

# Agile Software Development

## Tailor It To Work For You!

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May 23, 2016



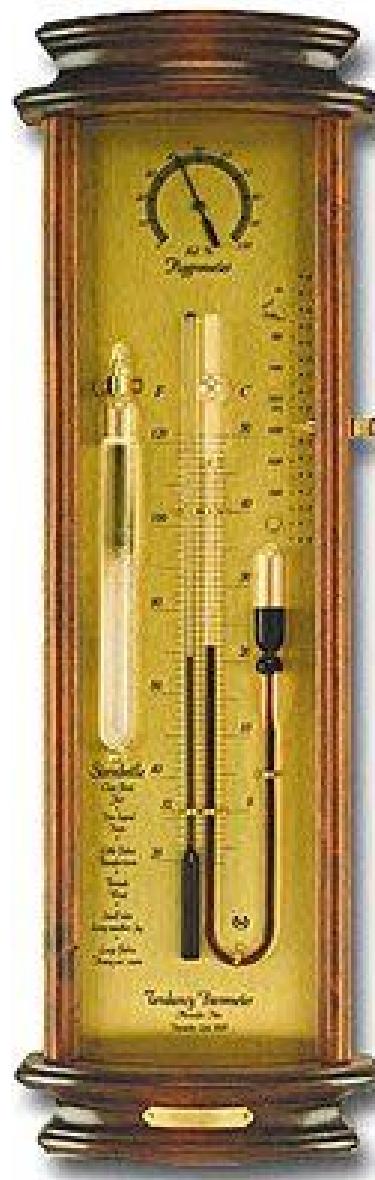
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# Barometer

There are many ways to achieve the same goal.

- Pressure
- Shadow
- Count
- Drop
- Trade



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Alexander Calandra [https://en.wikipedia.org/wiki/Barometer\\_question](https://en.wikipedia.org/wiki/Barometer_question)

# Background

- We thought we knew what Agile was
- We had a poor track record of on time delivery
- We need to scale-up to a larger team
- We needed to do multi-site development



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# The Agile

Attracted to the benefits...

- Better use of our resources
- Fewer surprises
- Continuous test and refinement
- Continuous improvement
- Scalable, self-organized and self-directed small teams

*Coaching and Training*



# Realization

# Agile is *fundamental* transformation in how we develop software

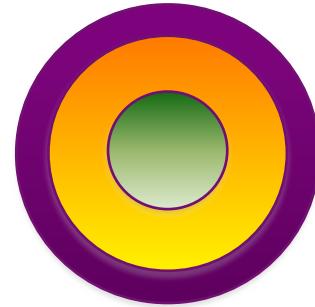
- New roles
- New responsibilities
- New vocabulary
- New tools
- New processes
- New expectations
- New *culture*



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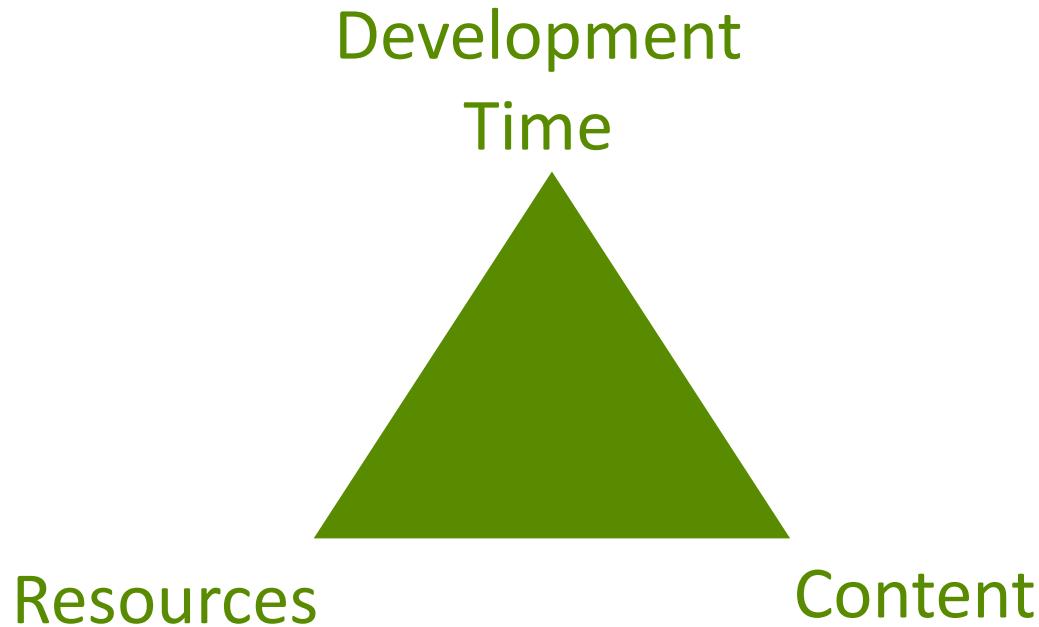
# Constraints

