

Connecting the agile mass...

Agile Distributed



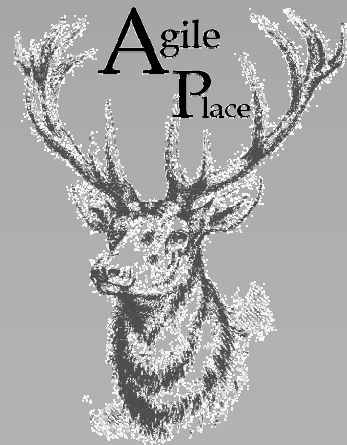
Team Floranta

<http://www.agileplace.com>

**Presentation by:
Bhaskar Mitra
Annapurna PS**

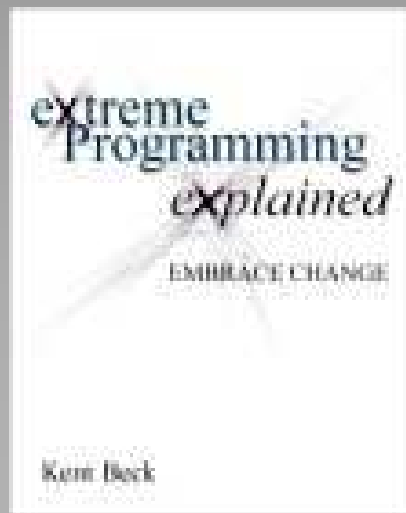
Introduction to Distributed XP

- eXtreme Programming
 - Lightweight
 - Tight collaboration
 - Stakeholders involvement
 - Collective code ownership
 - Value people and communication over processes and tools
- Distributed approach
 - Distributed pair programming (Sangam)
 - Distributed planning games

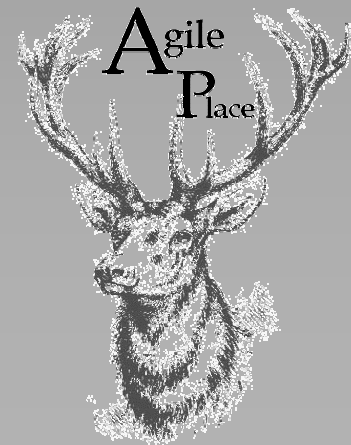


XP Planning strategy

“We will plan by quickly making an overall plan, then refining it further and further on shorter and shorter time horizons – years, months, weeks, days. We will make the plan quickly and cheaply, so there will be little inertia when we must change it.”



-Kent Beck



[Planning game]

Planning – “to devise or project the realization or achievement of ”

Game – “a procedure or strategy for gaining an end ”

- Merriam Webster Online



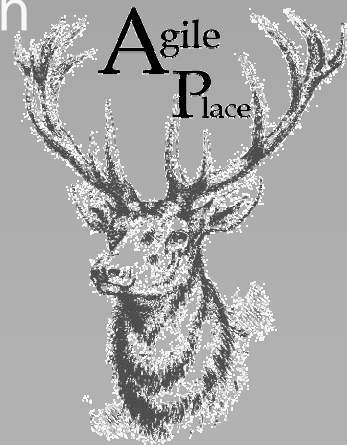
XP Planning game

□ Goal

- Maximize software value
- Minimize cost of development
- Minimize risk incurred during development

□ Strategy

- Minimize investments
- Obtain most valuable functionality into production as soon as possible in conjunction with programming and design strategies designed to reduce risk



XP Planning game (cont.)

