3 Pigs & the



Story

About 3 pigs or Agile Software Development

Peter Ruzicka, Area Manager, AT&T Business Aneta Adamczyk, SCRUM Master, AT&T Business June 10, 2019



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Agenda



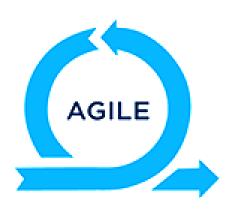
Who we are?
Biography
Peter
&
Aneta



Management
Waterfall
Increments
Prototype
Unified Process



Penny Game
What is
AGILE
in a simple
5 mins game



Scrum, Agile
"Dev/Biz"Ops
Real live world

Agile



- Faculty of Informatics, MU Brno graduate
- Nerd thanks to lessons by p. prof. Demáček
- Normalized by trips with p. prof. Kosper
- In the best class ever p. prof. Čuntalová '05
- AT&T Senior manager responsible not only for business operation but as well for business innovation & transformation.
- Been a some time ago © but represented GJH on all ice-hockey & hockey-ball tournaments

Still BIG GJH fan!



[Aneta Adamczyk, Scrum Master, AT&T Business]

Graduate Uniwersytet Marii Curie-Skłodowskiej v Lubline & certified SCRUM Master Years of experiences in IT project management roles such as project leader a scrum master.

Scrum a Agile leader in Transformation office AT&T Business in Slovakia



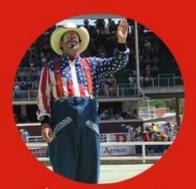
What does a scrum master do?



What my mom thinks I do.



What my friends think 1 do.



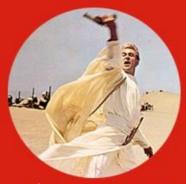
What management thinks 1 do.



What the product owner thinks I do



What the team thinks 1 do.



What Ken Schwaber thinks 1 do.



What I really do.

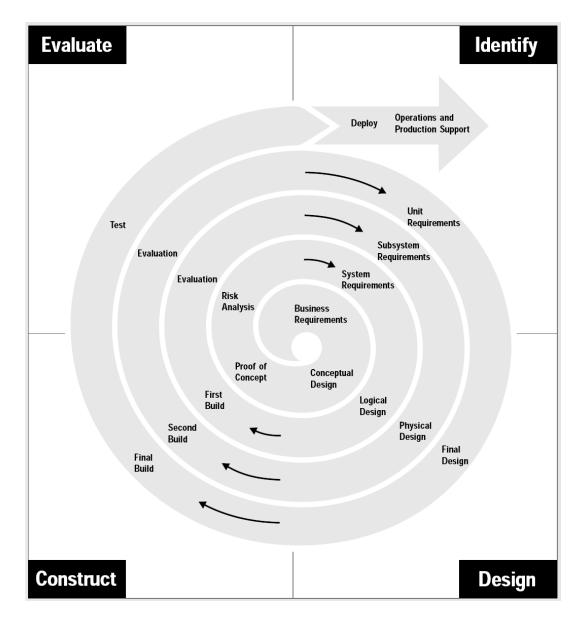


#SoftwareDevelopment #Waterfall #(R)UP #DolTbetter

```
modifier_ob.
 mirror object to mirror
mirror_mod.mirror_object
peration == "MIRROR_X":
irror_mod.use_x = True
irror_mod.use_y = False
irror_mod.use_z = False
 operation == "MIRROR_Y"
 lrror_mod.use_x = False
lrror_mod.use_y = True
 lrror_mod.use_z = False
  operation == "MIRROR Z";
  rror_mod.use_x = False
  lrror_mod.use_y = False
 lrror_mod.use_z = True
 selection at the end -add
  ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modification
  irror ob.select = 0
  bpy.context.selected_obj
  ata.objects[one.name].sel
 int("please select exactle
 OPERATOR CLASSES ----
   Vpes.Operator):
X mirror to the selected
   ject.mirror_mirror_x"
ext.active_object is not
```

