Rob Rademeyer | Development Manager

LANDFOLIO® USER CONFERENCE 2018

Our Development Team’s Transition to Agile

Challenges, Impact & Benefits…

Agenda

- Background
- Definition
- Summary
- Example
- Context
- Challenges
- Benefits
- Impact

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Outcome

AGILE

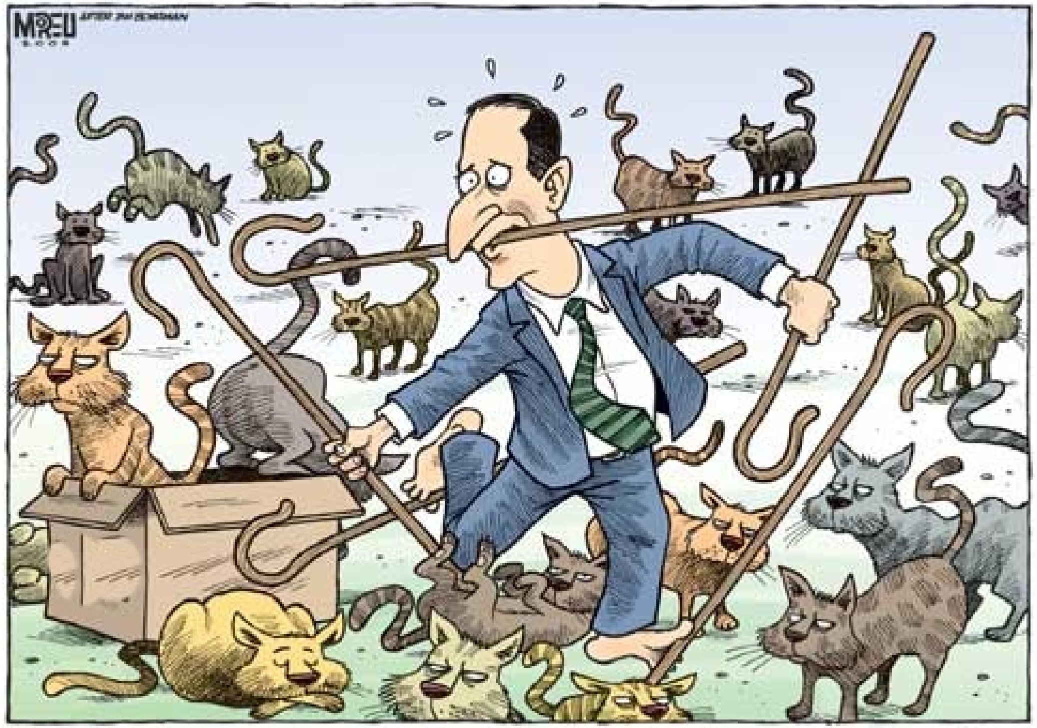
- Total Recall
- Dinner Party
- Epiphany
- Joke

WELCOME TO AGILE
WHERE THE STORIES ARE MADE UP
AND THE POINTS DON'T MATTER

Who is the Development Manager?

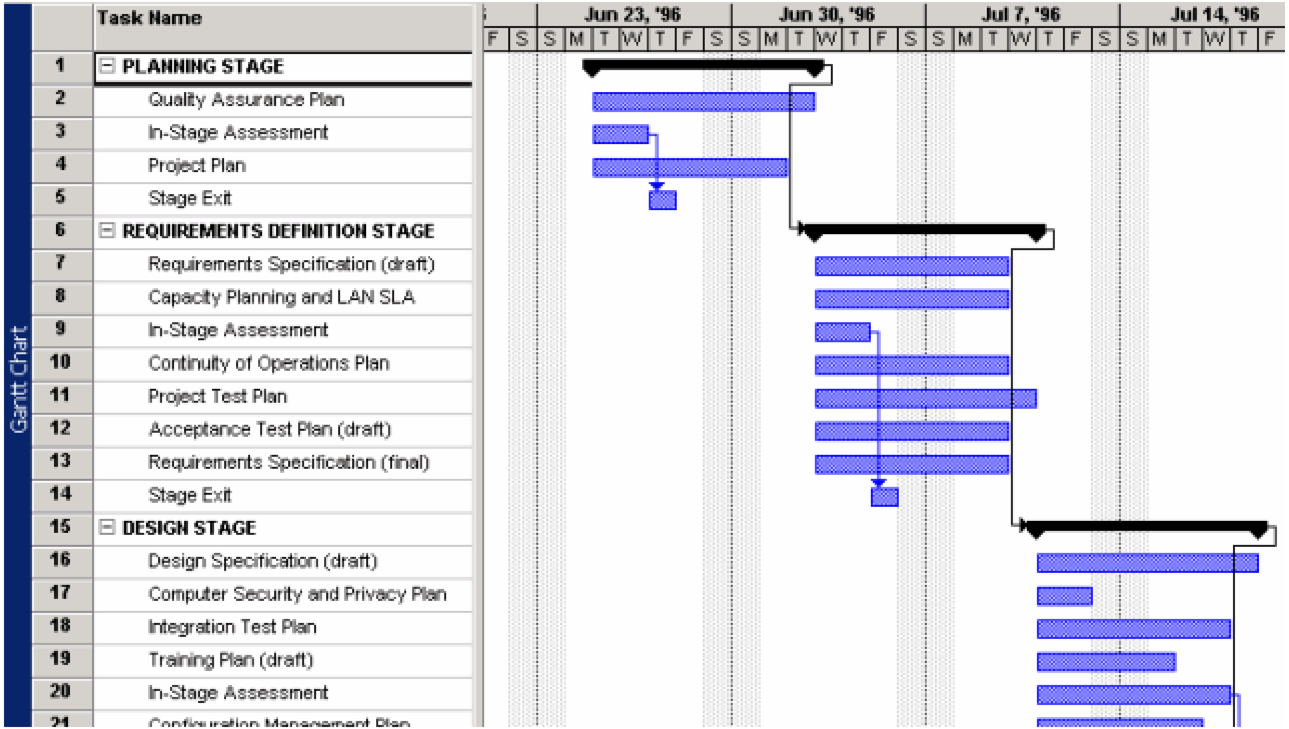
O'REILLY
Velocity
O'REILLY
Fluent
SAN JOSE McENERY CONVENTION CENTER

