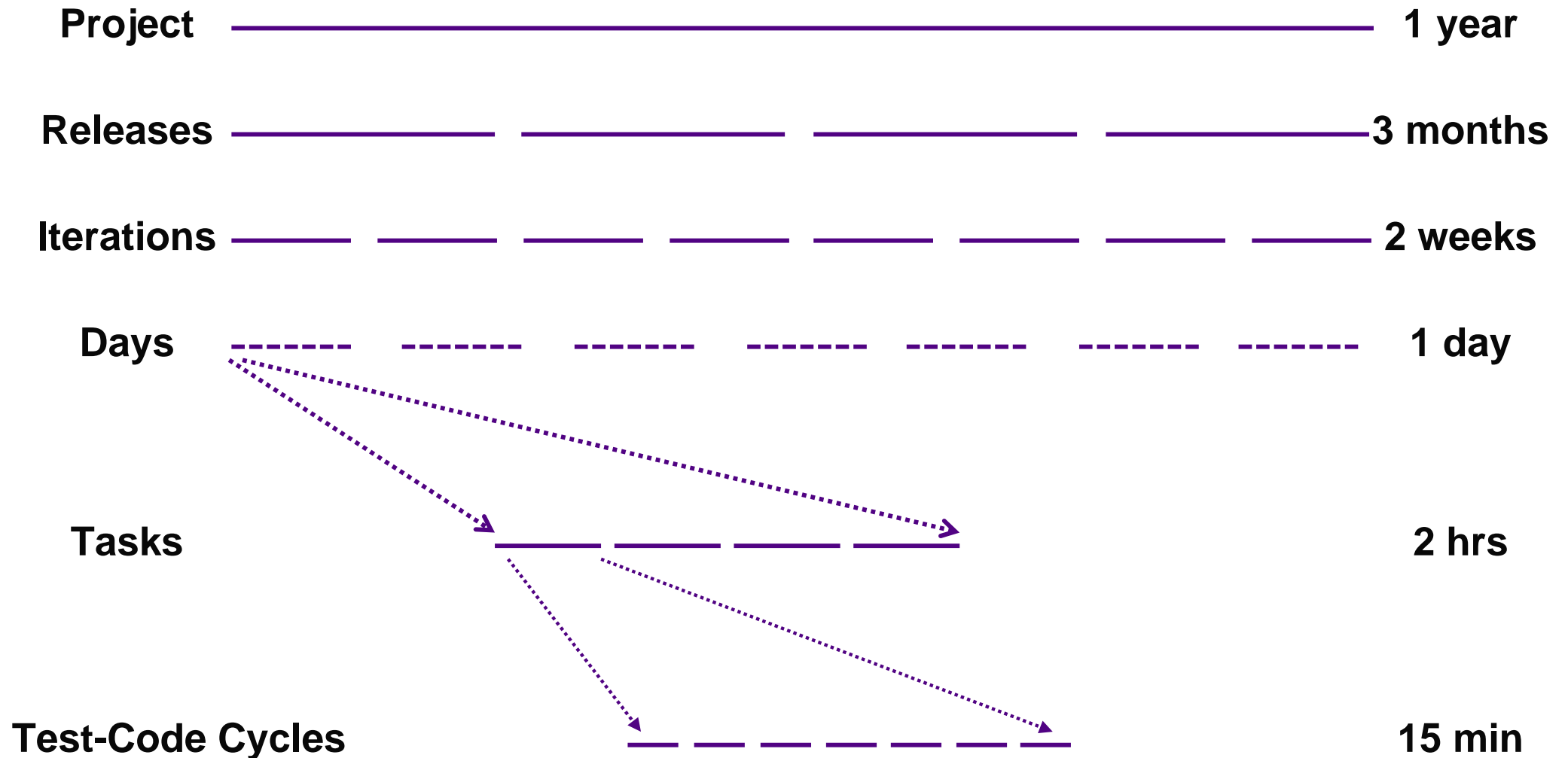


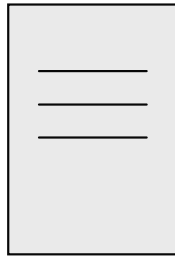
# Managing Iterations

- Release & Iteration Plan Meeting – IPM
- Standup meeting
- What do we measure on Agile teams
- Automated build
- Story wall and Release wall
- Retrospectives