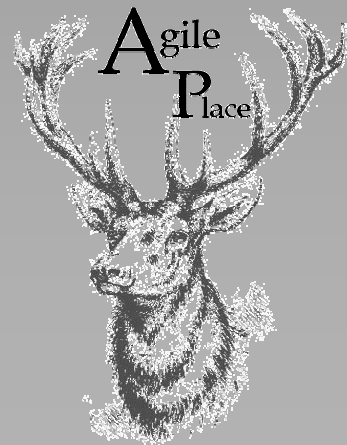
□ Pieces

- Story cards

□ Players

- Development – people responsible for implementing the system
- Business – people who make the decisions what the system is supposed to do

□ Moves



Planning game – the phases

□ Exploration Phase

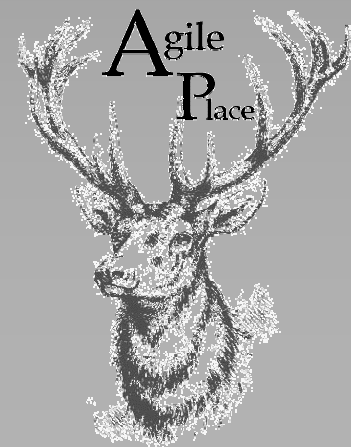
- Write a story
- Estimate a story
- Split a story

□ Commitment Phase

- Sort by value
- Sort by risk
- Set velocity
- Choose scope

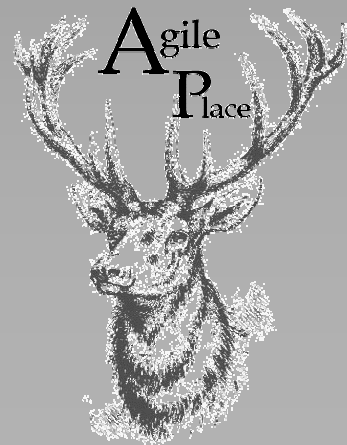
□ Steering Phase

- Iteration
- Recovery
- New story
- Re-estimate



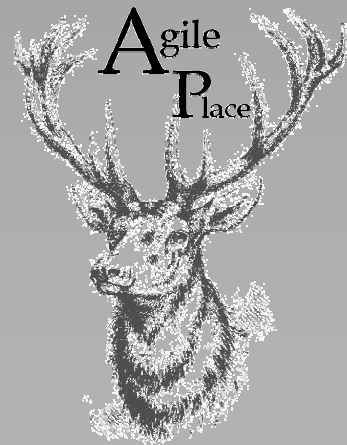
Distributed planning – key factors

- ❑ Tight collaboration (a valuable reason in the success of agile)
- ❑ Necessity for multimodal communication
- ❑ maintenance of referential context
- ❑ Response delays
- ❑ Visibility of story cards
- ❑ Sense of task ownership and responsibility
- ❑ HAVING FUN!!!



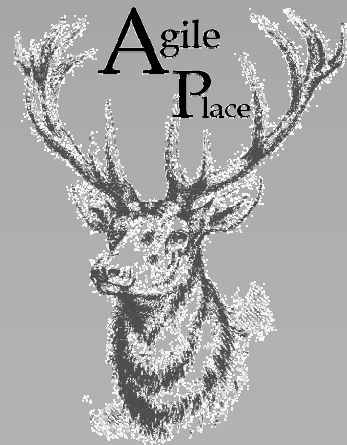
Goals of AgilePlace

- ❑ Providing innovative agile solutions.
- ❑ Creating tools support for XP practices.
- ❑ Enabling distributed XP.
- ❑ Making XP scalable.
- ❑ Creating a collaboration and meeting space for consultants and XP teams.
- ❑ Building a strong online XP community.



Features of AgilePlace

- ❑ Project creation and teams
- ❑ Iteration management
- ❑ User stories on index cards
- ❑ Exporting/Importing stories
- ❑ Wiki integration
- ❑ Multimodal collaboration support
- ❑ Pairing & IDE integration (coming up)



User stories on index cards

Table-top for Iteration 12 Mar 30 (minimize)

Size of all = 18 and selected = 4

Iteration extended to Apr 2nd.