What does the Development Manager do?



How does the Development Manager do Agile?

Waterfall - definition


Gantt Chart
Jun 23, '96
Jun 30, '96
Jul 7, '96
Jul 14, '96
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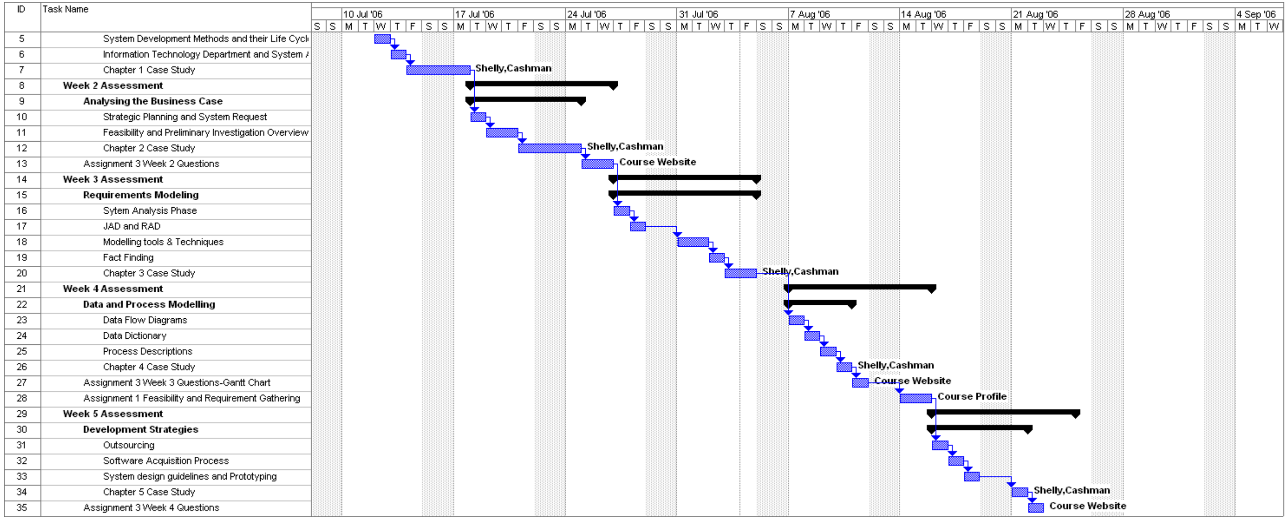
	Task Name
1	⊟ **PLANNING STAGE**
2	Quality Assurance Plan
3	In-Stage Assessment
4	Project Plan
5	Stage Exit
6	⊟ **REQUIREMENTS DEFINITION STAGE**
7	Requirements Specification (draft)
8	Capacity Planning and LAN SLA
9	In-Stage Assessment
10	Continuity of Operations Plan
11	Project Test Plan
12	Acceptance Test Plan (draft)
13	Requirements Specification (final)
14	Stage Exit
15	⊟ **DESIGN STAGE**
16	Design Specification (draft)
17	Computer Security and Privacy Plan
18	Integration Test Plan
19	Training Plan (draft)
20	In-Stage Assessment
21	Configuration Management Plan