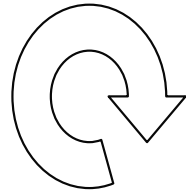


# Stories are the fundamental unit of activity

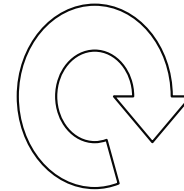
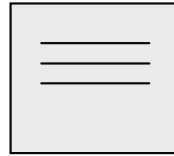
## Master Story List



## Release Story List

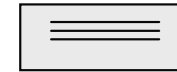


Release planning



Iteration planning

## Iteration Story List



As a \_\_\_\_\_, I  
want to be able  
to \_\_\_\_\_ so that  
\_\_\_\_\_

Might have an initial estimate (perhaps for both analysis and development), and an expression of technical and business confidence that this is real and achievable

As a \_\_\_\_\_, I  
want to be able  
to \_\_\_\_\_ so that  
\_\_\_\_\_

More detailed estimate, and a specific acceptance test – low confidence stories might be “spiked” or prototyped

I will know this is  
done when  
\_\_\_\_\_

As a \_\_\_\_\_, I  
want to be able  
to \_\_\_\_\_ so that  
\_\_\_\_\_

Possible automation of the acceptance test

I will know this is  
done when  
\_\_\_\_\_

Development team breaks out the detail of work needed to pass test

To do this I  
must:  
1) \_\_\_\_\_  
2) \_\_\_\_\_

- Release Planning Meetings – RPM
- Iteration Planning Meetings – IPM
- Daily Standup meetings
- Sign up sessions
- Iteration retrospective
- Release retrospective