- New product, not incremental – slice model creates issues
- Product is hardware intensive - launch is complex and must be planned with suppliers, regulatory agencies, factories – end date must be known.
- ROI must be known!
- SW effort is capitalized – scope must be known and fixed



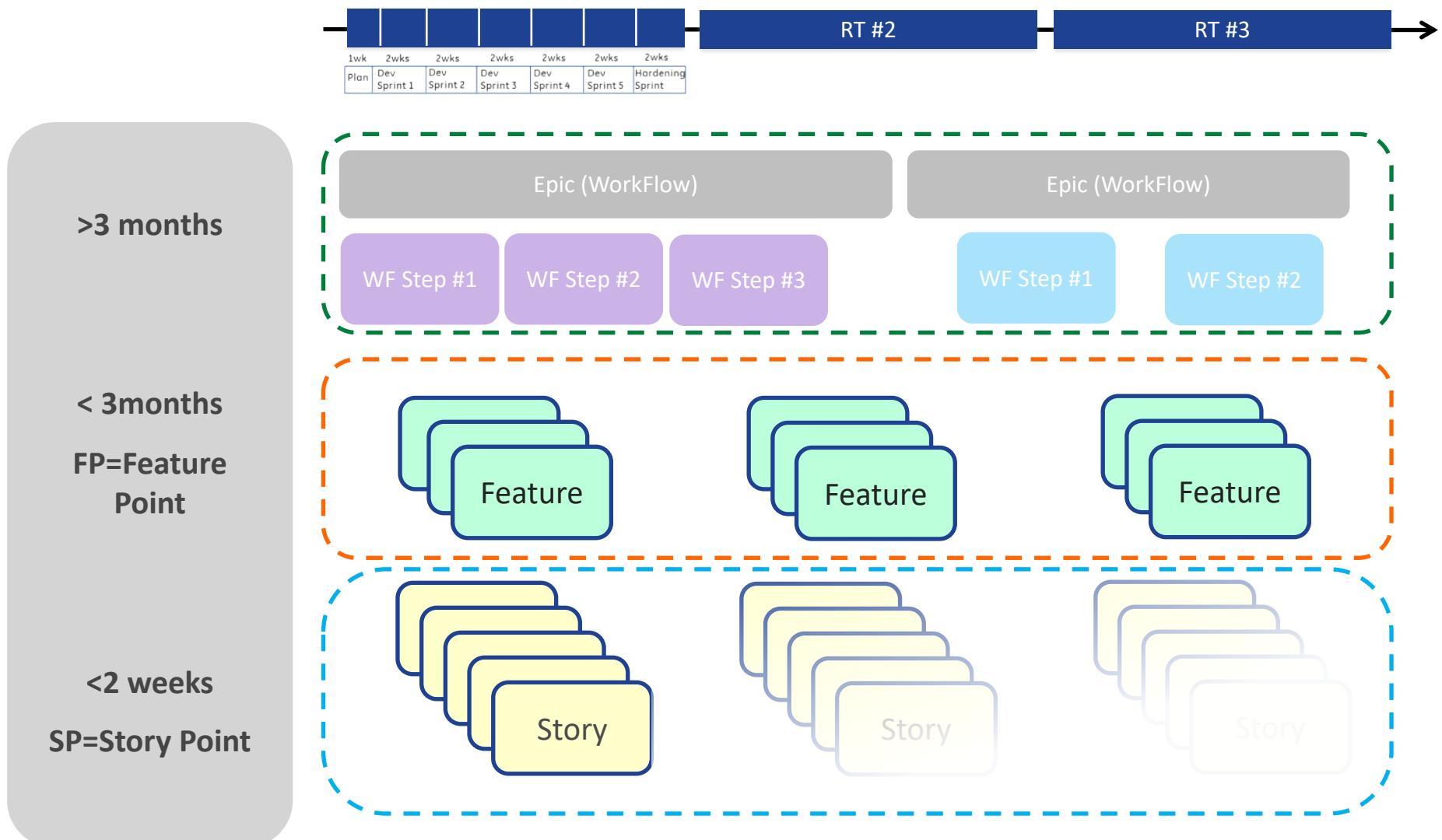
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Agile fixes development intervals and allows content to scale...



