INFORMATION TECHNOLOGY

UNIVERSITY of WASHINGTON



Packing for an Agile Software Release: A Hiker's Guide

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Follow the Steps of our Journey





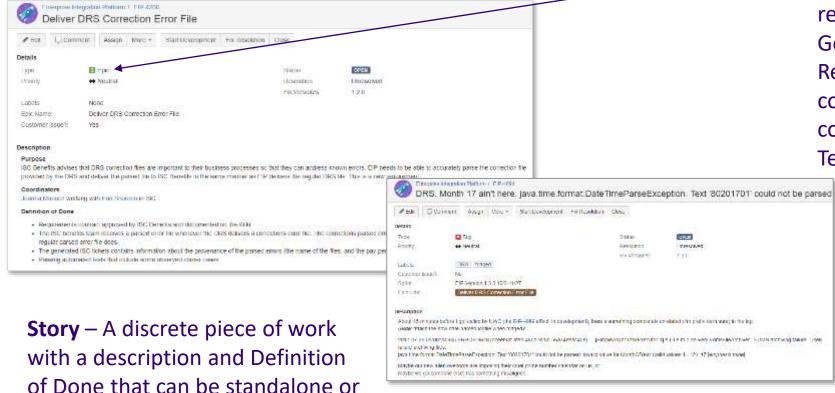


Organize





Organize: Everything in its place



support an Epic. Stories are sized

to be completed within 1 sprint (2

weeks)

Epic – A deliverable with a Purpose and Definition of Done that will require multiple stories to complete. Goal is to complete an Epic within a Release. Could also just be a container for themed work committed to a release, e.g. Reduce Tech Debt for Release 0.1.0

Bug – Defects in the product that are either discovered by the customer (labeled as such) or found internally. Bugs can be standalone or linked to other stories and/or Epics.

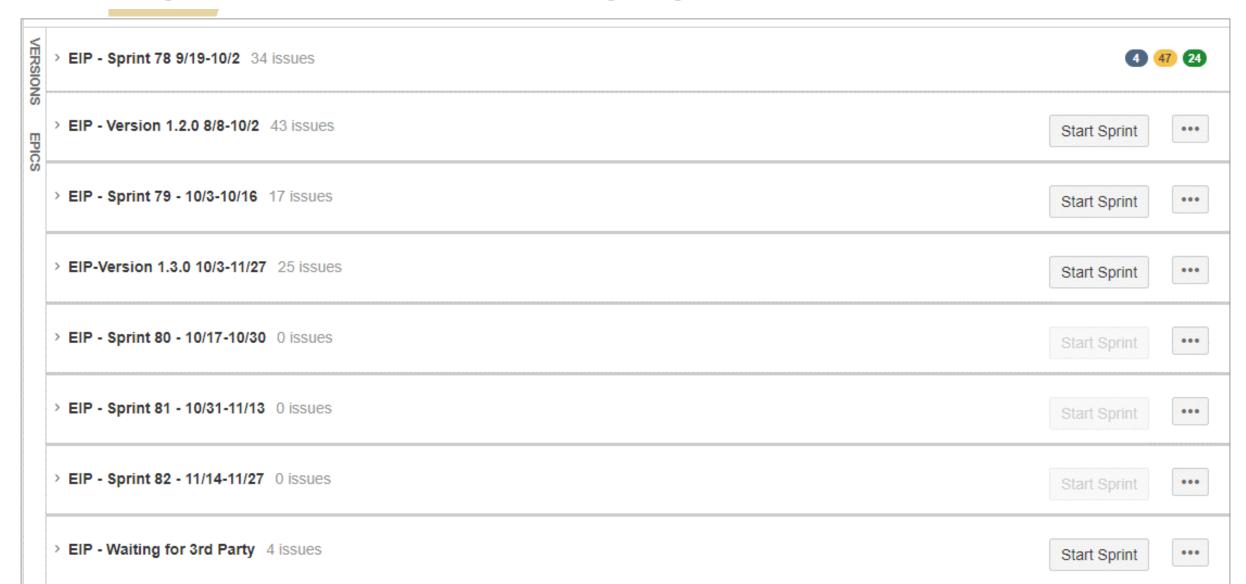


Organize: Keep it up to date





Organize: Create a Staging Area



What's a Release Plan? Why do it?