# Story based planning is hands on and interactive

ThoughtWorks®

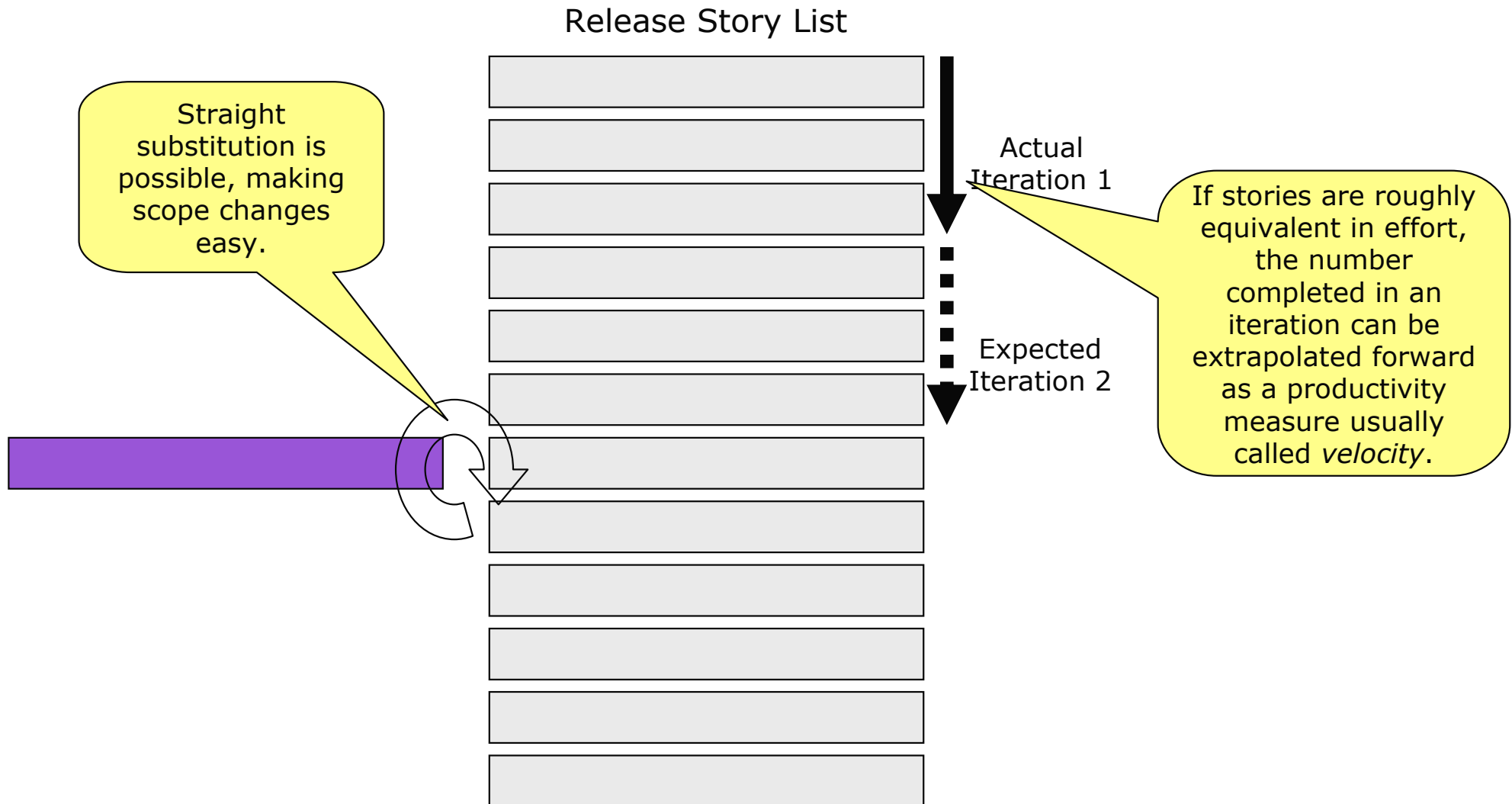
Business sponsors, users, analysts and developers are all involved



Varying colours can represent functional components or capabilities, encouraging planners to complete discrete elements so they can be released

Iteration contents can be laid out so they are easily seen. This promotes active thinking about iteration scope (and makes scope creep a physical phenomenon...)

# The discipline is ensuring that stories are of roughly equivalent effort



Cards everywhere

AVYAKTA.

