A Revelatory Case Study on Scaling Agile Release Planning

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Agile release planning can be scaled up to at least 10 development teams
Structure

• Introduction
• Case background and data collection
• Results
• Lessons learned
• Future work
Introduction
Traditional(?) release planning
Agile prioritization and planning

Planning game

Hundred dollar test

Scrum release planning
Joint release planning
Case background and data collection
Case background

- Finnish software product company
- Scrum-based development process
- Five-level requirements hierarchy
Release project

Potentially shippable increment 1 (PSI1)

- Iteration 1
- Iteration 2
- Iteration 3
- Iteration 4
- Iteration 5
- Iteration 6

PSI1 release planning (Event A)

Re-planning (Event B)

PSI2 release planning

Potentially shippable increment 2 (PSI2)

- Iteration 7
- Iteration 8
- Iteration 9
- ... (n-1)
- Iteration n

Public release
Data collection

• Observation
• Surveys
• Discussions with company representatives
Results
Start
Introduction | Project retrospective | Vision presentations | Instructions | Status check | Plan review | Planning retrospective
End
Team breakout planning sessions

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School of Science and Technology
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Team breakout planning sessions
Survey results

- High level of confidence in the created plans
- The method was well liked
Most important lessons learned
Features should be tentatively pre-assigned
Features should be prioritized in advance
Stakeholders and materials should be available and prepared
Number of included features should be limited and the features should be traced
Future work
Summary

• Scaling up agile release planning
• Two release planning events were studied
• Key activity is the “team breakout planning sessions”
• High confidence in created plans
Questions