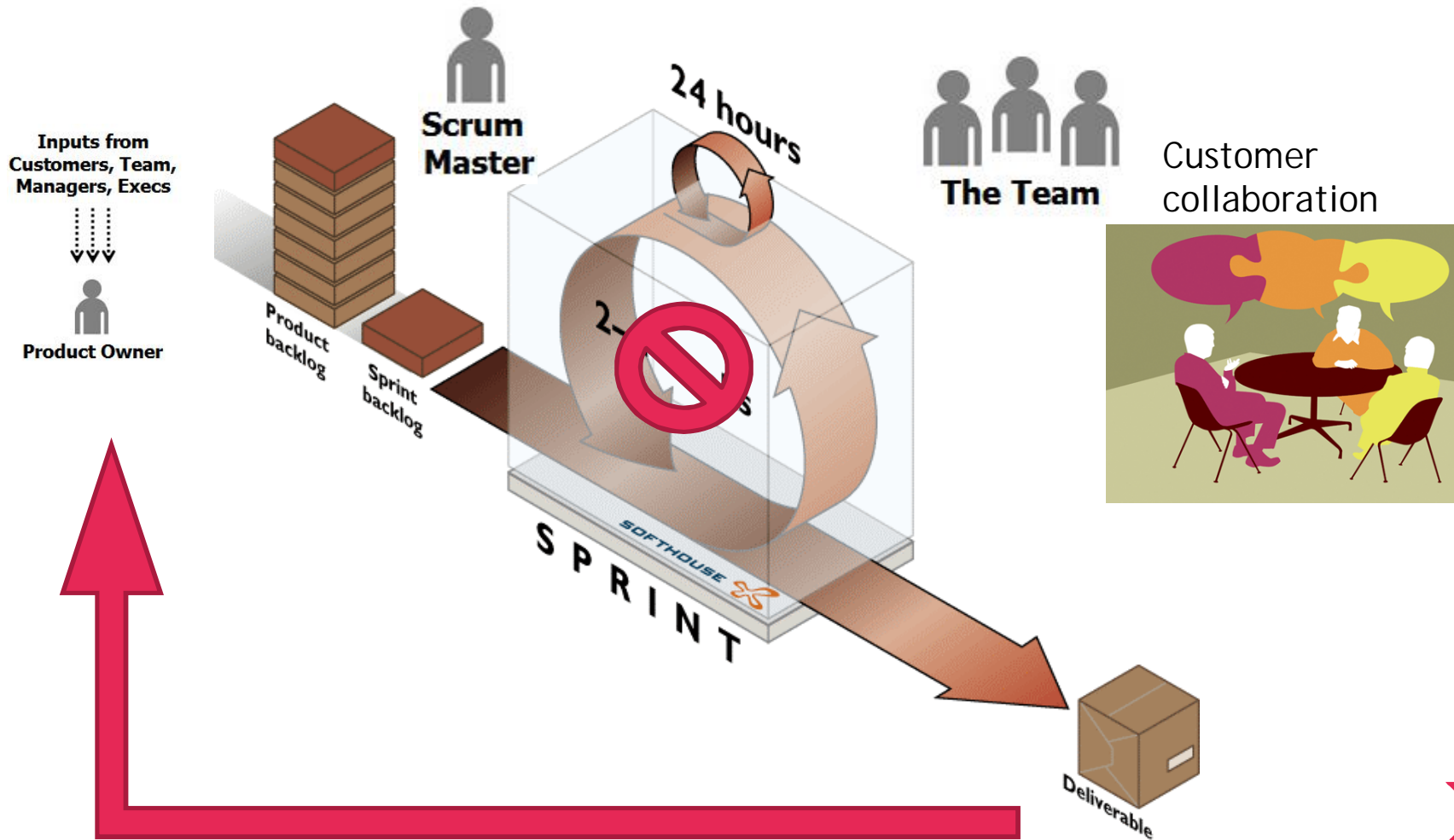
## Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