1  
ADD A BOOK TO  
THE DB.

Estimated  
story point → 3

2  
ENTER A BOOK  
THROUGH THE  
UI.  
[Only GUI Part].

Estimated  
story point → 2

3  
BOOK ENTERED THROUGH  
THE GUI IS STORED  
IN THE DB.

Estimated  
story point → 1





White boards to radiate information to the team

Pair programming

Onsite customer and developers interactions





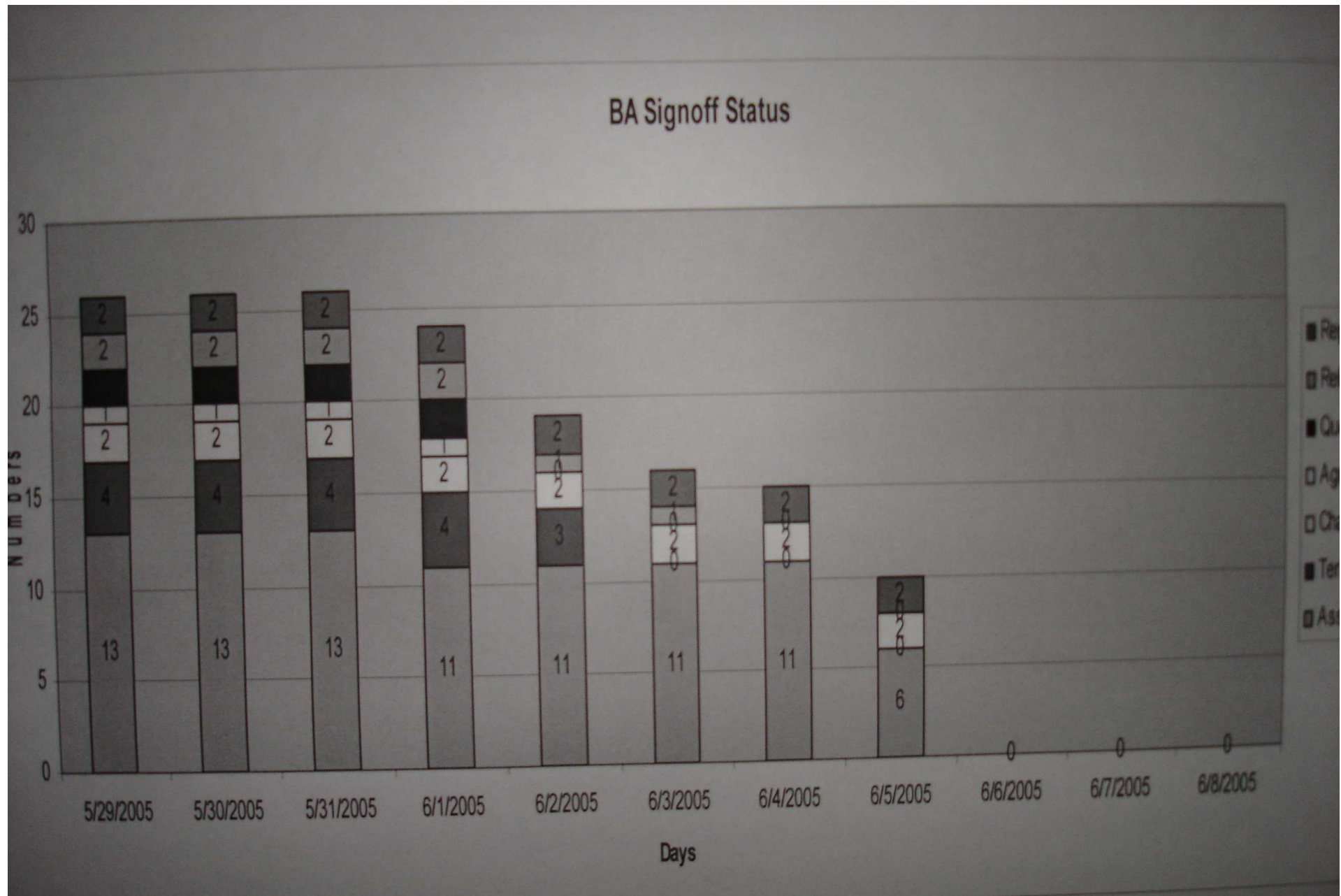
During the iterations

ThoughtWorks®



So what do we measure on an Agile project?