- > What? A tool that communicates what features a team plans to deliver within a fixed amount of time
 - could be a time-driven or scope-driven plan)

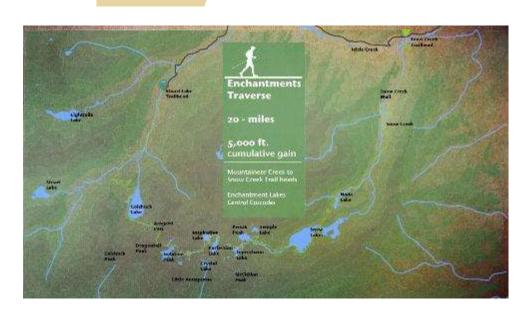


> Why?

- Provides common vision about what needs to be achieved and when (Focus!)
- Provides guidance in making decisions (Does this new work fit into our plan or can it wait?)
- Helps prioritize work (Most important features are at the top of the plan)
- If done well, ensures that we're delivering the highest value to our customers on schedule and within budget.



Schedule





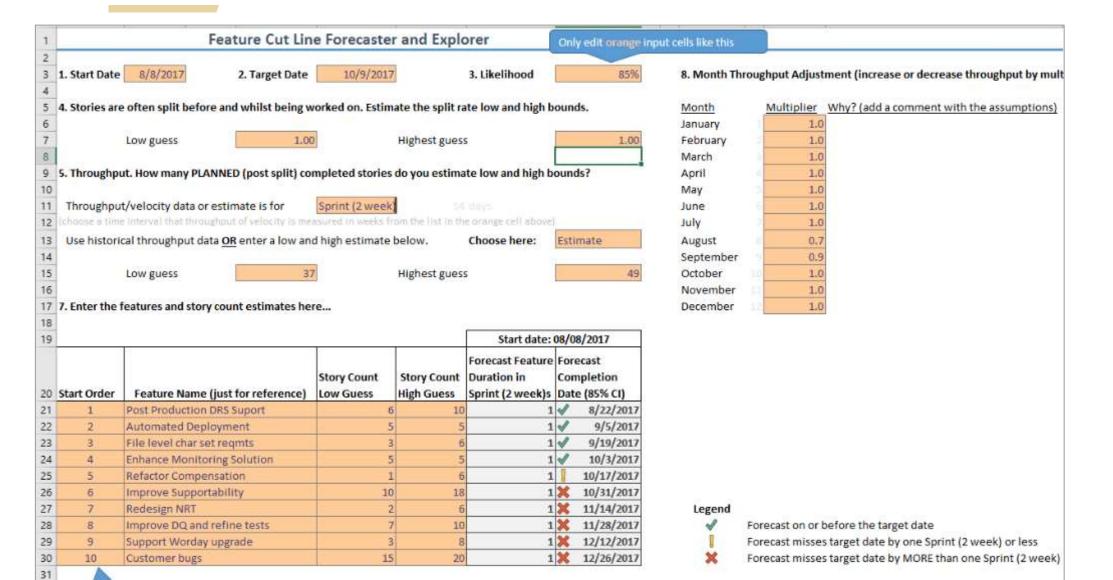




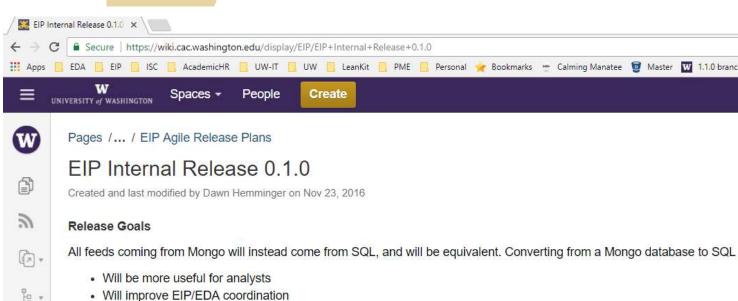




Schedule: Understand the drivers



Schedule: Set goals



· Will increase EIP capacity to take on unexpected work during Regression Testing and beyond.

. This is a short-term investment that will increase our medium and long-term velocity.