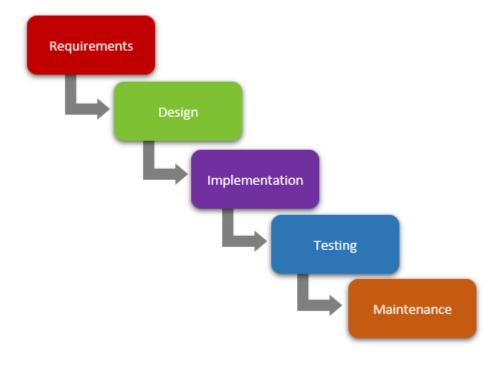


Software Development



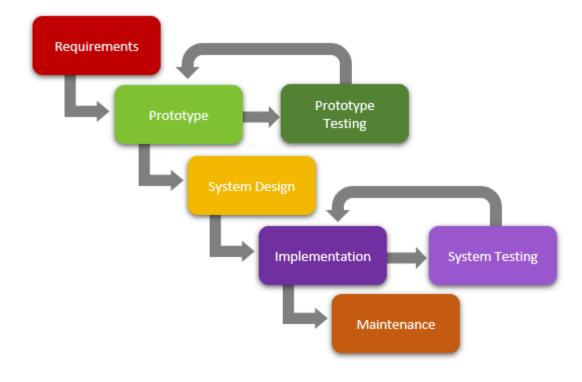


Waterfall project cycle





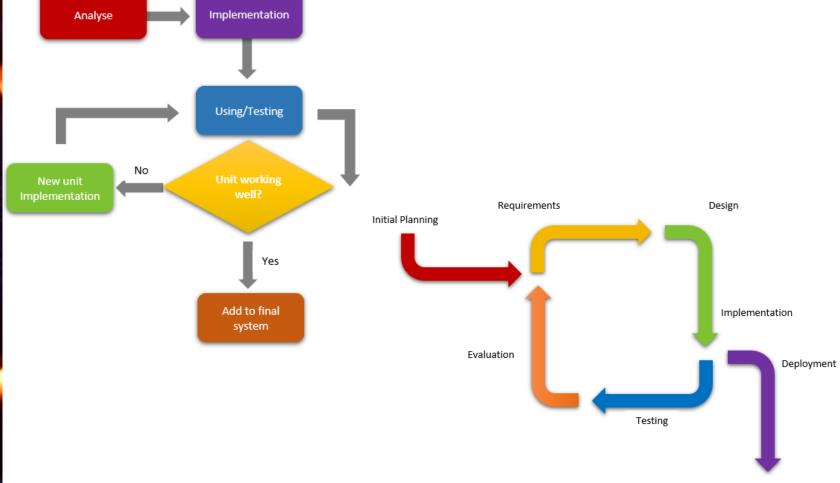
Protype project cycle





Incremental project cycle

Iterative project cycle





(Rational) Unified Process (+Agile)

(R)UP

- Iterative & Incremental phases:
 - Inception, Elaboration,
 Construction, Transition
- Divided into iterations
- Disciplines:
 - Business Modeling
 - Requirements
 - Analysis & Design
 - Implementation
 - Test
 - Deployment

AUP

- Respects values of Agile development
- Agile team, Simplicity, Focus on high value activities, Tool Independence
- Disciplines:
 - Model
 - Implementation
 - Test
 - Deployment
 - Configuration management
 - Project management
 - Environment

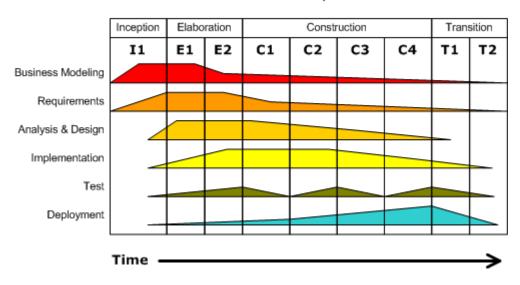


(Rational) Unified Process (+Agile)

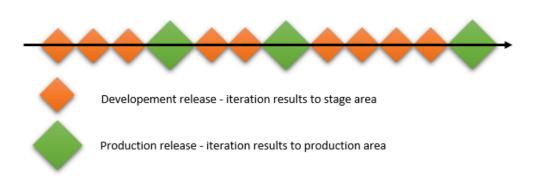
(R)UP

Iterative Development

Business value is delivered incrementally in time-boxed cross-discipline iterations.