Waterfall - dependencies



ID	Task Name
5	System Development Methods and their Life Cycl
6	Information Technology Department and System /
7	Chapter 1 Case Study
8	**Week 2 Assessment**
9	**Analysing the Business Case**
10	Strategic Planning and System Request
11	Feasibility and Preliminary Investigation Overview
12	Chapter 2 Case Study
13	Assignment 3 Week 2 Questions
14	**Week 3 Assessment**
15	**Requirements Modeling**
16	Sytem Analysis Phase
17	JAD and RAD
18	Modelling tools & Techniques
19	Fact Finding
20	Chapter 3 Case Study
21	**Week 4 Assessment**
22	**Data and Process Modelling**
23	Data Flow Diagrams
24	Data Dictionary
25	Process Descriptions
26	Chapter 4 Case Study
27	Assignment 3 Week 3 Questions-Gantt Chart
28	Assignment 1 Feasibility and Requirement Gathering
29	**Week 5 Assessment**
30	**Development Strategies**
31	Outsourcing
32	Software Acquisition Process
33	System design guidelines and Prototyping
34	Chapter 5 Case Study
35	Assignment 3 Week 4 Questions

10 Jul '06
17 Jul '06
24 Jul '06
31 Jul '06
7 Aug '06
14 Aug '06
21 Aug '06
28 Aug '06
4 Sep '06
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Shelly,Cashman
Shelly,Cashman
Course Website
Shelly,Cashman
Shelly,Cashman
Course Website
Course Profile
Shelly,Cashman
Course Website