Scope

- 1. Able to support HRP Regression Testing for 100% data elements for committed customers (EDA, HRPWS, MITS, Husky Card, DRS (TBD)
- 2. When receiving well-formed data, EIP accurately loads to stage
- 3. Baseline monitoring for data loads and exports (can be manual)
- 4. Security Aware: understand responsibility & vulnerability of the system

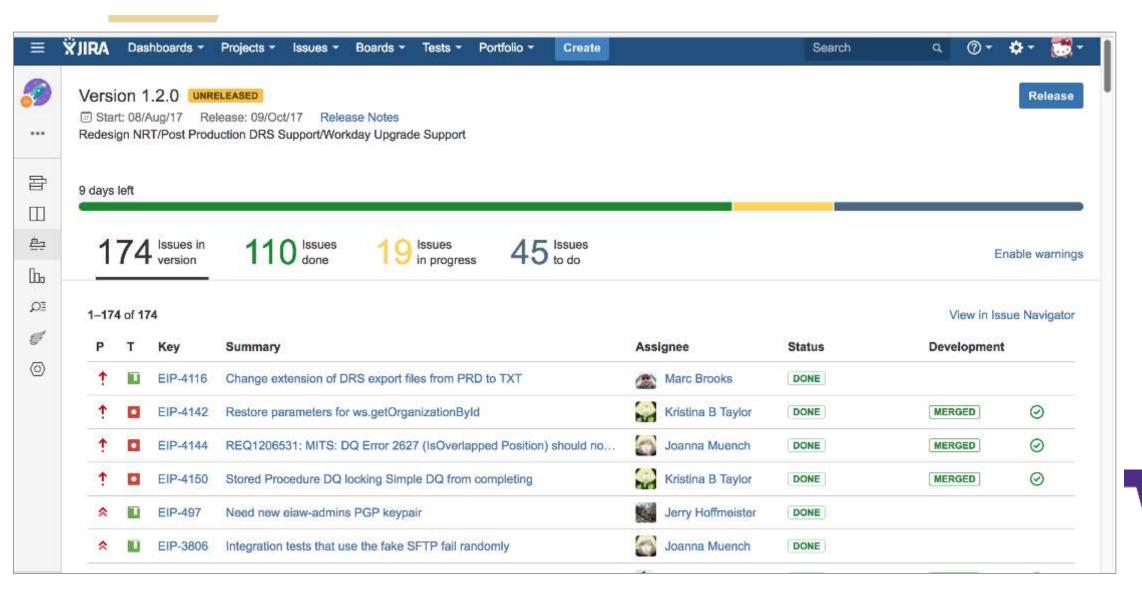
Timeline

Release 0.1.0 spans June 28, 2016 - November 14, 2016 (Sprints 46 - 55) - 10 sprints

- Timeline includes cushion in team capacity to accommodate unexpected delays.
- Much of the work listed here for implementing SQL would still need to be done if EIP were to stay with Mongo.
- The modeling work in Sprints 46-48 assumes an EDA data modeler is available to help. SQL developer help in Sprints 50 and 51 could accelerate the release of deliverables.
- For a more detailed timeline, broken down by sprint, see JIRA Version Planning.



Schedule: Name the Release



Learn from History





Learn from History: Identify risks

Likelihood	Impact Low	Impact High	Description
100%	5	10	Refactor NRT Feature - Not fully scoped yet
75%	4	8	New Technical Debt
100%	5	10	Workday Upgrade
80%	6	15	New Feature work

Why would I use risks?

Risks allow you to put a probability on work being expanded because of something more than plan. For eample, there might be a chance that more work is needed to improve performance characteristics. If you think there is a 20% chance, put 20 in the likelihood column. Have the team estimate the low and high story count to rectify and add these to the low and high impact columns.

For example:

Likelihood Impact Low Impact High Description
20% 10 Performance tuning if we fail load testing.

