
Agile Software Development Engineering: Scrum, Kanban, Lean and XP

Release #972dad8, 2018-01-04

Matt Harasymczuk

2018-01-04

1	Introduction	3
1.1	About this book	3
1.2	Agenda	5
2	Agile	7
2.1	Product Roadmap vs. Product Backlog	7
3	Appendices	9
3.1	Glossary	9
3.2	Copyright	9

Author

name Matt Harasymczuk

email matt@astrotech.io

www <http://www.astrotech.io>

facebook <https://facebook.com/matt.harasymczuk>

linkedin <https://linkedin.com/in/mattharasymczuk>

slideshare <https://www.slideshare.net/astrotech/presentations>

Tip: The most up-to-date version of this book is always at <http://agile.astrotech.io>

Other books from this series

Python and Machine Learning <http://python.astrotech.io>

DevOps and Development Tools Ecosystem <http://devops.astrotech.io>

GIT and GIT Flow <http://git.astrotech.io>

Agile, Scrum, Kanban, XP, Lean <http://agile.astrotech.io>

IT Software Architecture, Cloud, Microservices and Processes <http://arch.astrotech.io>

1.1 About this book

1.1.1 Zapotrzebowanie uczestnika

- umieć stworzyć backlog i wiedzieć jak priorytetyzować zadania dla zespołu
- rozumieć estymacje zespołu
- znać zasady Scrum dotyczące tworzenia i utrzymywania produktów
- rozumieć różnicę między Project Managerem a Product Ownerem
- umieć połączyć rozwój oprogramowania z utrzymaniem
- wiedzieć jak pracować w kilka zespołów nad jednym produktem
- móc szybko i precyzyjnie szacować projekty dla klientów zarówno wewnętrznych jak i zewnętrznych
- zarządzać funkcjonalnościami produktu
- umieć określić hipotezę przydatności funkcjonalności i ją potwierdzić na podstawie danych z testów
- jak tworzyć i czytać wykresy: Burndown Chart, Velocity Chart, Version Report, Epic Report, Cumulative Flow Diagram, Control Chart
- wiedzieć jak tworzyć Kryteria Akceptacyjne i jak wypracować Definicję Ukończenia (Definition of Done)

1.1.2 Tematyka szkolenia

Obszar procesowy

- Scrum jako ramy tworzenia produktu
- Projekt a Produkt
- Fundamenty Scrum i główne zasady
- Multidyscyplinarne i samo-organizujące się zespoły
- Łączenie rozwoju i utrzymania oprogramowania
- Czym różnią się Epic, User Story, Task, Requirement

- Cykl życia aplikacji, podejście SDLC (Waterfall i Scrum)
- Praca wielu zespołów nad jednym produktem
- Jak wykrywać marnotrawstwa i zastosować technikę Continuous Improvement

Obszar wartości biznesowych

- Zwiększanie wartości dla klienta
- Zarządzanie backlogiem produktu
- Szacowanie backlogu, określanie priorytetów
- Praktyki i technologie wspierające dostarczanie wartości biznesowych (wprowadzenie)
- Tworzenie i czytanie wykresów: Burndown Chart, Velocity Chart, Version Report, Epic Report, Cumulative Flow Diagram, Control Chart
- Elementy Lean Startup dla Product Ownerów, tj. pętla Build - Measure - Learn

Warsztat na prawdziwym produkcie

- Rozbicie na epiki i podział na User Stories, Tasks, Requirements
- Trzy iteracje refinementu, dekompozycji i estymacji
- Określanie Kryteriów Akceptacyjnych
- Określenie pracochłonności, wartości biznesowej, priorytetów MoSCoW (i dlaczego to ma sens)
- Rozplanowanie sprintów z zakresem produktu
- Wykorzystanie systemów elektronicznych wspierających proces
- Wykorzystanie wersji i release stream

1.2 Agenda

1.2.1 Agile Bootcamp

Tab.1.1.: Agile Bootcamp day 1 agenda

Time	Title	Agenda
09:00-09:20	Short introduction to what is agile software development	<ol style="list-style-type: none"> 1. What is agile and why? 2. Agile vs. agility 3. Agility in Prince/PMBOK 4. Project vs. Product 5. Software Development Life Cycle 6. Scrum framework and its core values? 7. DSDM, Kanban, Lean and XP...
09:20-10:00	Spotify Engineering Culture part one with comments	<ol style="list-style-type: none"> 1. Release vs. Deployment 2. Feature flags and release trains 3. Product decomposition 4. Teams: frontend, backend and DevOps 5. Short discussion
10:15-12:00	Product Roadmap and Product Backlog	<ol style="list-style-type: none"> 1. From product big picture to a high-level roadmap. 2. What is Product Backlog? 3. From product roadmap to product backlog 4. Hands-on experience during practical workshop
12:00-13:00	Lunch	
13:00-17:00	Product Backlog workshop	<ol style="list-style-type: none"> 1. Epics and Backlog decomposition. 2. Product estimation. 3. How to understand User Stories and how they relate to Epics? 4. Acceptance criteria. 5. Hands-on experience during practical workshop

Tab.1.2.: Agile Bootcamp day 2 agenda

Time	Title	Agenda
09:00-09:50	Planning on organization level	<ol style="list-style-type: none">1. What is Portfolio?2. How to create agile portfolio?3. Scaling Scrum
10:00-11:00	Real-life usecase	<ol style="list-style-type: none">1. Visiting team during planning and review2. Discussion
11:15-12:00	Spotify Engineering Culture part two with comments	<ol style="list-style-type: none">1. Continuous Improvement.2. Failure and retrospectives.3. Short discussion
12:00-13:00	Lunch	
13:00-16:00	Planning product delivery	<ol style="list-style-type: none">1. Estimation2. Prioritization3. Release Stream and Version Stream4. Global backlog5. Maintenance and development6. Hands-on experience during practical workshop
16:15-17:00	JIRA and Charts	<ol style="list-style-type: none">1. IT Systems for agile software development2. Brief introduction to JIRA.3. Backlogs, Sprints, Epics and Stories in JIRA4. JIRA Charts. How to read and understand team performance?

2.1 Product Roadmap vs. Product Backlog

Successful agile product development should be built on both the *roadmap* and *backlog* — and both should be easily accessed and shared, up-to-date, and easily tailored to the current audience.



Fig.2.1.: Product Roadmap vs. Product Backlog

3.1 Glossary

Product Roadmap The product roadmap is a high-level document designed to capture and communicate your product’s strategic objectives, priorities, and plans. It’s a tool designed to help you explain where you’re going with your product, and why. The main audiences for your roadmap include your executive team, product team, development team, and even your customers.

Product Backlog The backlog is a tactical list that tracks the task-level jobs needed to accomplish the strategic plan laid out on the roadmap. It’s a tool designed to help you get things done. The main audiences are the product and development teams.

3.2 Copyright

3.2.1 MIT License

Copyright (c) 2018 Matt Harasymczuk

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED “AS IS”, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

P

Product Backlog, 9

Product Roadmap, 9