Waterfall – resistant to change

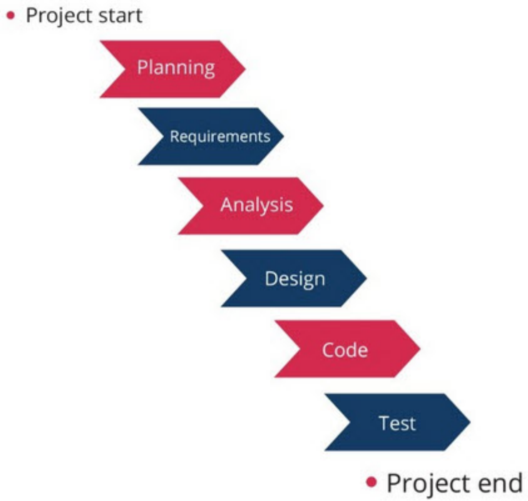
PACIFIC GLORY
TUG
TUG

Waterfall – delayed testing

Agile

Waterfall

- single release
- months



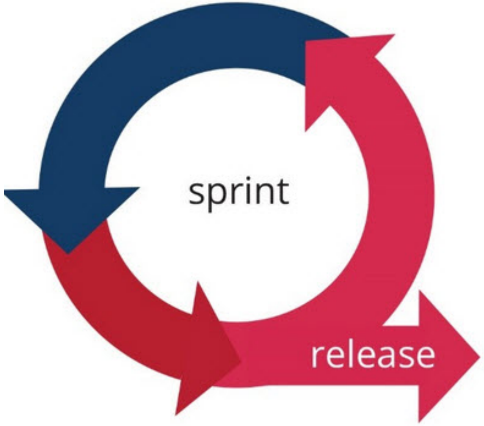
- Project start

Planning
Requirements
Analysis
Design
Code
Test

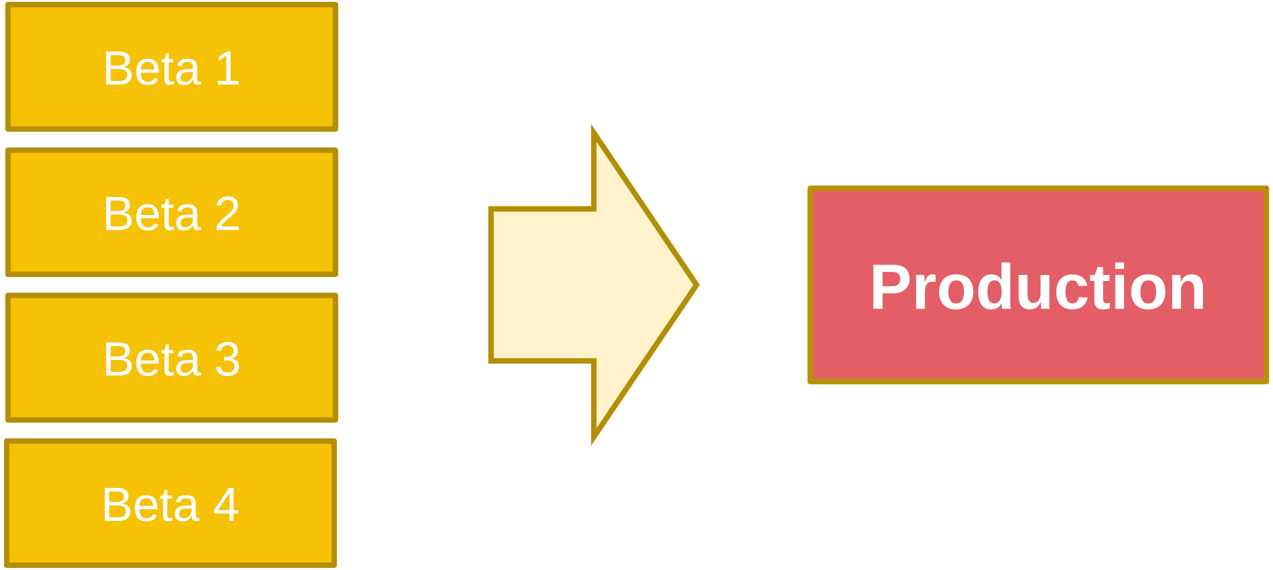
- Project end

Agile

- frequent releases
- days or weeks



Software Lifecycle - Waterfall



