



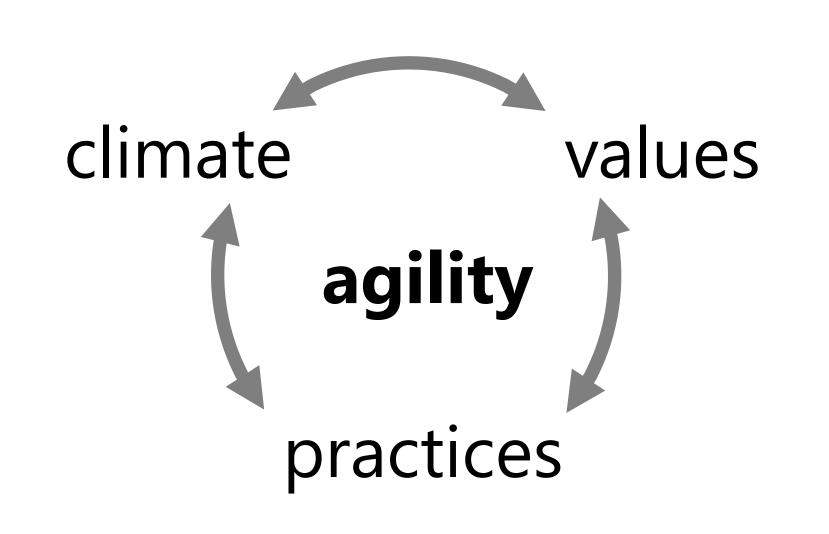
Agile Development Practices Explained





You can find me at <a>@scottdensmore







Culture is a critical performance factor and this book describes how to assess and improve the culture.

FOREWORD BY WARREN BENNIS

TRIBAL LEADERSHIP

Leveraging Natural Groups to Build a Thriving Organization



DAVE LOGAN, JOHN KING, & HALEE FISCHER-WRIGHT



- Members are hostile
- Life is hopeless and unfair



- Members are passively antagonistic, sarcastic, and resistant to new initiatives
- The boss or system is holding them back



- Marked by knowledge hoarders who want to outwork/outthink their competitors on an individual basis
- They are lone warriors who not only want to win, but need to be the best and brightest
- Self-Perception is that they are doing all the work



- Members are excited to work together for the benefit of the entire company
- Shared Values
- Members hold each other accountable



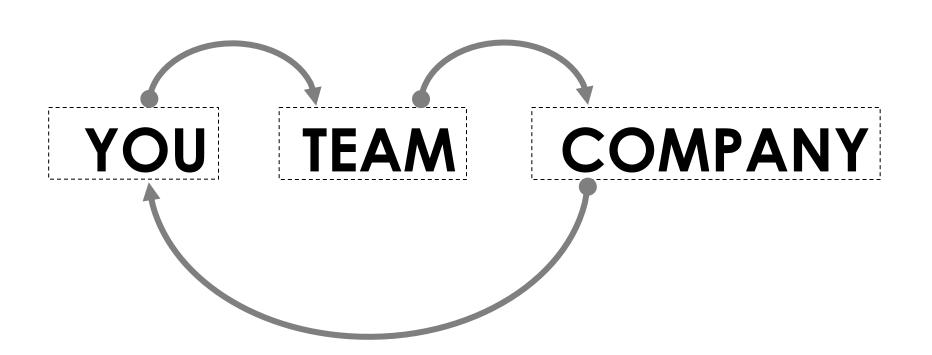
- Members have made substantial innovations
- Members seek to use their potential on a history making project

RESULTS

LIFE SLUCKS	Stage	Tribal Leadership
	1	2% or less
(2-5) MY LIFE SUCKS	2	25%
FM CREAT	3	48%
(°-) WERE CREAT	4	23%
LIFE IS GISEAT	5	2% or less



SHARED VALUES



MICROSOFT VALUES

- Integrity and Honesty
- Big Challenges
- Accountability
- Passion
- Open and Respectful
- Strive for Excellence