*Fixed end-date and fixed content is not Agile!*

# Agile Software Development Timeline



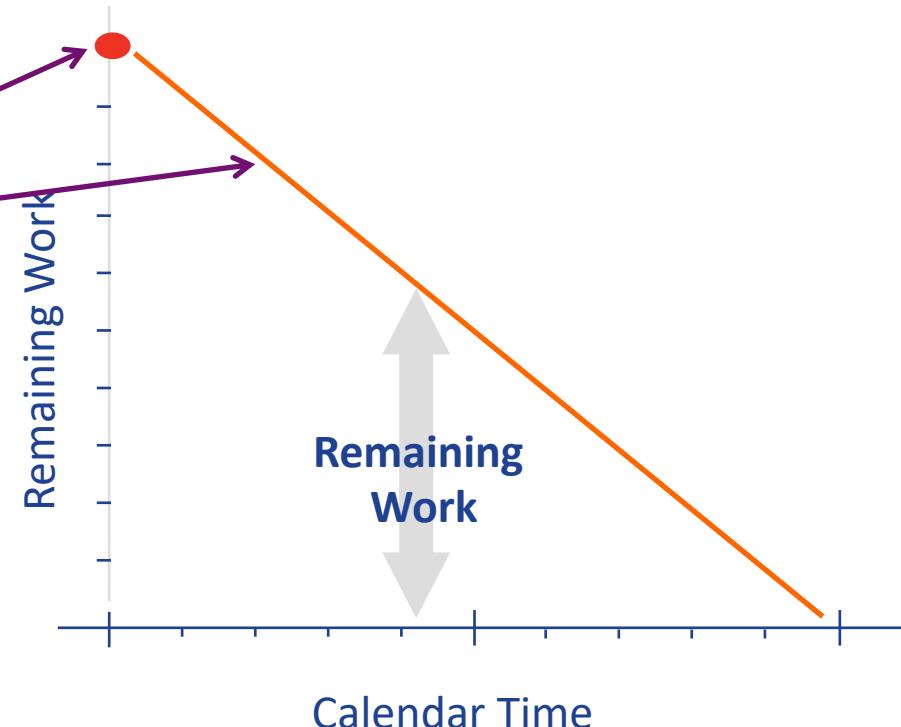
*Hardware is Traditional Gantt Approach with SW Integration Points*  
*Calendar-driven vs Effort Driven*

# Tracking

To predict the end date, we need...

1. Size of the Total Effort
2. Velocity

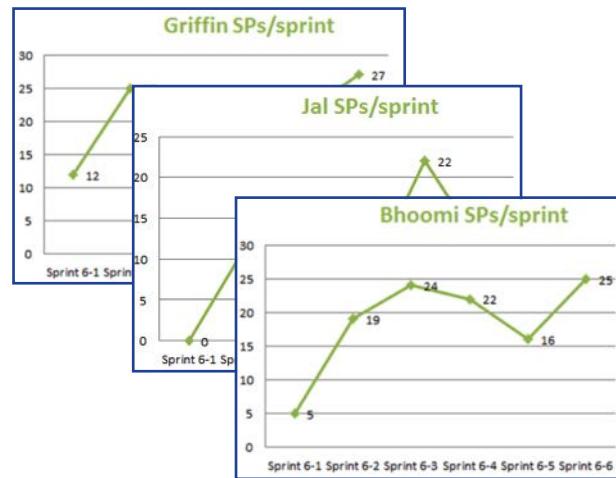
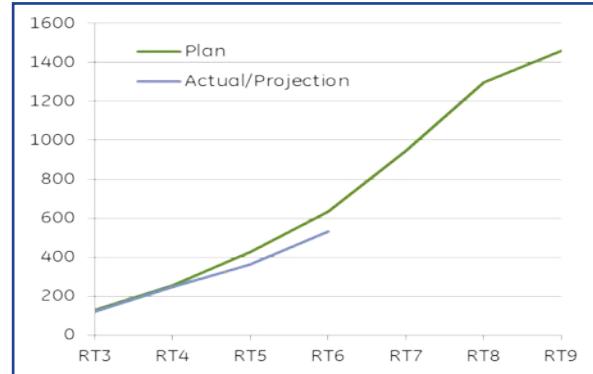
- Find the right granularity to make estimates (FP)
- Spend one quarter to measure velocity
- Extrapolate velocity over remaining work
- Integrate with larger program plan



*Total Effort = MVP*

# Program Tracking

- Progress against plan burn-up at FP level
- SP tracking at scrum team/sprint level
- Retros and feedback loop