Beta 1

Beta 2

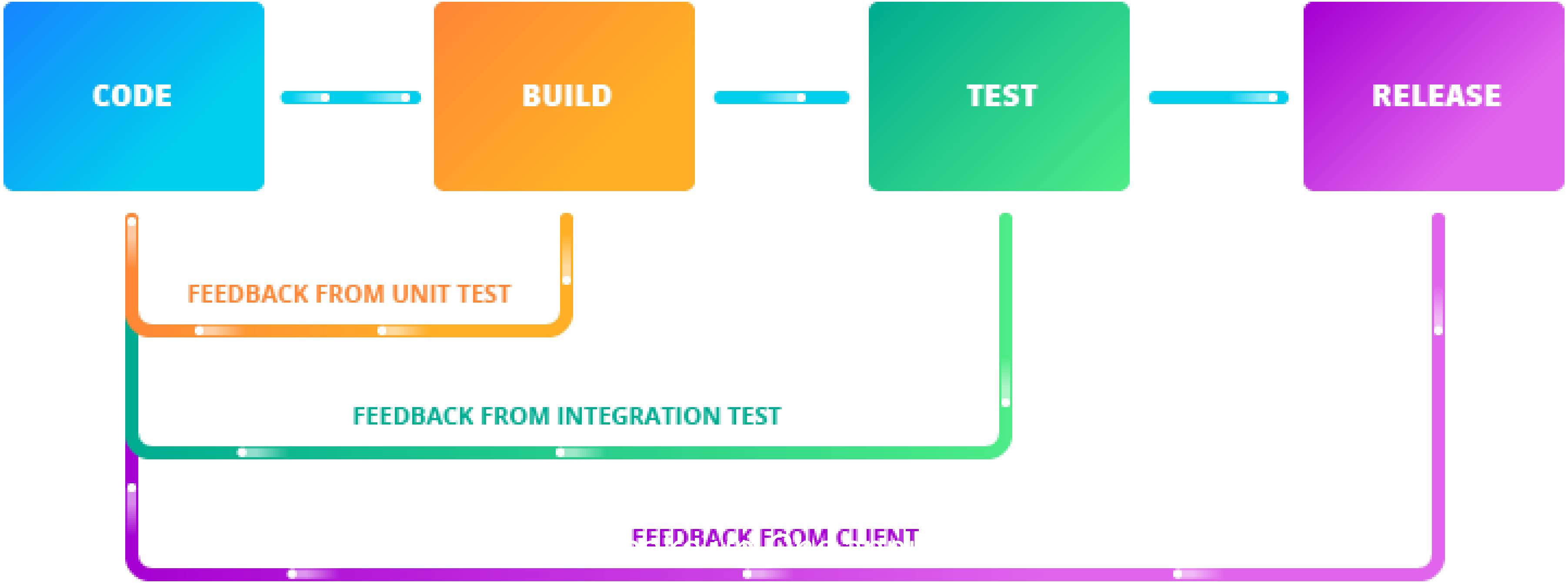
Beta 3

Beta 4

Production

Four Beta releases make up *One* annual Production release

Software Lifecycle - Agile



CODE

BUILD

TEST

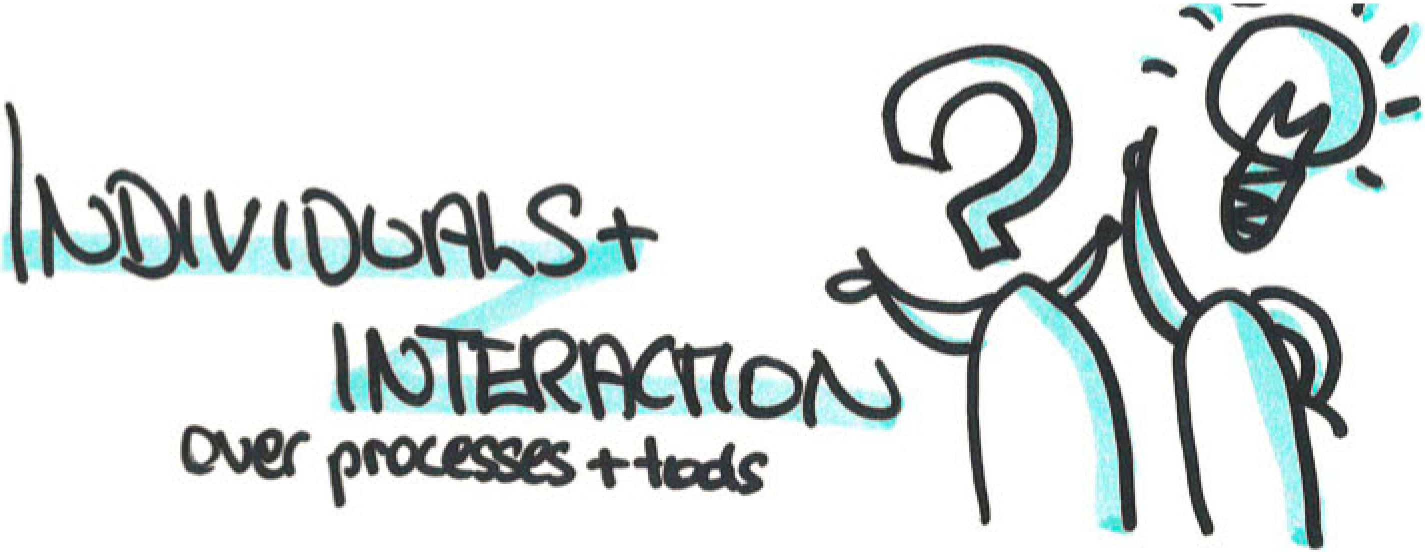
RELEASE

FEEDBACK FROM UNIT TEST

FEEDBACK FROM INTEGRATION TEST

FEEDBACK FROM CLIENT

Agile Manifesto – 1 of 4

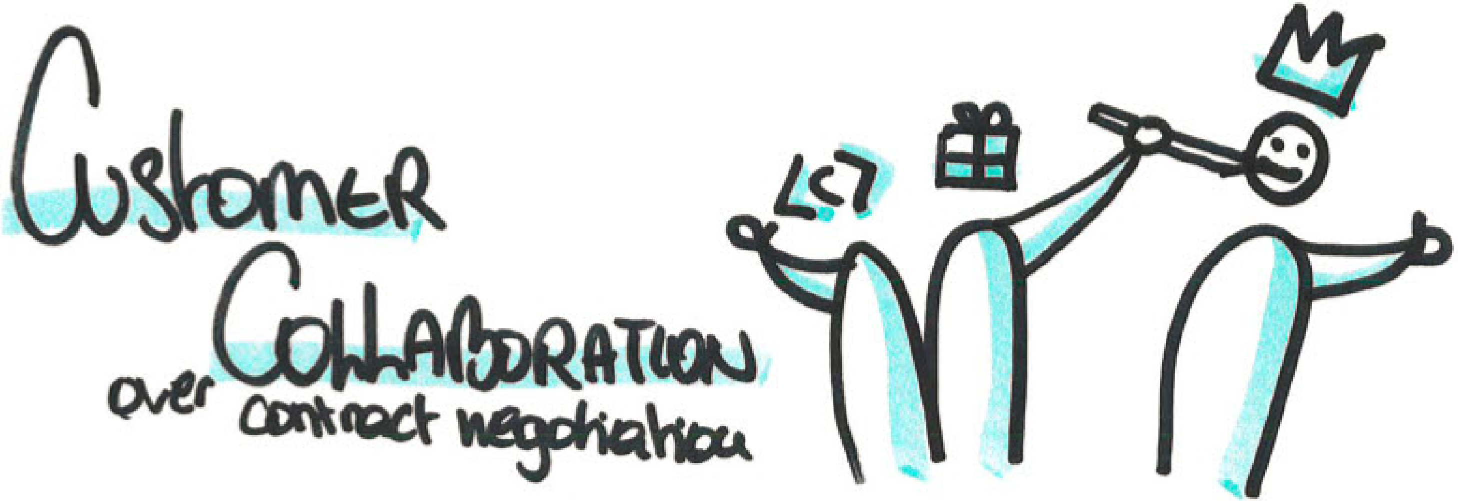

INDIVIDUALS +