MY VALUES

- Feedback
- Transparency
- Accountability
- Consistency
- Minimalism

Values = Why Practices = How



Raising the **Professional Bar**

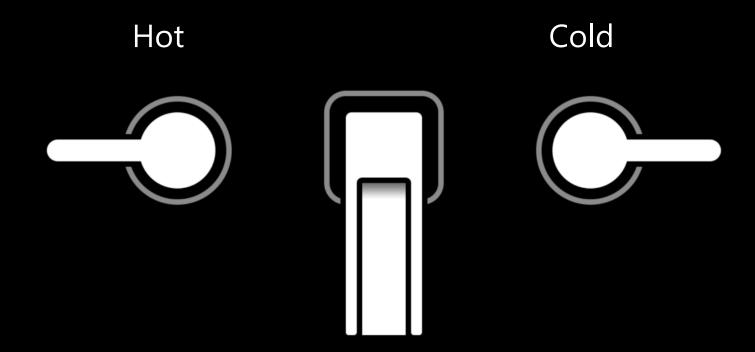
RUTHLESS PRIORITIZATION (PLANNING)

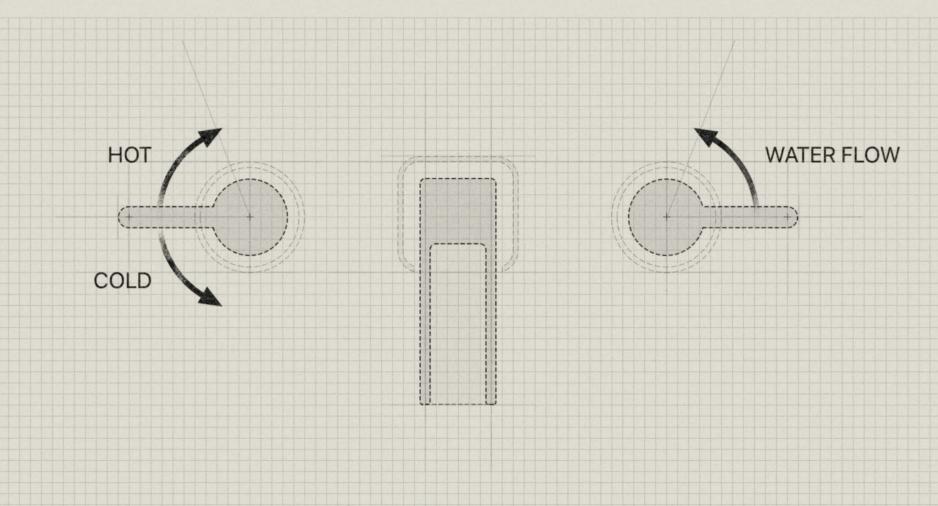
- Prioritized Backlog
- Constant Grooming

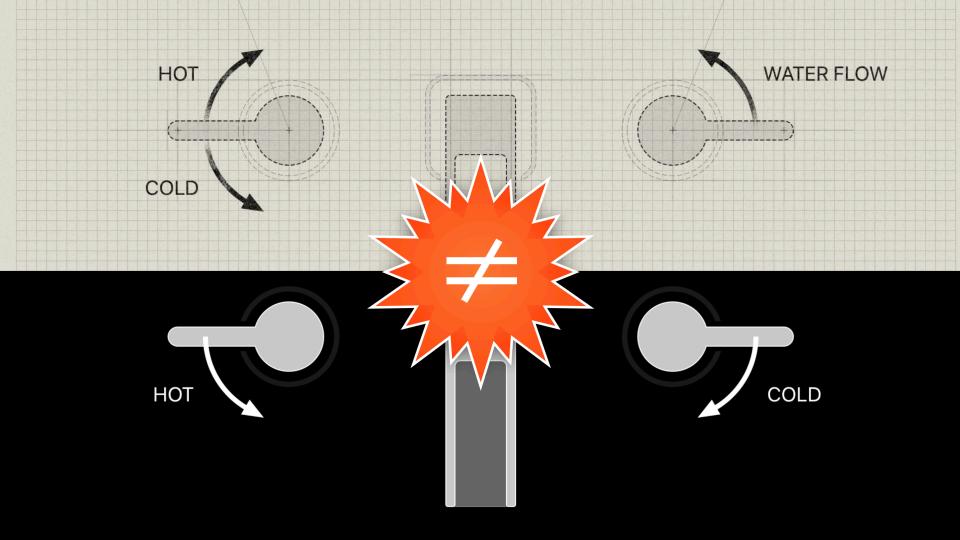
Being able to solve problems is nowhere near as important as being able to pick the right problem to solve.