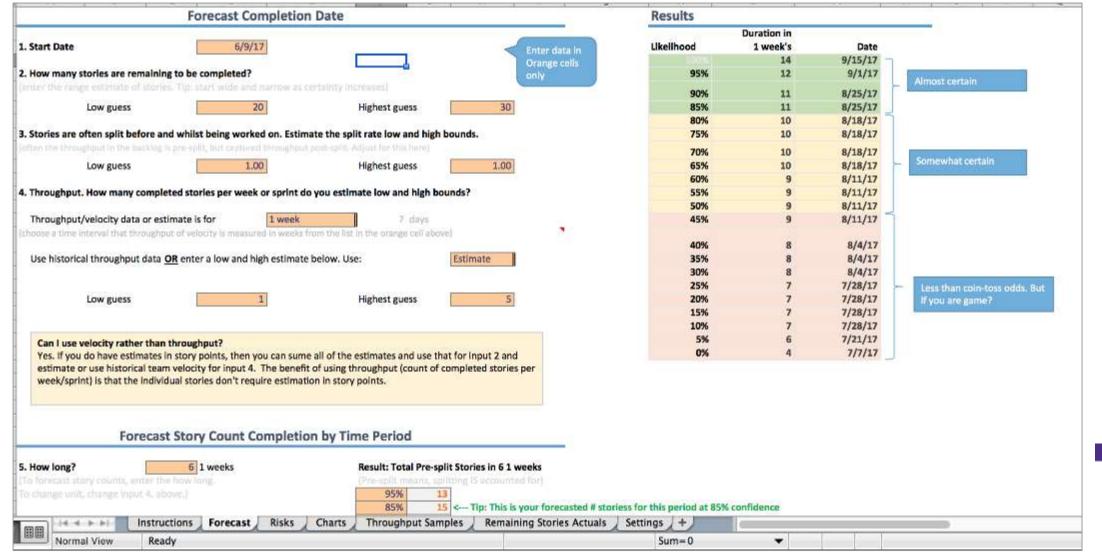


Learn from History: Know your capacity

Sprint 7	79					
10/3-10/16						
Sprint Days:	10					
Sprint Hours:	80					
Team Member	Max Hours	Hours Off	Holiday	Support / Administrivia	Available Hours	% Availability
Brian	80	0	0	0	80	100%
David	80	0	0	0	80	100%
Jerry	80	0	0	0	80	100%
Kristina	80	0	0	0	80	100%
Marc	80	0	0	0	80	100%
Paul	80	0	0	0	80	100%
Steven	80	0	0	0	80	100%
				TOTAL:	560	
Team Capacity:	1					
# stories to commit: 32			Actual:			
based on 32	story throu	ghput		100000000000000000000000000000000000000		

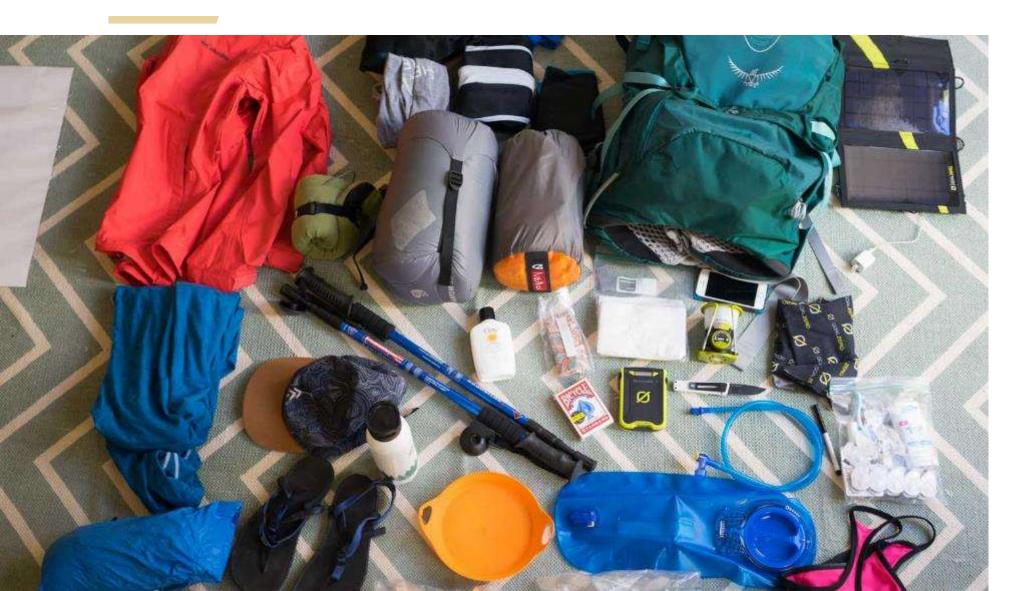
Sprint	80					
10/17-10/3	0					
Sprint Days:	10					
Sprint Hours:	80					
Team Member	Max Hours	Hours Off	Holiday	Support / Administrivia	Available Hours	% Availability
Brian	80	0	0	0	80	100%
David	80	0	0	0	80	100%
Jerry	80	0	0	0	80	100%
Kristina	80	0	0	0	80	100%
Marc	80	48	0	0	32	40%
Paul	80	0	0	0	80	100%
Steven	80	0	0	0	80	100%
				TOTAL:	512	
Team Capacity:	0.914286					
# stories to	commit:	29.25714		Actual:	2	
based on 32	2 story throu	ghput			-	