# BA Signoff status goes down with time





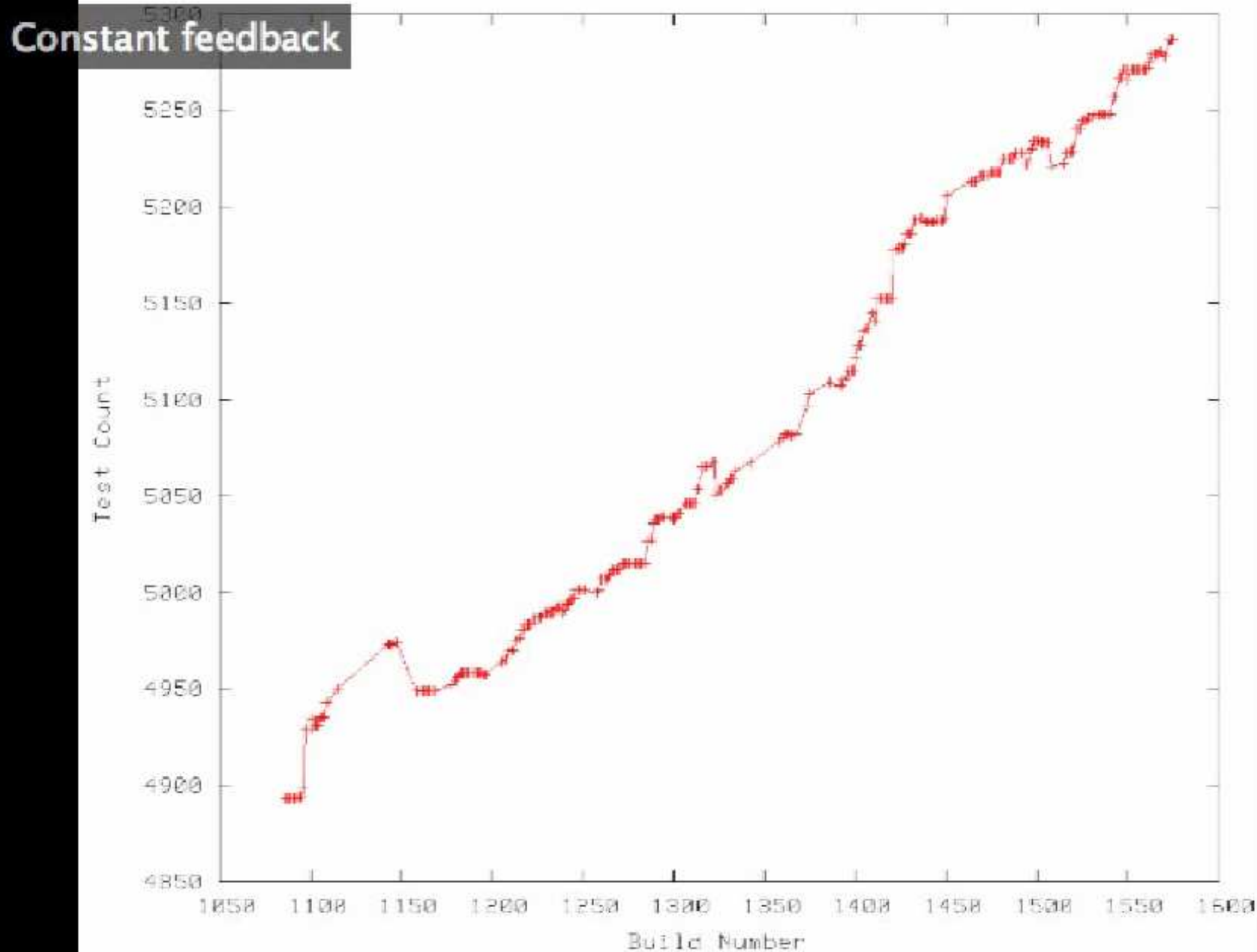
# Pairing Matrix

**WHO HAVE YOU PAIRED WITH?**

	MA	PF	SW	GZ	TV	JY	QH	JP	GE	DY	SM	CM	PW
MA													
PF													
SW													
GZ													
TV													
JY													
QH													
JP													
GE													
DY													
SM													
CM													
PW													

TEAM 4  
UNIT TEST COUNT

Card no	Add	Delete
4354	23	
698	9	
743		
3927	2	
951	3	
699	6	
5072	4	
4353	1	
19	7	