DESIGN (UX / INTERACTION)

- Provides Cohesion
- Improves Usability
- Consistency







USER STORIES

- Short
- Clear Goal
- Clear Exit Criteria

ESTIMATION RELATIVE SIZING

- Humans are great at relative comparison
- Humans stink at absolute estimation
- Less temptation to do "1 point = x hours"



SPIKE

- Familiarize the team with new software
- Determine Work
- Time Boxed
- Clear Goal

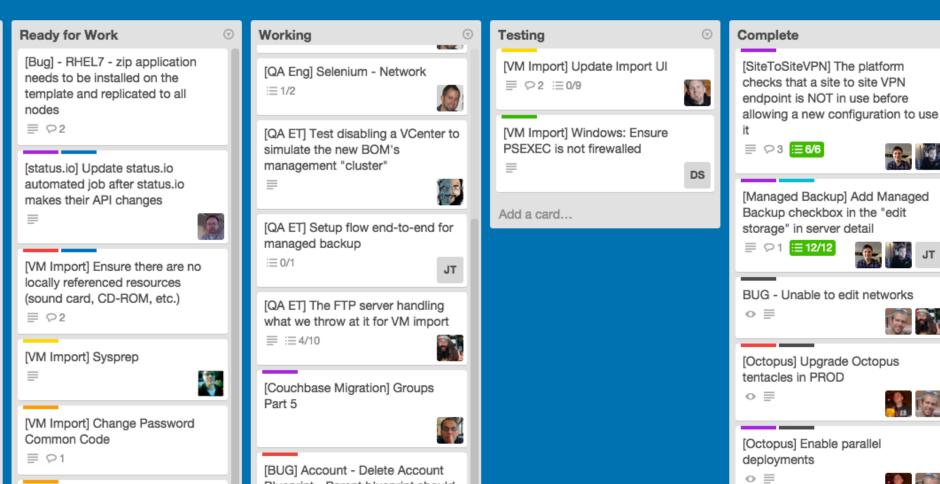
BUGS

- Treat like User Stories
- Now
- Next
- Never

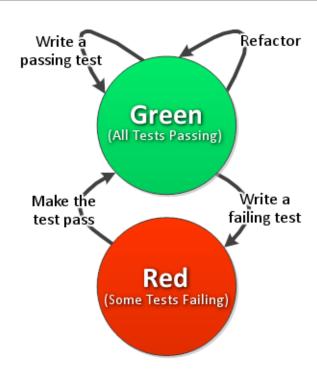
SPRINTS

- Focused
- Sustainable
- Planned
- Measured





TEST FIRST PROGRAMMING



```
[Fact]
public void Adding21And21Equals42()
    Calculator calculator = Calculator();
    int answer = calculator.Add(21, 21);
   Assert.Equal(42, answer);
```