INTERACTION
over processes + tools

Agile Manifesto – 2 of 4

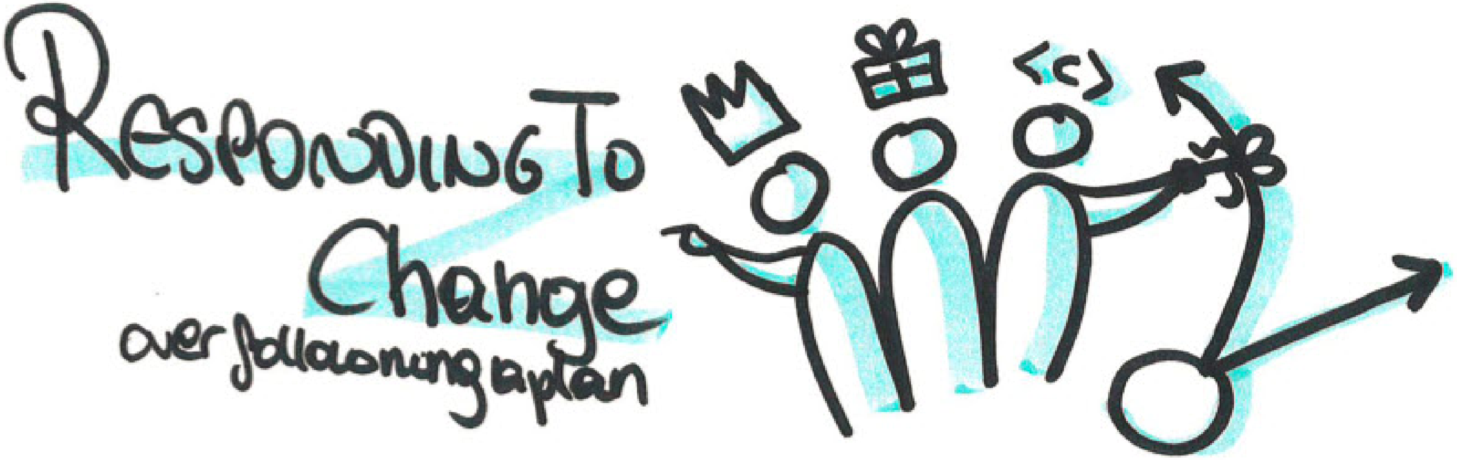
WORKING SOFTWARE

over comprehensive documentation

Agile Manifesto – 3 of 4


Customer
Collaboration
over contract negotiation
<c>

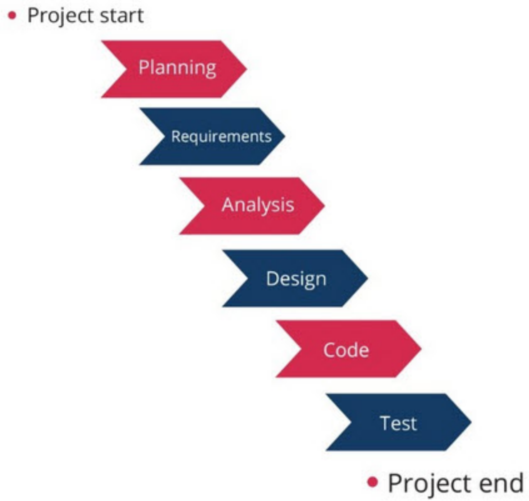
Agile Manifesto – 4 of 4


Responding To
Change
over following a plan

Agile

Waterfall

- single release
- months



- Project start

