



The Agile Process

Making The Most of The Approach



DEVELPRENEUR
BUILDING BETTER DEVELOPERS

“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
That is, while there is value in the items on the right, we value the items on the left more.”*

– The Agile Manifesto



- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development.
- Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals.
Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Working software is the primary measure of progress.
- Agile processes promote sustainable development.
The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



Embracing Agile

- 80/20 Rule
- We do not know what we do not know
- Incremental Change and Momentum
- Reduced “Next Version” cost
- Windows of Opportunity
- Self Documentation



The 80-20 Rule



- 80% of the effort goes into 20% of the solution
- Aim for 80% solution
- Leaves room for change
- Refine in later sprints
- Progress while solving big problems



What Lies Ahead?

- Define and Design What You Know
- Create a questions or to be defined list
- Implement what you can, push back what you can not
- Avoid coding into corners
- Design, do not just implement



Momentum

- Visible goals and technical debt (80/20?)
- Find defined paths rather than guess
- Low hanging fruit
- Create foundations and frameworks as needed
- Build in testing and infrastructure tools
- Tell a story with each sprint



In the next version...



- Reduce fear of never getting a response
- Natural priority
- Limit stretch goals
- Focused development
- Less Death March



Next Version...

- Big Changes and Usability (caution)
- Build trust
- Quick turn-around on fixes
- Clarifications and RAD approach
- Shells and clickable demos



Windows of Opportunity

- React quickly
- Short term goals and tools
- Adjust to market or customers
- First to market
- Build on what you have (G&R)



Self Documentation

- Change list/Release notes
- Commit comments
- Test Results (Known issues/gaps)
- Open Questions/To Be Defined



Final Thoughts

- Agile provides way to speed delivery
- Design and thoughtful coding is still required
- Steady Progress and incremental change
- Focused Work/Less Switching Gears
- Questions? Comments?



What We Learned

- Agile is a process, not an excuse to skip design
- The goal is still providing solutions
- Communication is always a critical factor
- Best Practices lead to a full product in the end



Thank You!

I appreciate your time and would love to discuss any of this further. You can send questions, comments and suggestions through any of these methods.

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Our goal is making every developer better.

