Smashing software delivery with agile project management

5th Oct 2017 **Hannah Smith**

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Plan for session - 30 mins

- What are projects and what is project management
- The principles of agile project management
- How to start using agile

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Hello! A quick bit about me...

I'm a freelancer in Bristol with lots of skillsets:

- Coding and web development
- Project management and process change
- Training

I'm also the co-organiser of the Bristol WordPress community wpbristol.co.uk

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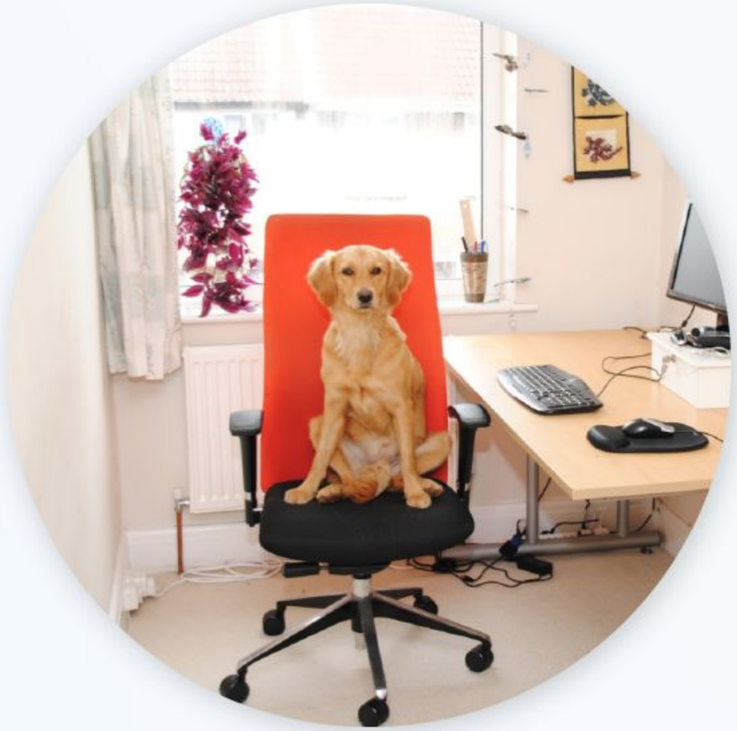
Oh, and I really like dogs



This is Lili (she's the real boss)

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What are projects and what is project management?

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Run your business
Do known processes and procedures
Identify improvements
Scope and understand changes
(for you or a customer)
Change stuff
Do projects
(for you or a customer)
Embed changes
Make it feel normal again
(for you or a customer)

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What are projects?

A project is usually defined as:

- Having fixed time scales with start and end dates and milestones
- Having a team temporarily formed to produce specific outcomes and product
- Creating something new that has not been made before

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What are projects?

By its very nature a project will consist of a lot of unknowns.

Successful projects are those that can adapt to unknowns as they arise and turn them to their advantage