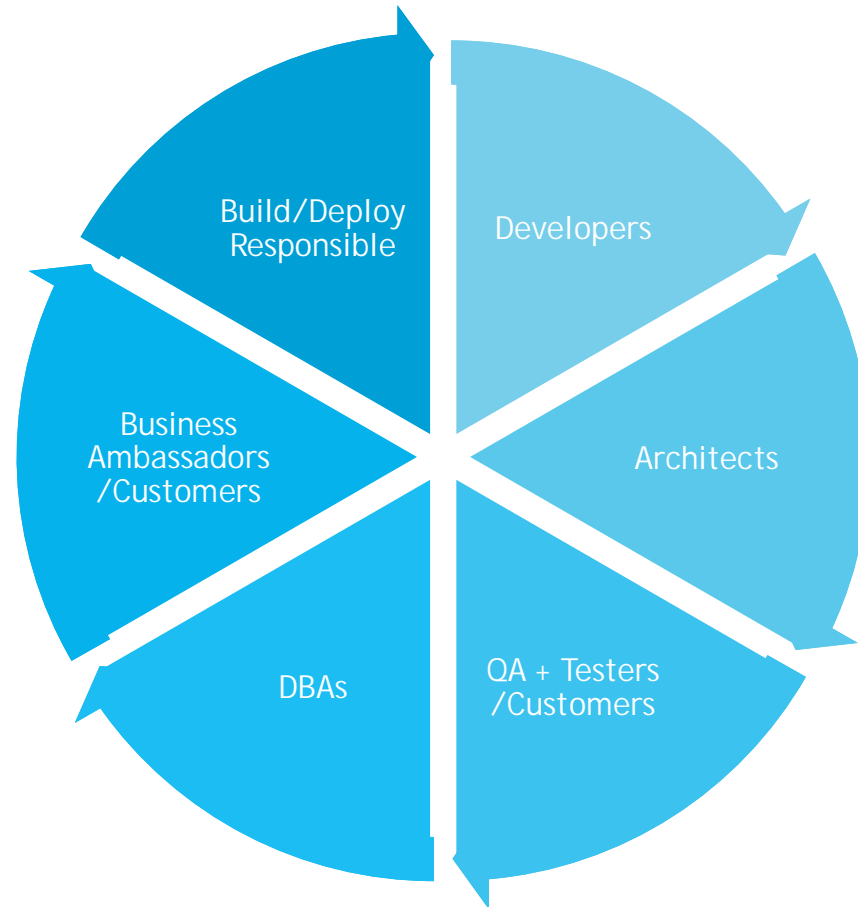
**Individuals and interactions** over processes and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan



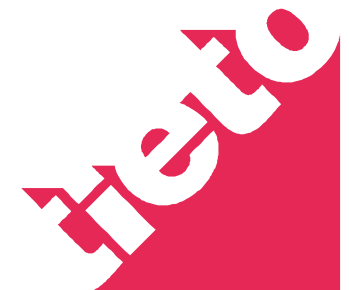
# Agile Process (Scrum)



