

## Combining Agile Methods

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<http://www.soberit.hut.fi/sems/>

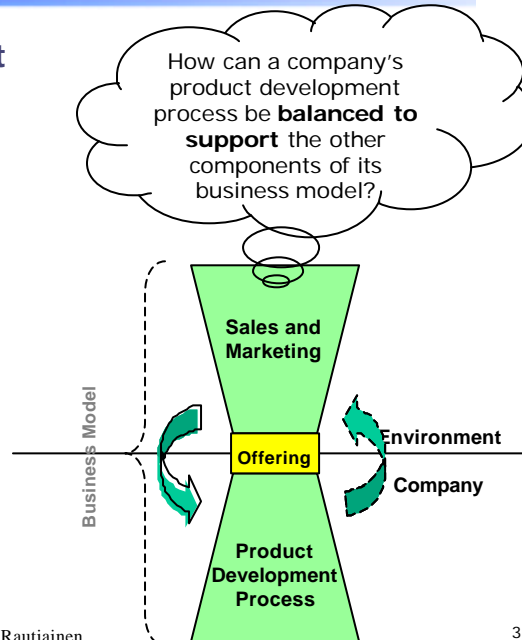
### Presentation Outline



- Introduction
- SEMS *Cycles of Control* Framework
- Using the Cycles of Control in Choosing and Combining Agile Methods

## Background and Context

- ❑ SEMS research project
  - ❖ Partners are small software product companies
    - Striving for standard products with minimum customer tailoring
  - ❖ The companies operate in turbulent environments
    - New technologies
    - Immature markets
  - ❖ There is a need to better manage and coordinate the different parts of the business model
    - Linking business and product development



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3

## Characteristics of Software Product Business

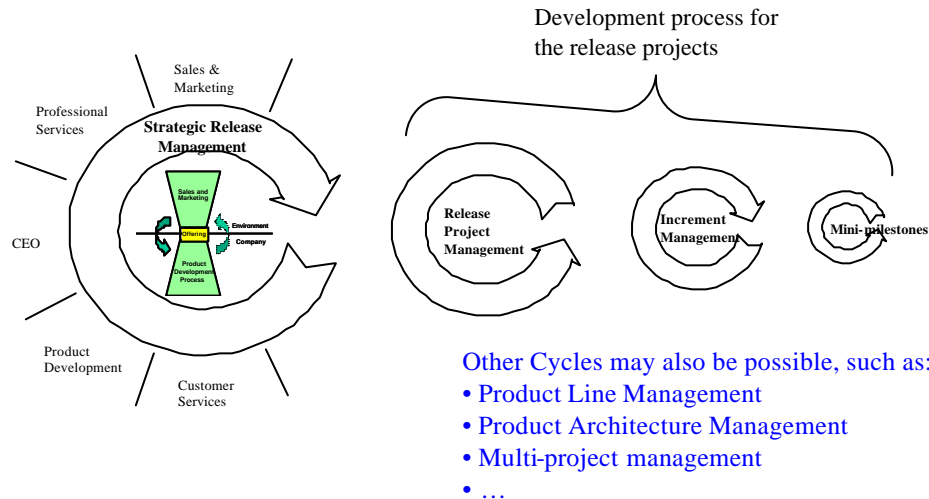
- ❑ Based on releases of different types
  - ❖ Major and minor product versions
  - ❖ Maintenance and bug fix releases
- ❑ Sales and Marketing have to be well coordinated with Product Development
  - ❖ Risk of over or under selling
    - Sales sells something Product Development cannot deliver
    - Sales starts after product is ready
- ❑ Product quality must be good (enough)
  - ❖ The few resources may be tied up in maintenance work
- ❑ In immature markets the company must be able to react to and utilize changes
  - ❖ The product development process needs to be flexible and controlled

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4

## SEMS Cycles of Control



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5

## Strategic Release Management Decisions

- ❑ Product mix
  - ❖ The product offering portfolio of the company
- ❑ Release types
  - ❖ Major, minor, maintenance, ...
- ❑ Release content
  - ❖ Product vision to guide releases
  - ❖ Requirements for releases
- ❑ Release timing/pacing
  - ❖ Planned release dates/rhythm for the different types of releases
- ❑ Development model
  - ❖ How the releases are built
  - ❖ Pacing and phasing of the development work
- ❑ Organisation, roles and responsibilities
  - ❖ Deciding on decisions
  - ❖ Outsourcing vs. internal work
  - ❖ Competences and resource availability
    - Training and recruiting
- ❑ Technology and architecture
  - ❖ Technology used and investigated
  - ❖ Product architecture
  - ❖ Development infrastructure
- ❑ Quality assurance
  - ❖ Testing strategy
  - ❖ Release criteria
- ❑ Risk management