AUP





#Agile #Scrum #BizOps #Real-life



Penny Game – Roles & Rules

Ground Rules:

- 1. Coin can be flipped with one hand only
- 2. One coin can be flipped at a time



Designer

Developer

Tester

Customer

Game admin

- 1. Flips coins in a batch
- 2. Puts all coins in a tower
- 3. Moves batch to the next person
- 1. Flips coins in a batch
- 2. Puts all coins in a tower
- 3. Moves batch to the next person

Flips coins in a batch

- 2. Puts all coins in a tower
- 3. Moves batch to the customer

Flips all coins in a batch

> Records times in score sheet: First coin customer flips

Last coin customer flips

Agile Team 20\$

Team Member 1

1. Flips first

coin and

Proceeds

moves to the

next person

with all coins

Team Member 2

1. Flips first

2. Proceeds

coin and

moves to the

with all coins

next person

Team Member 3



- 1. Flips first coin and moves to the customer
- with all coins

they come

Proceeds

Flips coins as

Manifesto for Agile Software Development

Ken Schwaber

is a founder of Agile Alliance

Jeff Sutherland

created Scrum
as a formal
process together
with Ken.

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more. Feb 11-13, 2001

at The Lodge
at Snowbird ski resort
in the Wasatch
mountains of Utah

77

12 Guiding Agile Principles



Early and continuous delivery of valuable software

1



Welcome changing requirements even late in development

2



Deliver working software frequently

3



Business people and developers working together daily

4



Build project around motivated individuals and trust them to get the job done

5



6

conversation



Working software is the primary measure of profession

7



Sustainable development: maintain a constant pace indefinitely

8



Continuous attention to technical excellence

9



Simplicity: maximize the amount of work not done

10



Self-organized Team

11



Team regularly reflects and adjusts behavior

12

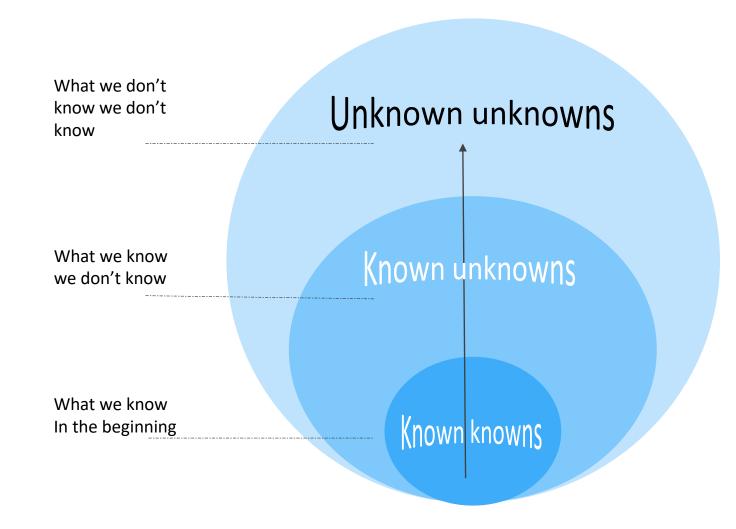


"oh, you have implemented all the features we had requested two years ago.

That's exactly what we need now"

said NO customer

ever...





HIGH PRIORITIES



Owner

ScrumMaster

Stakeholders



CORE EVENTS

- I. Sprint planning a. What b. How
 - 2. Daily Scrum
 - 3. Sprint review
 - 4. Sprint retrospective

CORE ARTIFACTS

- 1. Product backlog
- 2. Sprint backlog
- 3. Product increment

SCRUM PROCESS OVERVIEW

SCRUM



IT'S "DONE"

Potentially shippable product increment



SPRINT REVIEW

SPRINT

INSPECT AND ADAPT THE PRODUCT The TMs demo what has been "done" to the PO and stakeholders; the PO accepts or rejects the work, everyone collaborates on feedback and new ideas and the product backlog may be revised