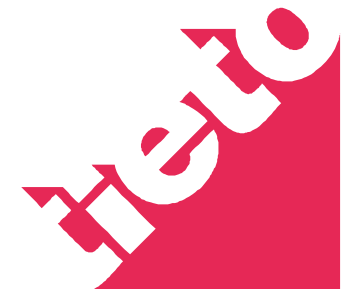
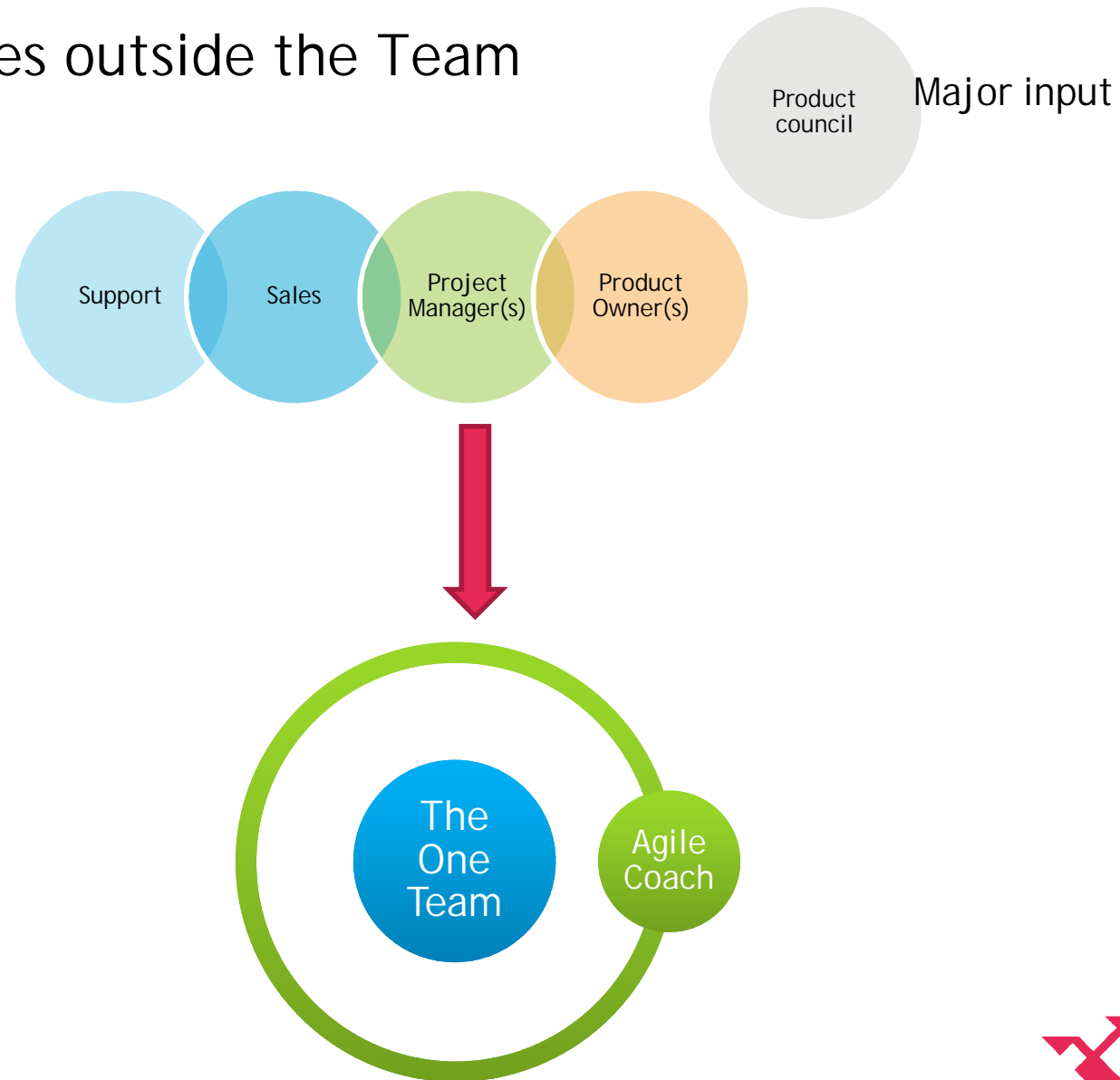
# Roles - The One Team



- All people who are earning points live in the Team.
- Commit collectively to the iteration.



# Roles - Roles outside the Team



# Tools: User Story

- One testable piece of functionality, written from the viewpoint of the User.



Story number	Iteration N	Iteration N
As	Story number	Iteration N
I want to		
So that	As	
	I want to	
	So that	ation:
		Value:
	Estimation:	
	Business Value:	