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6

## Release Project Management

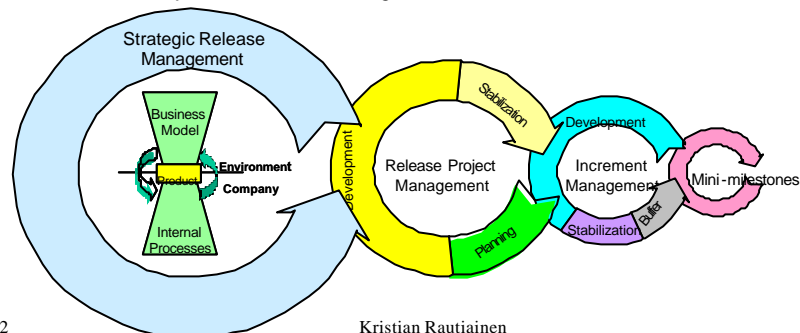
- ❑ Input
  - ❖ Product vision for release
  - ❖ Product requirements for release
  - ❖ Release criteria
  - ❖ Release date
- ❑ Release planning
  - ❖ Requirements refinement
  - ❖ Effort estimation
  - ❖ Technical risks
  - ❖ Possible renegotiation of release requirements
  - ❖ Phasing the development into increments
- ❑ Output to customers
  - ❖ Ready product version
  - ❖ Acceptance or release criteria met
  - ❖ All accompanying product documentation ready
  - ❖ Other product release tasks done
- ❑ Output to Increment Mgmt
  - ❖ Release goal
  - ❖ Increment plan
    - Order and priority of requirements
    - Increment themes
      - Architecture
      - Testing
      - ...

## Increment Mgmt and Mini-milestones

- ❑ Increment Mgmt
  - ❖ Increment goal set
  - ❖ Requirements broken down to tasks
  - ❖ Tasks allocated to people
- ❑ Output to Release Project
  - ❖ Ready product increment that is fully integrated to the product
  - ❖ At least the highest priority system tests passed
  - ❖ Some or all product documentation up-to-date
- ❑ Mini-milestones
  - ❖ Synchronising the individual efforts
    - For example the daily build, daily test cycle at Microsoft
- ❑ Early warning signs of trouble
  - ❖ Mini-milestones show progress of work
    - If work is not progressing it can be spotted right away
    - Corrective actions and evaluation of increment goal volatility
  - ❖ After each increment the same is applied to release goals

## Product Development Management System

- ❑ Is created by combining and specifying the cycles
  - ❖ The length and number of the cycles
  - ❖ The software engineering activities and practices within and between the cycles
    - Here ideas and principles from Agile Methods can be used
  - ❖ For example: Microsoft's Synch-and-Stabilize (one release)