Planning

Requirements

Analysis

Design

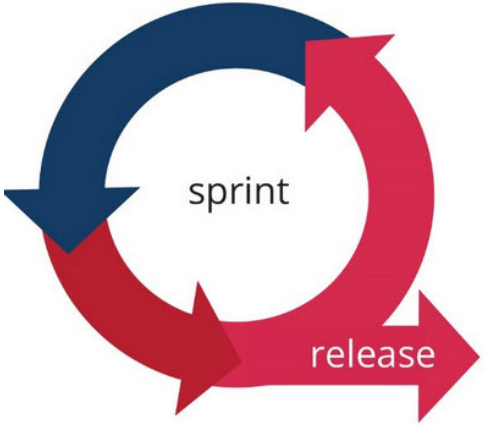
Code

Test

- Project end

Agile

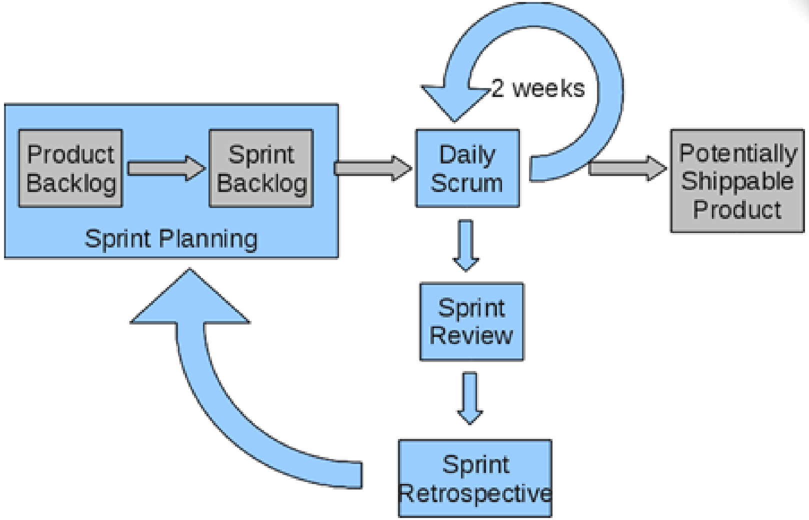
- frequent releases
- days or weeks



sprint

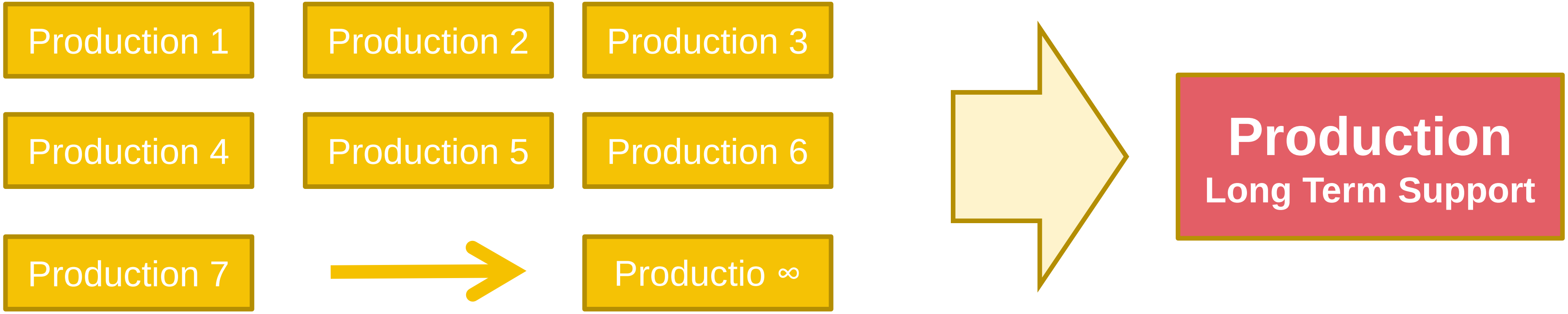
release

Agile – how it works



Product Backlog
Sprint Backlog
Sprint Planning
2 weeks
Daily Scrum
Potentially Shippable Product
Sprint Review
Sprint Retrospective