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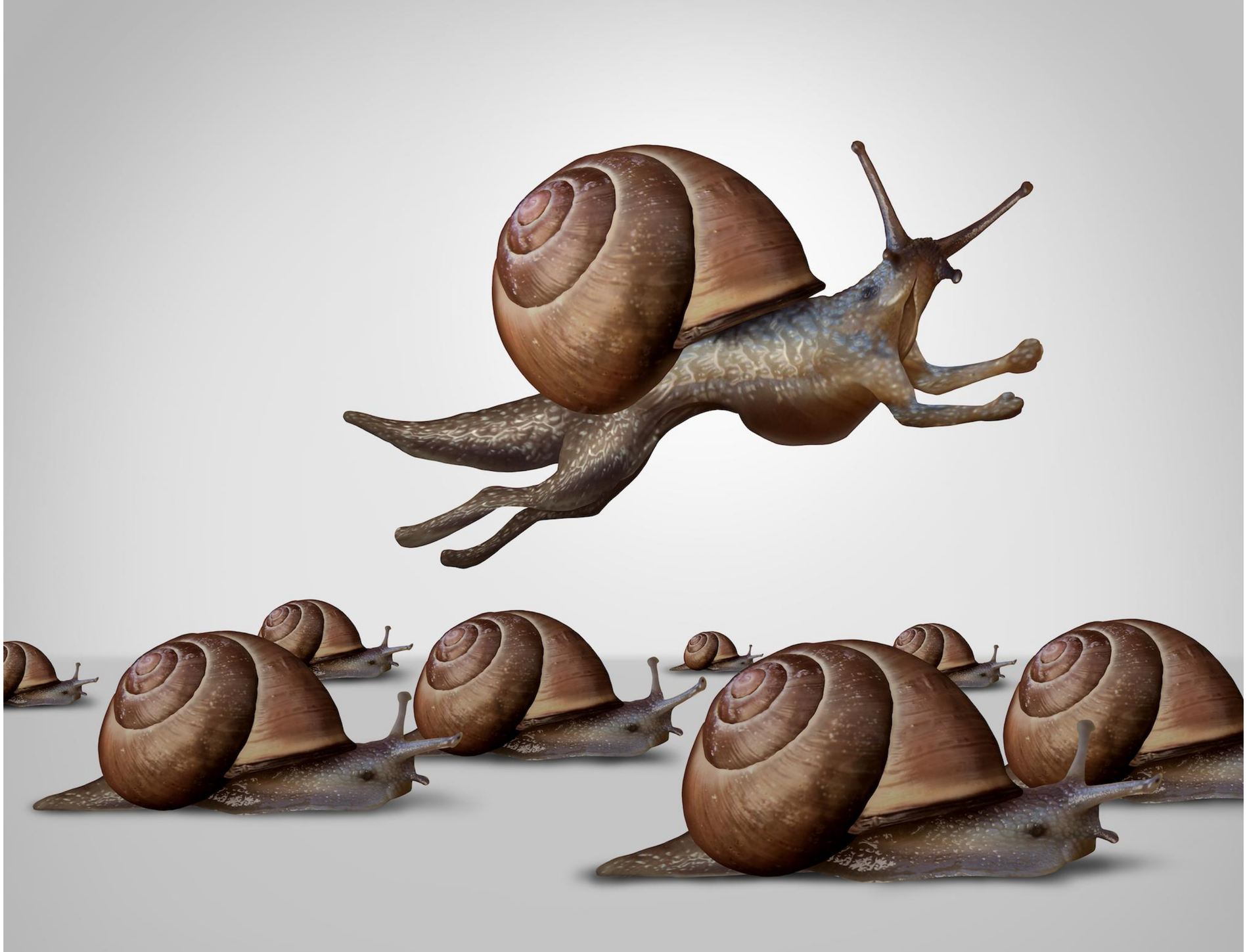

Agile project management

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Agile project management

An **iterative, incremental** method of managing the design and build activities of engineering, information technology and other business areas that aim to provide new product or service development in a **highly flexible and interactive** manner.

Wikipedia en.wikipedia.org/wiki/Agile_management

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The Agile Manifesto values

1. Communication with parties is more important than standard procedures and tools.
2. Focus on delivering a working application and less focus on providing thorough documentation.
3. Collaborate more with clients.
4. Be open to changes instead of freezing the scope of the work.

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Scrum - an agile framework

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The Scrum team

- Co-located
- Cross-functional

  Product owner, agile coach/scrum master, developer, tester, UX, designers, account manager
- Mandate to make decisions on user value and solutions
- Have all competences to build and ship
- Work in sprints