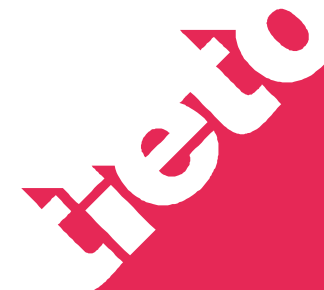
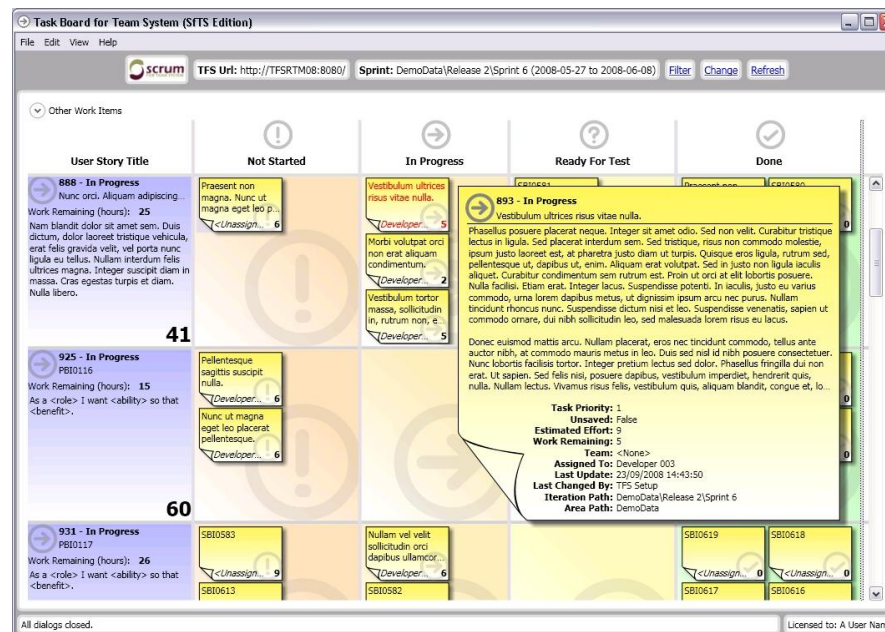
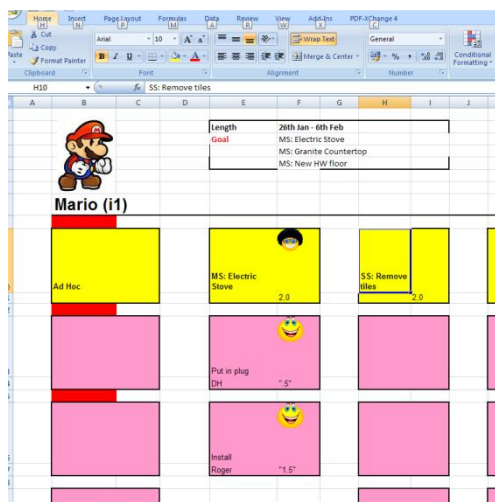
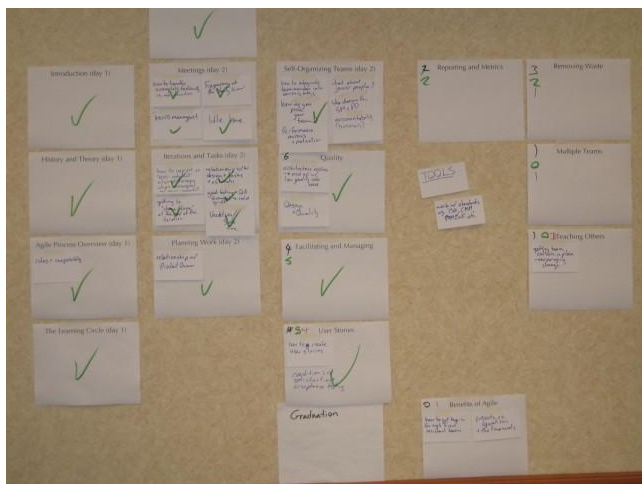


## Stories are Testable progressions

- Each measurable increment in the delivery is a testable Story.
- The Stories are written from the user perspective, so each Story is value for the user.
- The Developer always has the User in mind when working on a Story.
- Large Stories sit on the backlog and are not divided up until they are prioritized.
- When a Story is prioritized it gets divided into smaller, testable Stories.
- The very process of dividing large stories into smaller ones is essential communication between the Story Owner Customer or (Business Ambassador) and the development team.
- From this communication other Stories are found and added to the backlog.