Software Lifecycle - Agile



Production 1

Production 2

Production 3

Production 4

Production 5

Production 6

Production 7

Productio ∞

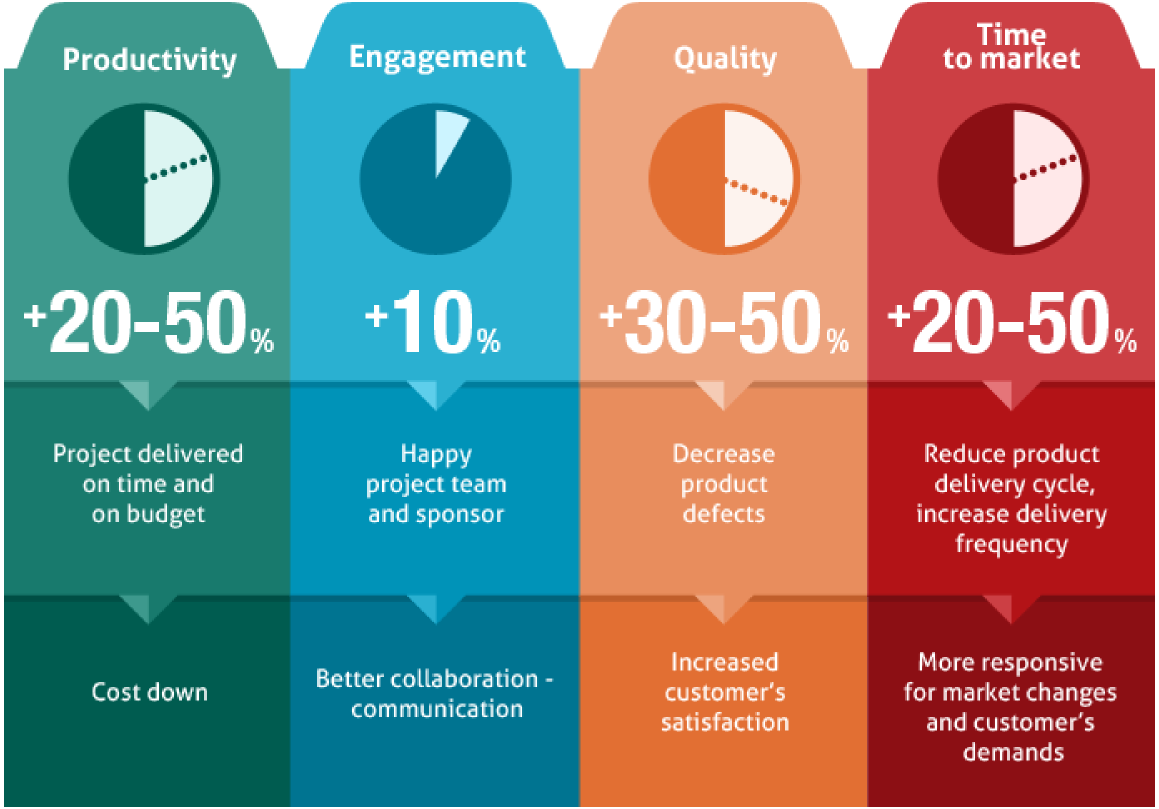
Production

Long Term Support

Many Production releases make up *One* annual Production release with LT Support

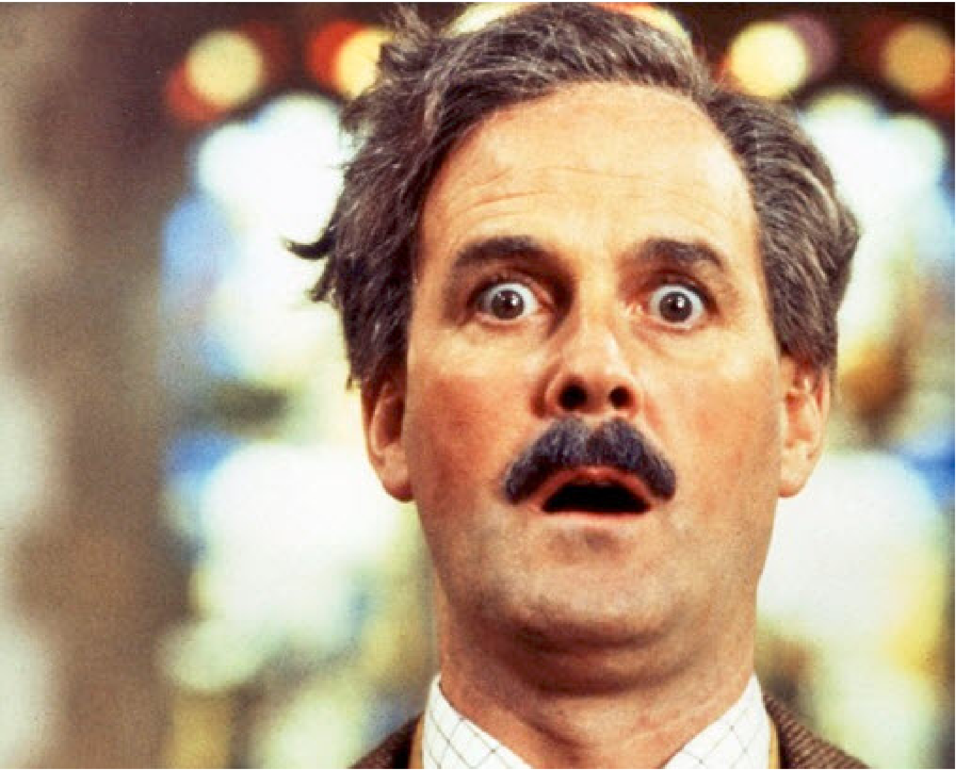
Challenges

Benefits



Productivity	Engagement	Quality	Time to market
+20-50%	+10%	+30-50%	+20-50%
Project delivered on time and on budget	Happy project team and sponsor	Decrease product defects	Reduce product delivery cycle, increase delivery frequency
Cost down	Better collaboration - communication	Increased customer's satisfaction	More responsive for market changes and customer's demands

Impact



POSSIBLE COLLISION AHEAD

"...projects that are planned using a Waterfall approach require collusion and collaboration when delivered using an Agile approach..."

Waterfall – resistant to change

PACIFIC GLORY

Agile – embraces change

FALSTER SPIRIT
TAURUS

Small teams, working in Sprints, co-ordinating efforts via daily Scrums