Leftover

Note content changes do not result in the creation of new note identifiers.
(Prashant - estimated 4)
Size: 0

Sangam automatically connects those pairs
(Cohan and Dright - estimated 8)
Size: 0

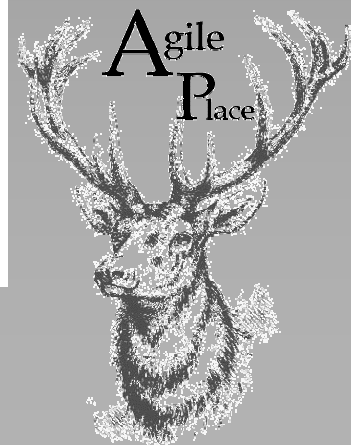
Add support for forming pairs in a project team.
(Dright and Cohan)
Size: 6

Commentary on users' actions using voice engines
(Who wants to do this?)
Size: 4

Unplanned cards

Solving database corruption problem, arranging for data export and backups and administration.
(done Prashant)
Size: 8

Delete Set columns 1 rows 1



Wiki Integration

Sandbox Edit Attach Printable Sandbox.TestTopic1 r

login

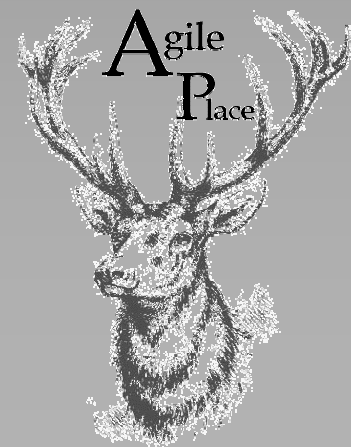
Sandbox Web
Sandbox Web Home
Changes
Index
Search

Webs
Main
Sandbox
TWiki

Hi, this is Cohan, testing the TWiki :

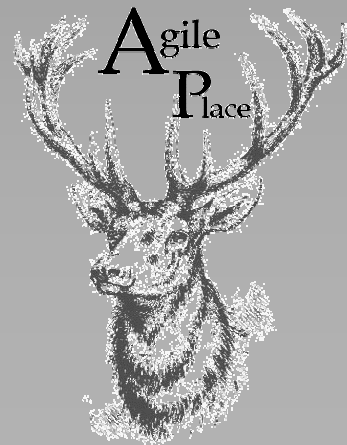
Size of all = 0 and selected = 0

Bitte Klicken

The screenshot shows a TWiki page interface. On the left is a sidebar with navigation links under 'Sandbox Web' and 'Webs'. The main content area has a title 'Sandbox.TestTopic1 r' and action links 'Edit', 'Attach', and 'Printable'. Below the title is a text block 'Hi, this is Cohan, testing the TWiki :'. Underneath is a table with a blue background and a grid structure. The text 'Size of all = 0 and selected = 0' is displayed above the table. A yellow button with the text 'Bitte Klicken' and a small icon is overlaid on the table.

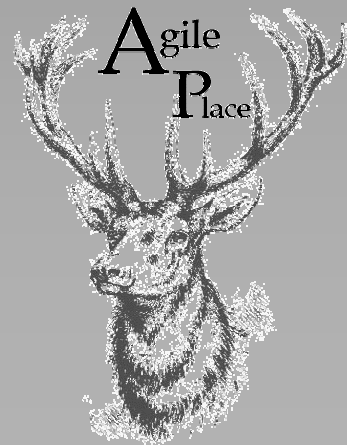
[Distributed XP Planning Game]

Demonstration
follows...



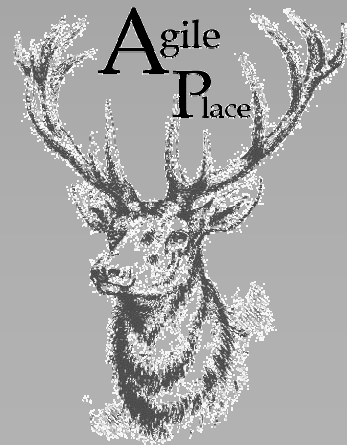
Future of AgilePlace

- ❑ Integration with other XP tools
- ❑ Informative workplace
- ❑ Notification and feeds
- ❑ Community support
- ❑ Find and work with consultants online



[Love at second sight!!]

- ❑ Team Floranta
- ❑ Agile@campus
- ❑ Metamorphosis
- ❑ ASCI Student Chapter & Agile India



[Enter your user stories here...]



Feedback:

<http://floranta.sourceforge.net/comments.html>

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