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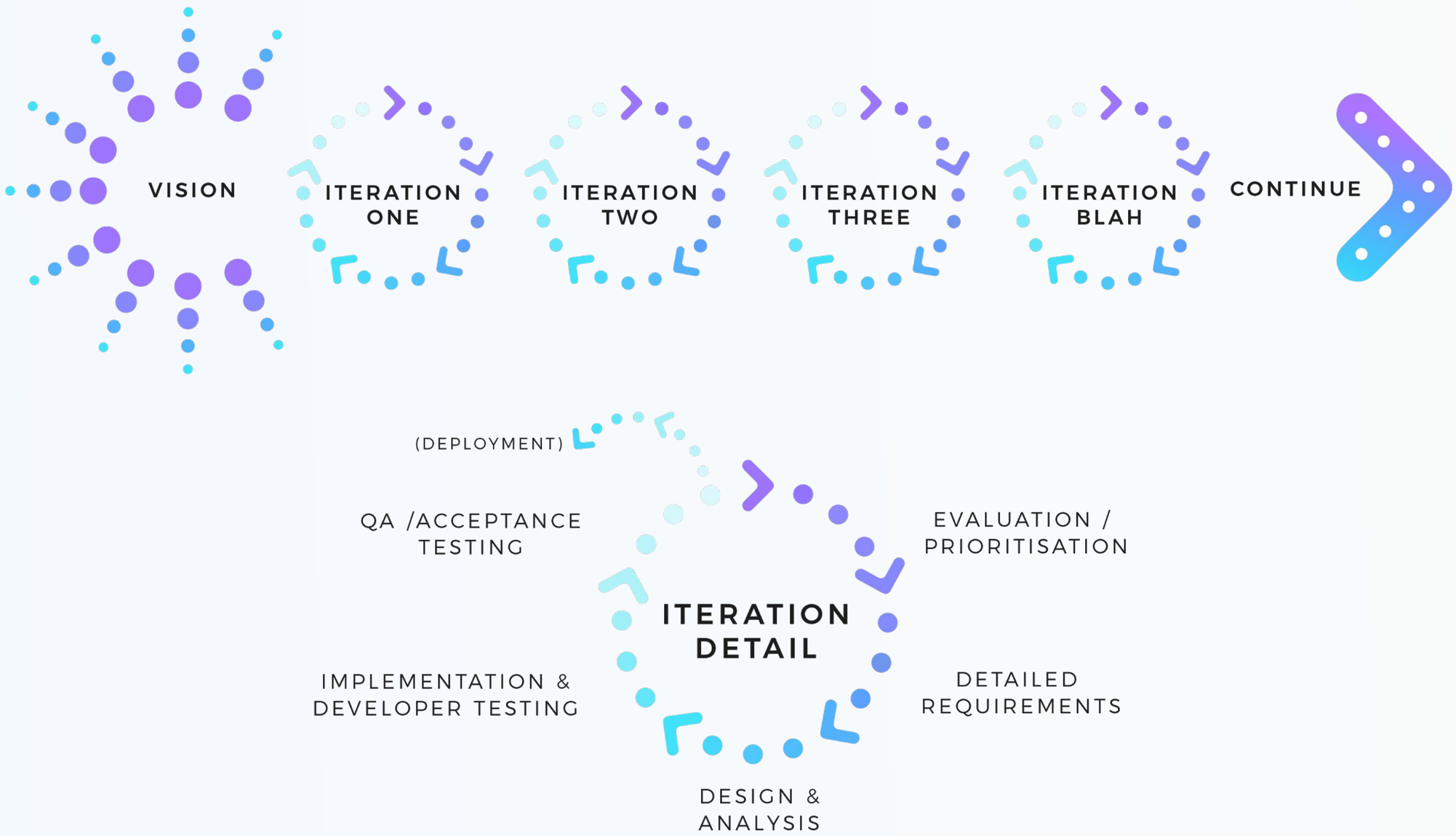
VISION
ITERATION ONE
ITERATION TWO
ITERATION THREE
ITERATION BLAH
CONTINUE
(DEPLOYMENT)
QA /ACCEPTANCE TESTING
EVALUATION / PRIORITISATION
ITERATION DETAIL
IMPLEMENTATION & DEVELOPER TESTING
DETAILED REQUIREMENTS
DESIGN & ANALYSIS

Find out more...

Scrum alliance https://www.scrumalliance.org/

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Making use of agile getting started

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Practical things to get going

Whatever you choose to do, start small and take it one step at time

Cultural change is really really super hard

whyagiletransformationsfail.com

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learn
by
FAILING

Practical things to get going

- Daily stand-ups of 15 mins
- Introduce a backlog of features
- Visual mgt of progress (Kanban)
- Implement sprints
- Do retrospectives
- Move teams around so you have cross-functional teams

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Watch out for split brain

Thank you

Drop me a line if you want to chat project managementy stuff

Twitter @hanopcan OR LinkedIn www.linkedin.com/in/OpCan

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