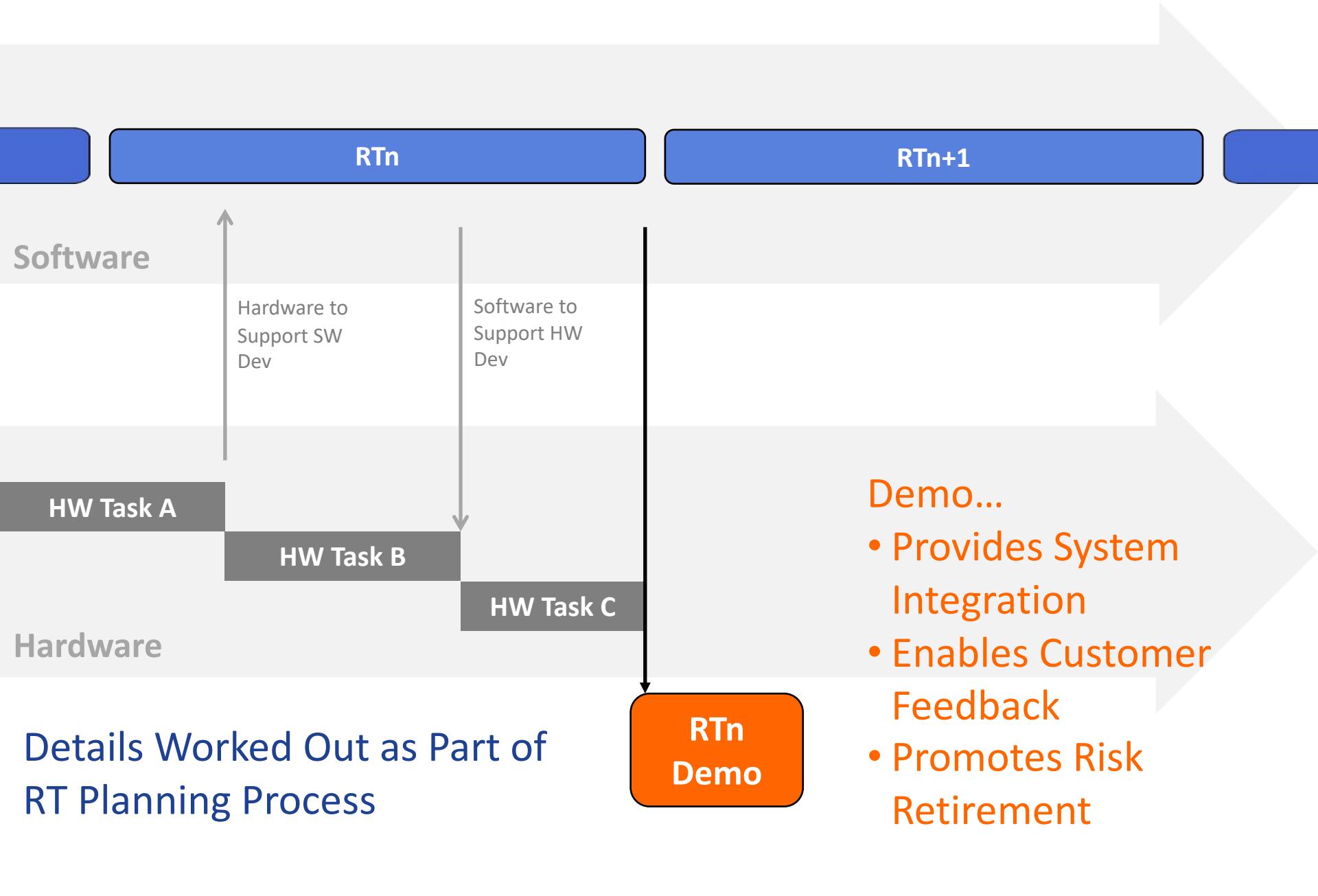


# Insights from the Data

- Velocity measure can be translated to \$/FP for outsourcing
- Compare internal/external team costs
- Burn up charts are early warning signs that something is wrong
- Improved credibility
- Improved Scope control
- Not punitive!