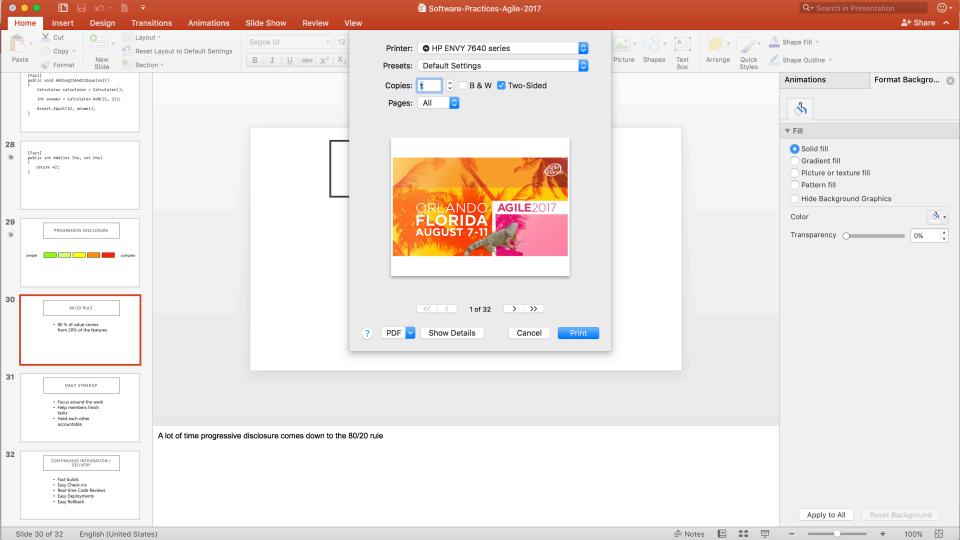
```
[Fact]
public int Add(int lhs, int rhs)
{
    return 42;
}
```