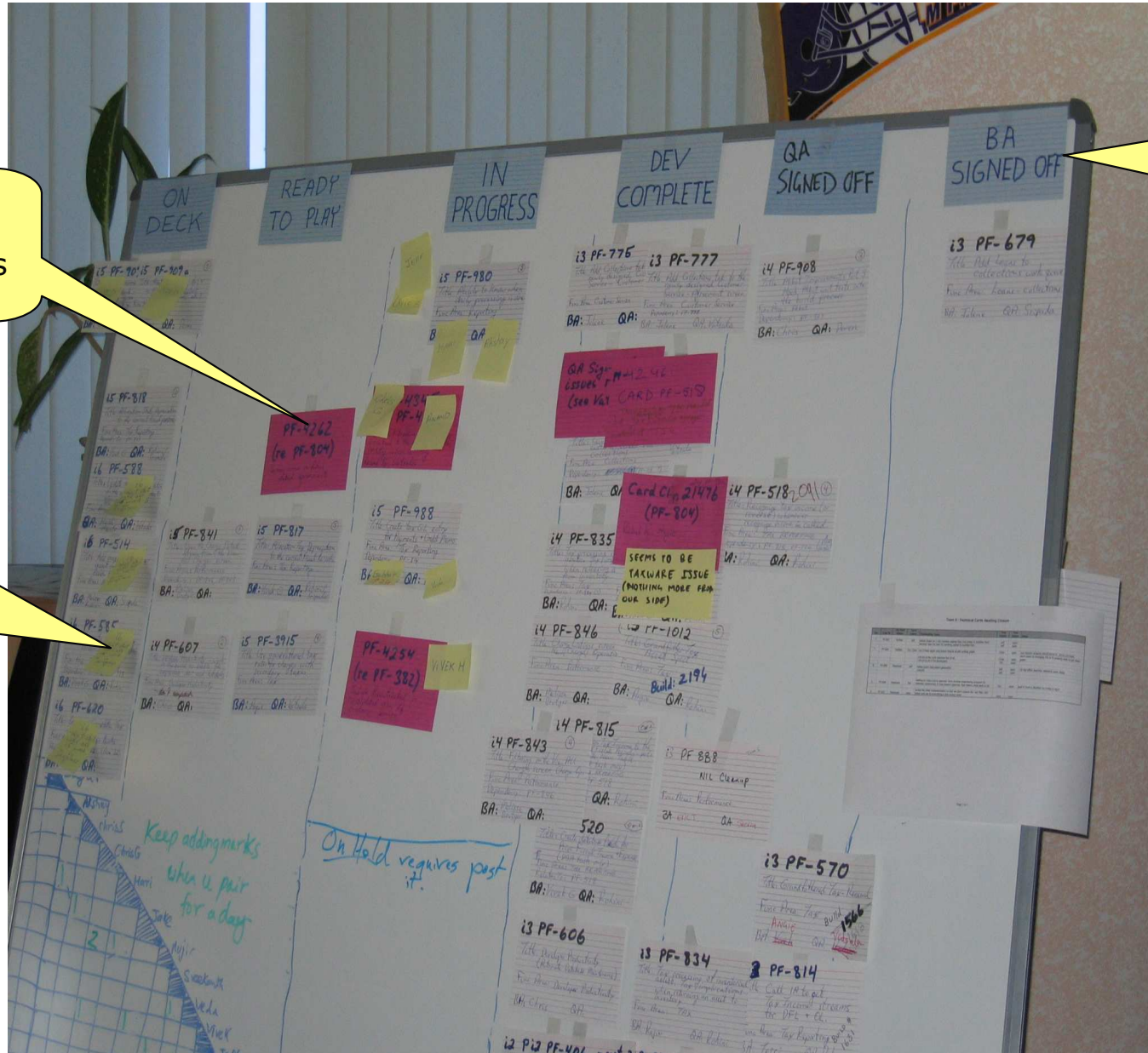
## Automated build and test

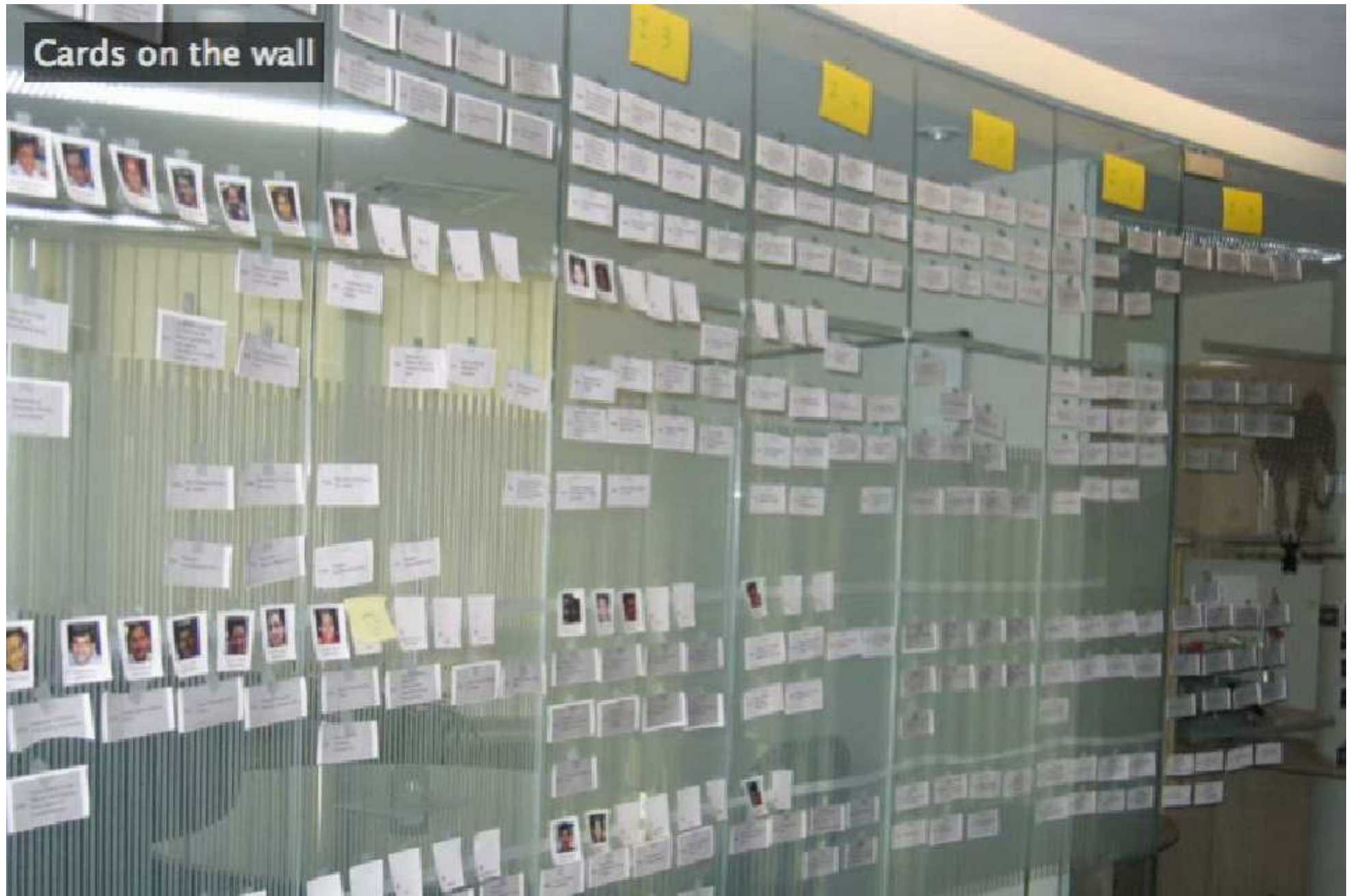


Story cards in different stages