# RT Planning



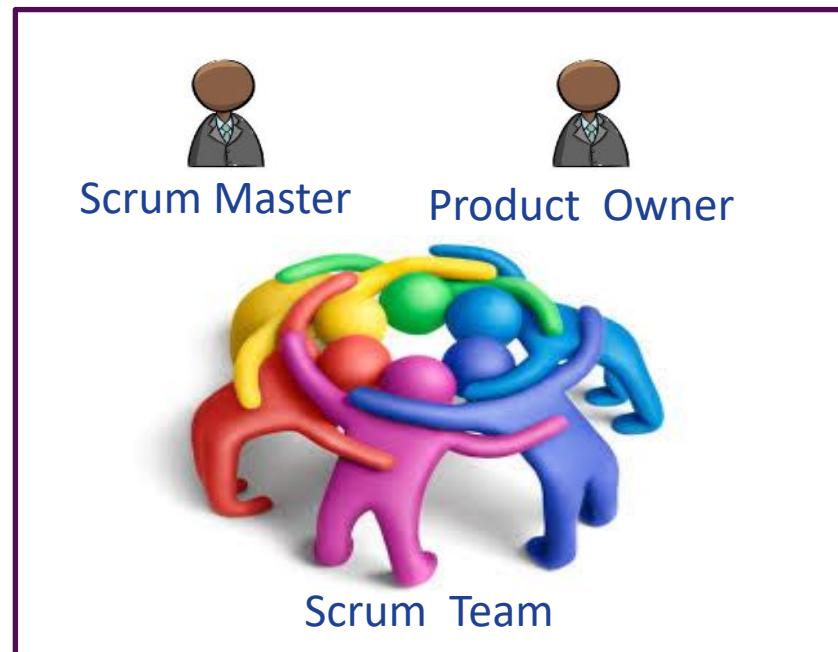
# Roles / Responsibilities

Scrum Master *drives execution, identifies blocking proxy for the user, helps with definition aggregates metrics, escalates issues*

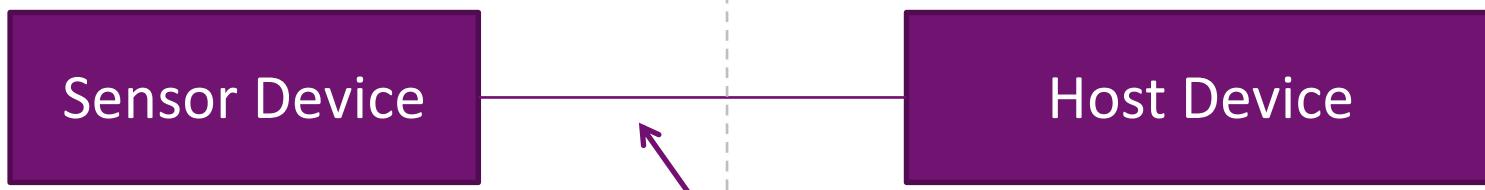
Product Owners

Release Train Eng

- Dedicated roles
- 10 day sprint window is short!
- Escalate quickly



# Global Team



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# Software Factory

## *Software Factory Concept*

- 2 week sprint window
- No time for definition
- Grooming, grooming, grooming!

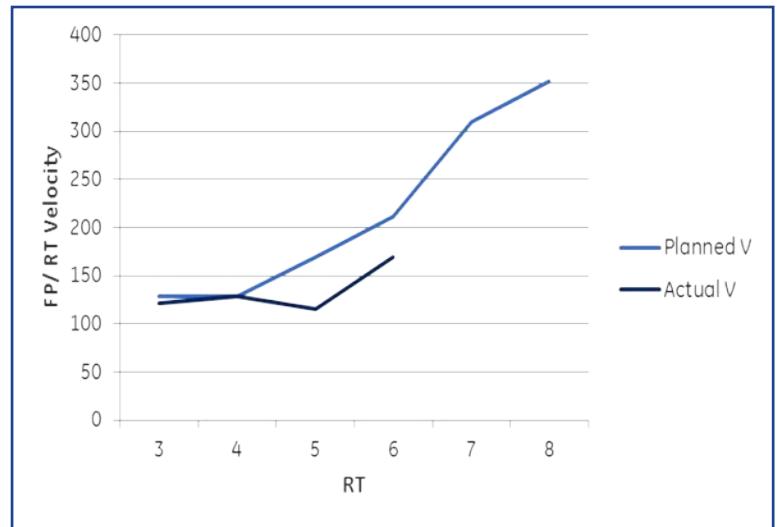


*Global team – time zone issues mean questions take 2 or 3 days to answer – 30% of a sprint!*

# Ramp-up Time

## New team members

- Add to existing teams rather than form new teams
- New teams dilute efforts of existing teams
- Allow 1Q ramp up – processes, tool chains, etc



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# Agile Benefit Recap

- Find right planning granularity – detailed view of full program (diminishing returns) or too high level view (schedule surprises).
- Measure your velocity, use it as a gage.
- Don't change original estimates!

Agile maximizes your software development team's effort through..

- Continuous Improvement
- Metrics
- Grooming

*Fundamental  
Transformations Take  
Time*



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# *Agile* – tailor it to work for you!

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