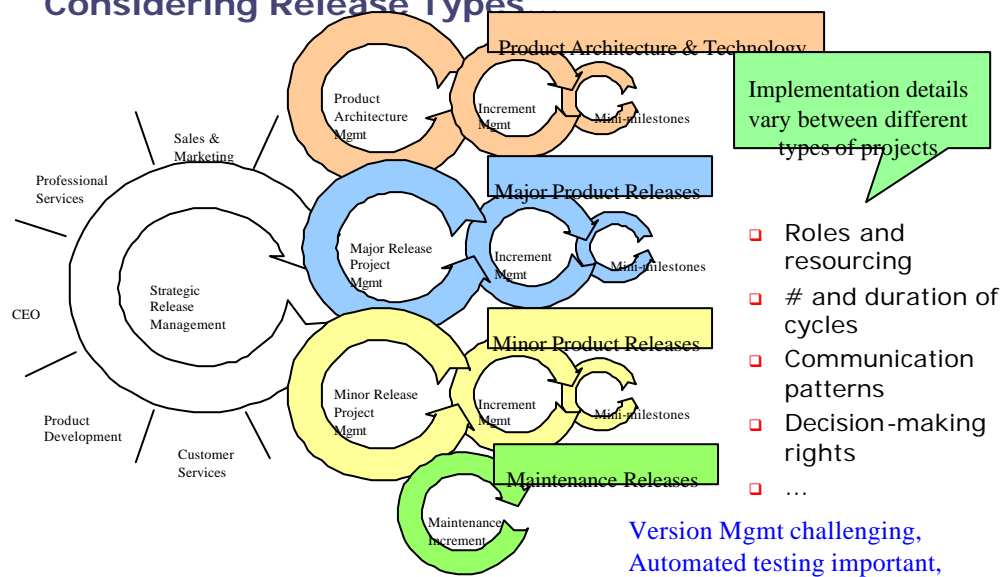


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9

## Considering Release Types



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10

## Choosing and Combining Agile Methods

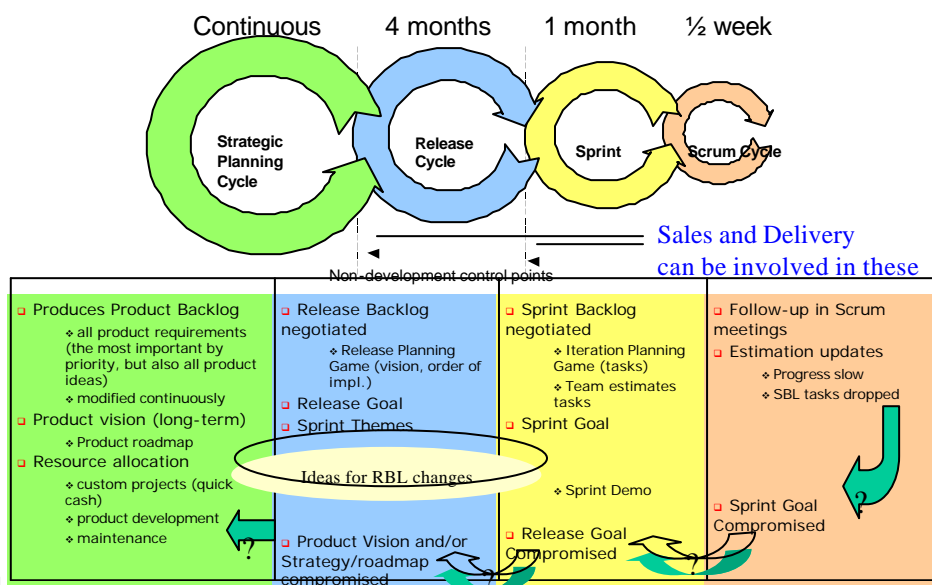
- ❑ Pekka told in his presentation about the deployment and suitability of different Agile methods
- ❑ Combining different Agile methods is possible, but some risks are involved
  - ❖ The practices in each method are carefully planned to support and utilise each other's strengths and weaknesses
  - ❖ To combine a different set of practices requires good understanding of the underlying implications
- ❑ Worst case:
  - ❖ An organisation throws away all practices that seem "boring" and only chooses practices to fit a "hacking" approach
- ❑ Good news
  - ❖ Agile methods address different aspects of software engineering
    - Project management
    - Development work
    - ...
  - ❖ For example Scrum and XP have been proposed to be combined, so that project management would use Scrum practices and development would use XP practices

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11

## Example: (From Requirements Perspective)



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12

## Development Work and Quality Assurance

- ❑ Frequent synchronisation of development work
  - ❖ Early and frequent integration of the code base
    - Configuration mgmt!
    - Automated unit tests to catch bugs in regression
    - Examples:
      - XP practices
      - MS Synch-and-Stabilize Daily Build cycle
- ❑ Early defect detection by other means than testing
  - ❖ Peer reviews
    - Pair Programming
    - Review by Chief Architect
- ❑ Testing should start as early as possible
  - ❖ Key point of several Agile methods
    - Not too much detailed guidance given, though
  - ❖ Applies to all levels of testing
    - Unit, integration, system, acceptance

## Summary

- ❑ Agile methods and/or practices can be combined
  - ❖ If the underlying implications are understood
  - ❖ **Hint:** start by piloting the one that seems to be the best fit, learn and improve/modify
- ❑ Understand your business and the needs and constraints it imposes upon your product development and vice versa
  - ❖ A balance should be found
  - ❖ Identify and utilise the strengths of your organisation
- ❑ The SEMS Cycles of Control can be used as a framework to ease communication about how product development could be organised
  - ❖ It is still tentative and needs refinement and detail
  - ❖ Initial experiences are encouraging