RETROSPECTIVE

The Scrum team evaluates their process

and how well they work together; teams

INSPECT AND ADAPT THE PROCESS

adapt to enable high performance

can deliver in the sprint



PRODUCT BACKLOG REFINEMENT

During the sprint, the Scrum team meets to break down, size, and clarify upcoming product backlog items



THE TEAM

The team completes the tasks in the sprint backlog, while consulting with the PO and stakeholders on requirements and "doneness"

THE SCRUMMASTER

The SM facilitates the Scrum process as a servant-leader, radiates information to the stakeholders, and clears roadblocks out of the team's way

"HOW" CONVERSATION



The PO works with the appropriate individuals to seed, prioritize, and refine the product backlog

LOW PRIORITIES



SM

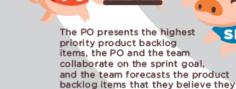
CONVERSATION

TRACK PROGRESS

The TMs create the sprint backlog ● # 1a • 8

by decomposing the product backlog items that they forecasted delivering into tasks and estimating the tasks, the team commits to completing the sprint backlog

1b

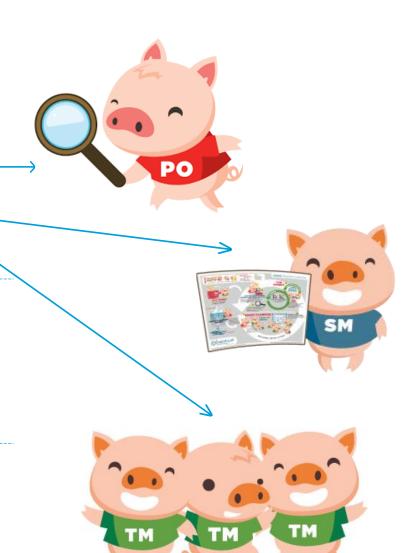


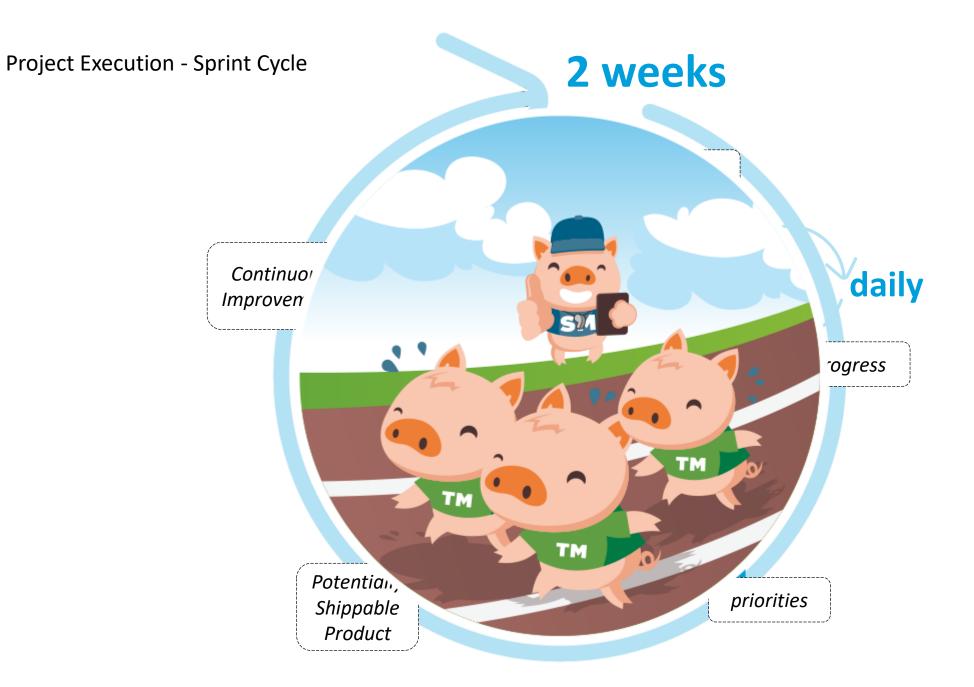
ONE SPRINT: REPEAT N TIMES





Product Increment







Traditional project approach vs Agile approach