Learn from History: Know your capabilities



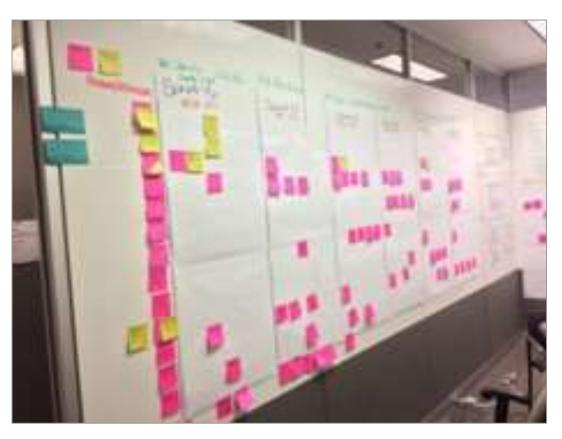


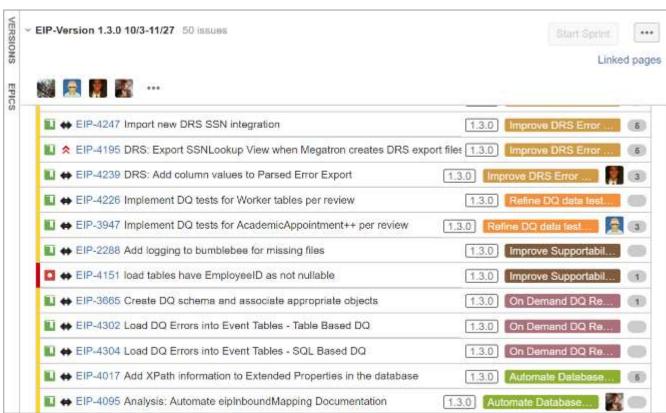
Pack





Pack: Load the release







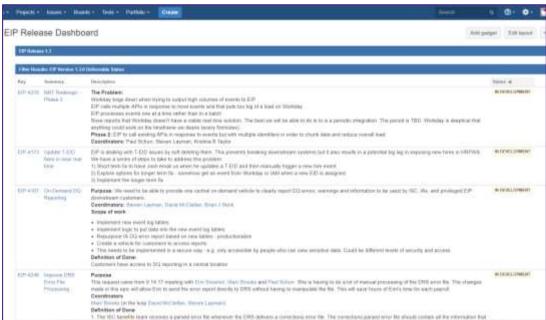
Go





Go: Kickoff the release







Field Notes





Planning Your Own Release

> Your Turn!





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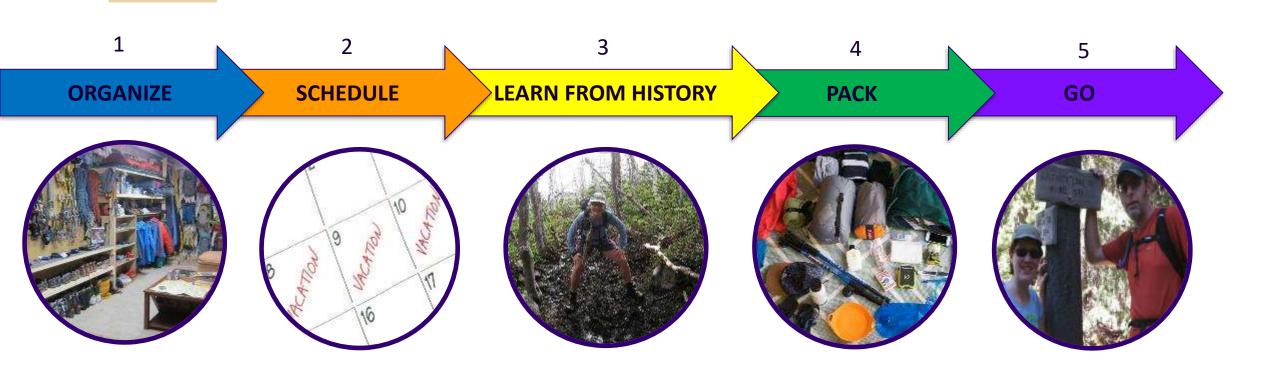


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Planning Your Own Release: Recap





Planning Your Own Release: The Gear

- > Atlassian Jira Agile Software Project Management Tool
- > Multi-feature Cut Line Forecast Spreadsheet Focused Objective
- > Atlassian Confluence Wiki platform
- > Throughput Forecaster Spreadsheet Focused Objective
- > <u>Team Capacity Calculator Spreadsheet</u> Stephanie Davis
- > Agile Software Requirements Dean Leffingwell