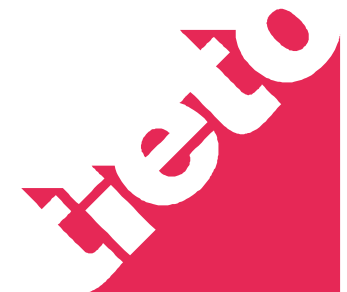


# Tools: Storyboard

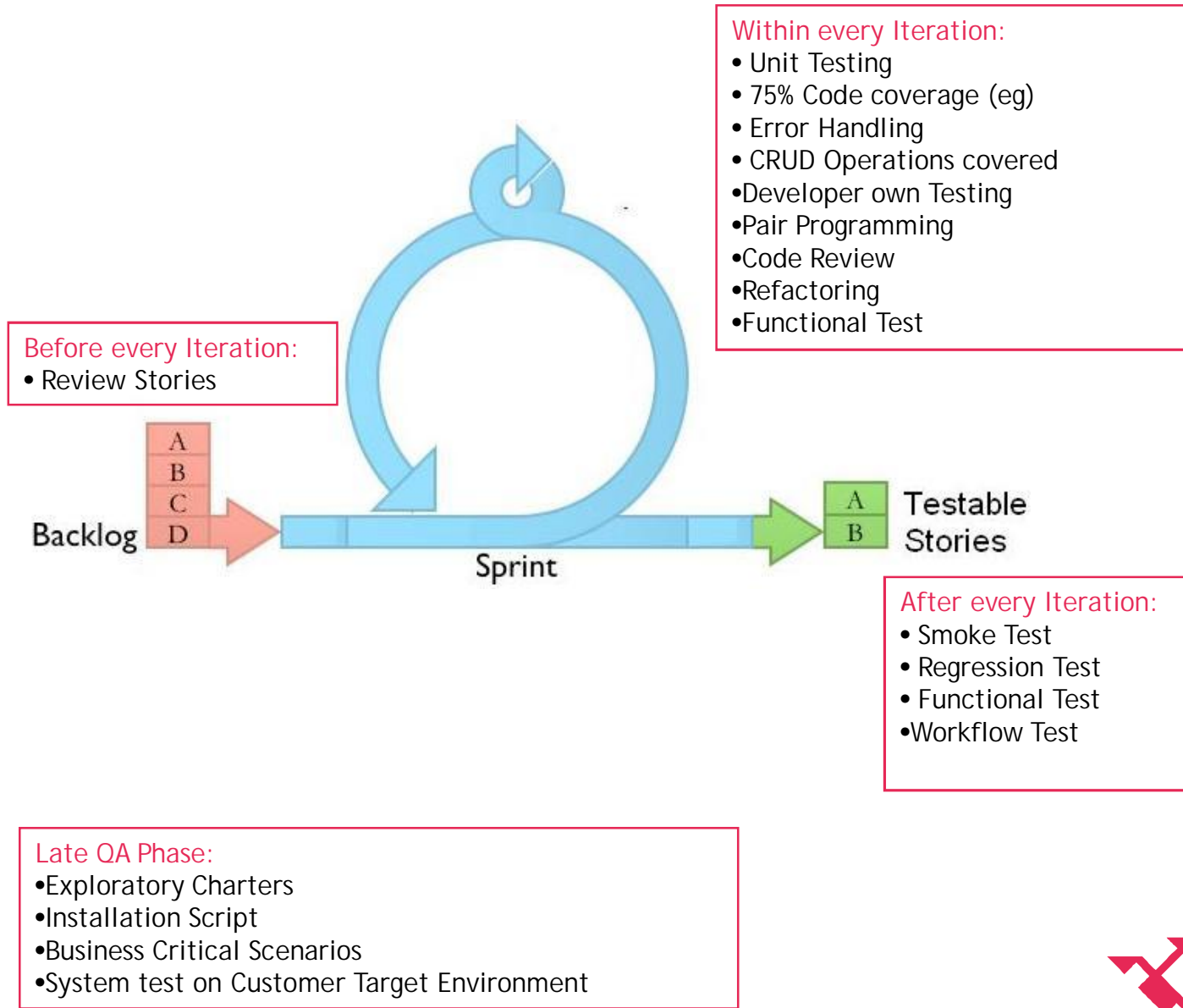


## What's in it for us ?

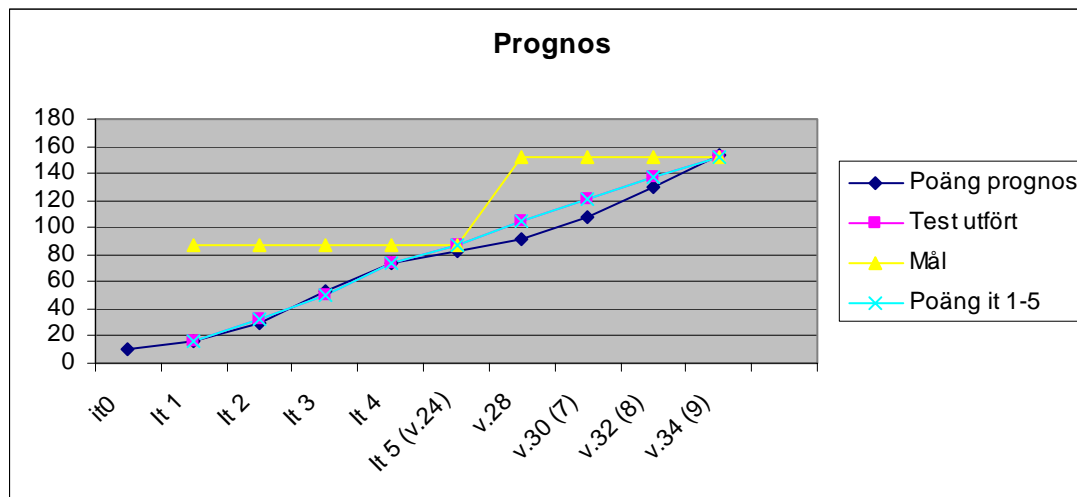
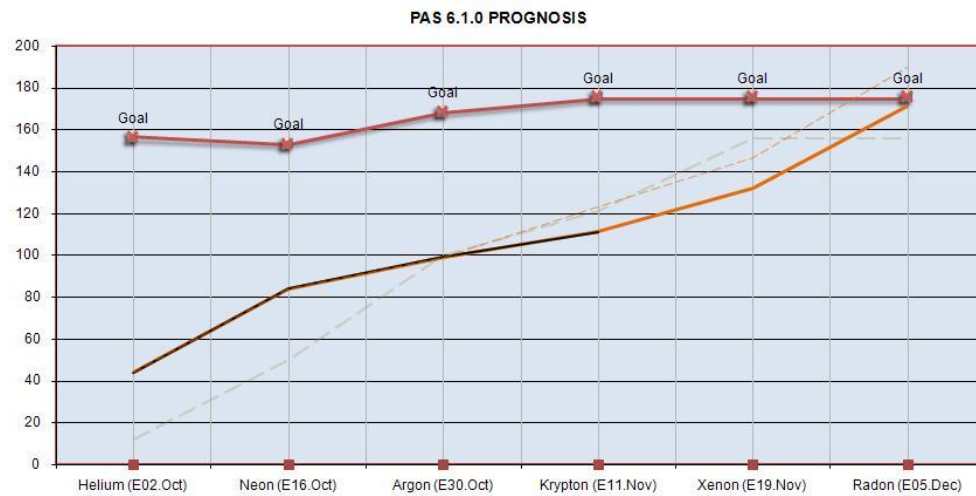
1. Determinable Quality
2. Reporting (Progress, Quality and Economy)
3. Control Flexible
4. Insight
5. Quicker Time to TEST
6. Focus on the right thing (constant re-prioritization)
7. Motivated and Empowered Team
8. Collective Ownership



# Determinable Quality : The Quality Menu

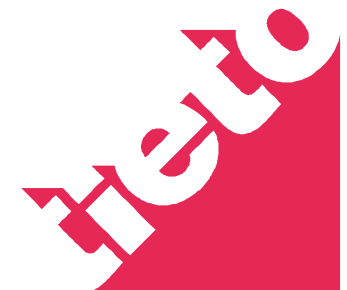


# Reporting - Prognosis Curve



# Motivated and Empowered Team

- Teams want to deliver value.
- It is very demotivating to deliver bad quality and/or unwanted software.
- Demotivated teams are less productive and more prone to error.
- Commitment instills motivation.
- We accept this challenge - we are motivated to deliver it.
- It is the Agile Coach's job to enable the team - remove barriers, prevent interruptions, provide any assistance they need.
- The team then feels sufficiently empowered to deliver the iteration.



Thank you.

Have a nice weekend!

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