Additional info about the stories

Different stages a story card goes through









Retrospectives

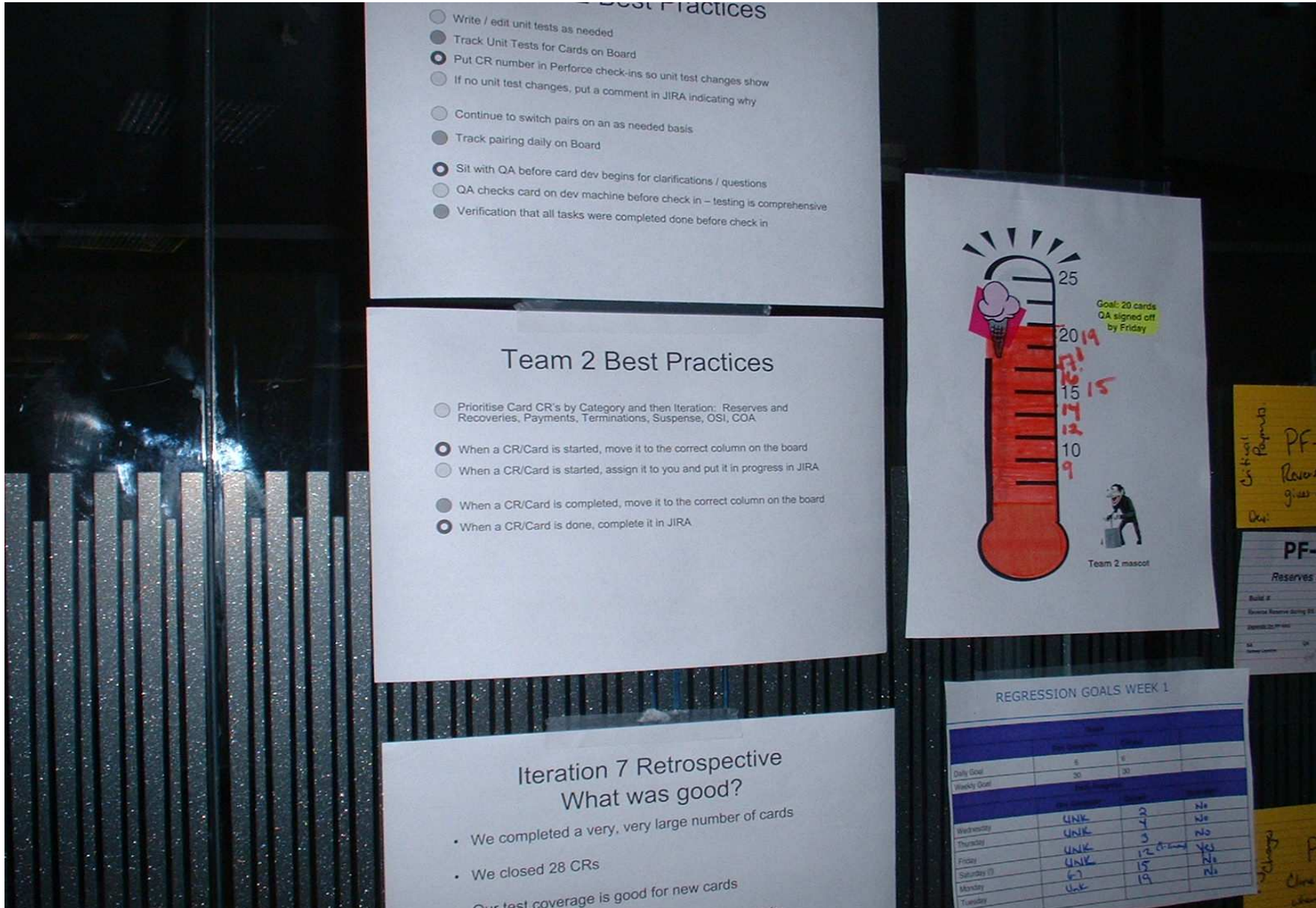




# Retrospectives- (Process check)

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Thank you!

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<http://jroller.com/page/njain>