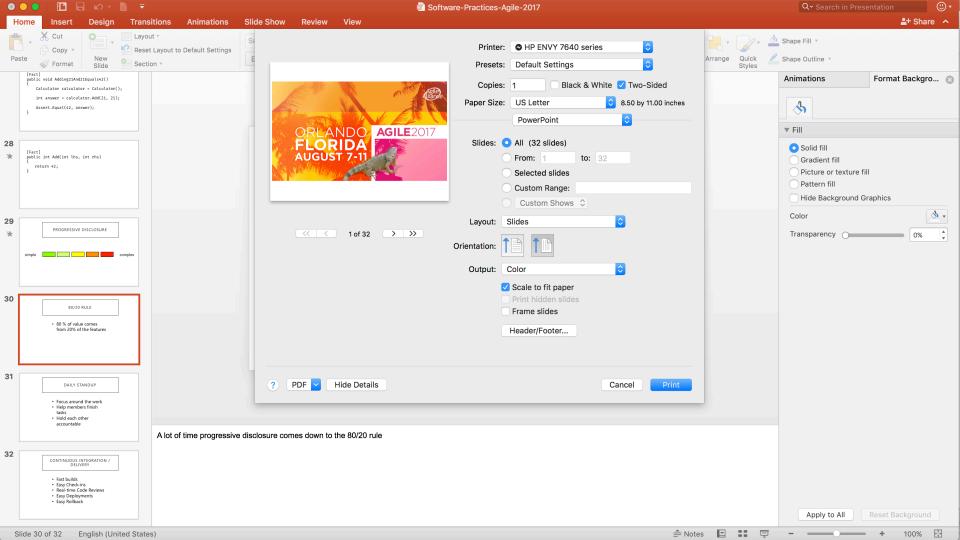
PROGRESSIVE DISCLOSURE



80/20 RULE

80 % of value comes from 20 % of the features

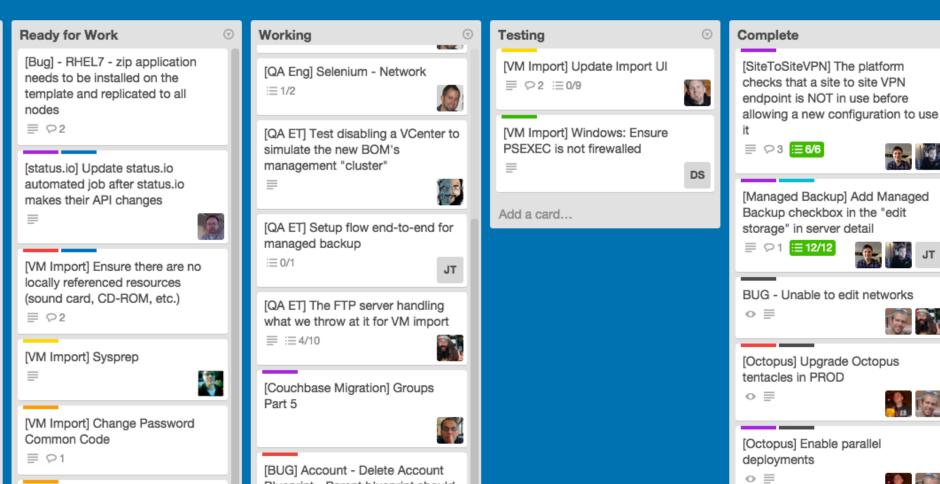




DAILY STANDUP

- Focus around the work
- Help members finish tasks
- Hold each other accountable





MEASURE

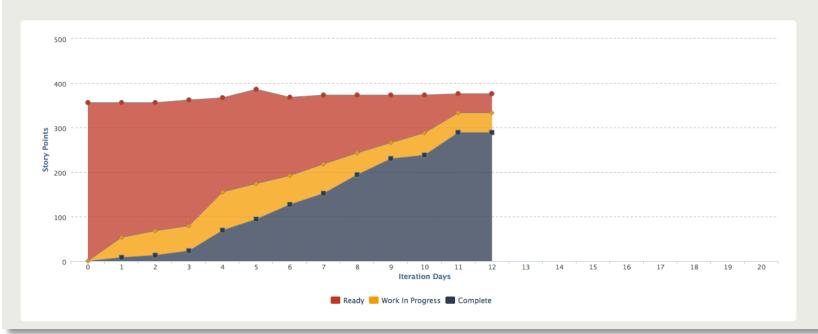
- Data focused
- Keep the team accountable
- Keep the team informed

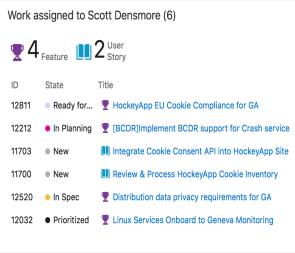
Current as of 8:00 AM, January 22, 2015

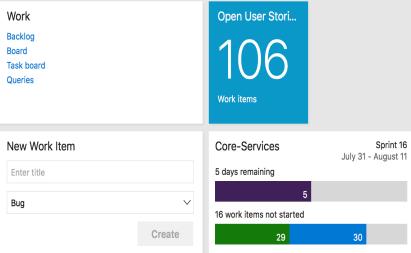


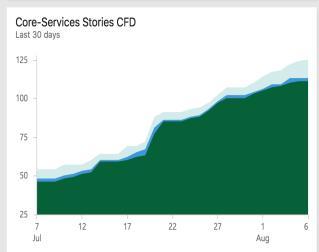
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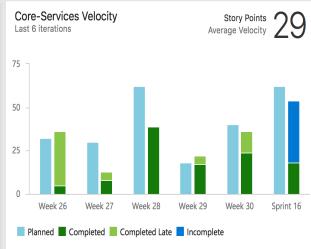
Cumulative Flow

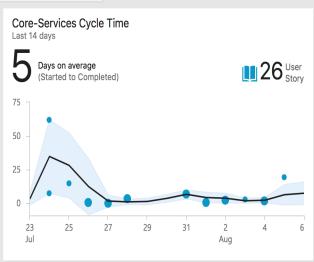












CONTINUOUS INTEGRATION / DELIVERY

- Fast builds
- Easy Check-ins
- Real-time Code Reviews
- Easy Deployments
- Easy Rollback

RETROSPECTIVE

- Self Reflect
- Change things that are not working
- Keep things that are working

