



Aalto University
School of Science
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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

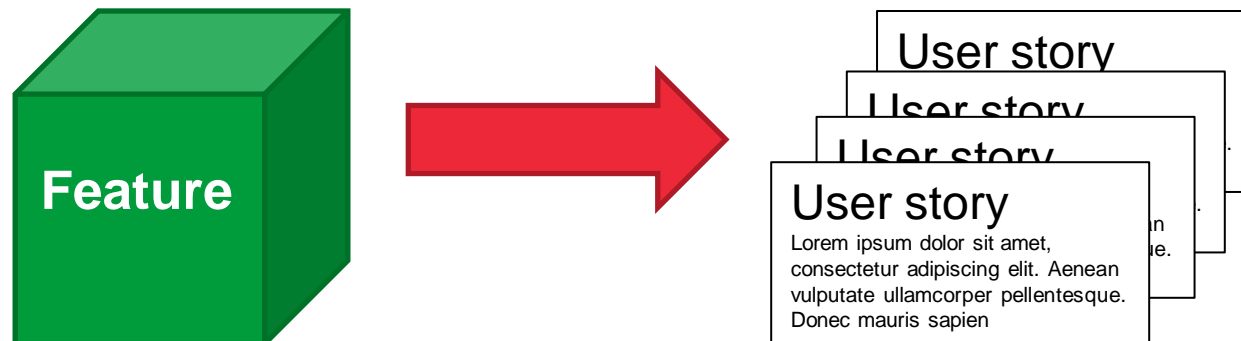
Joint release planning

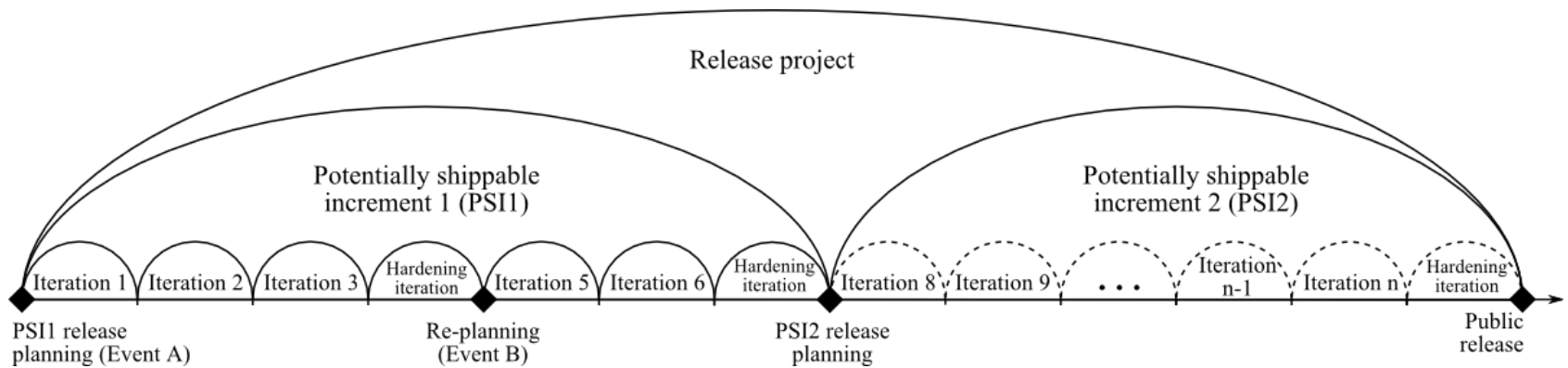


Case background and data collection

Case background

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

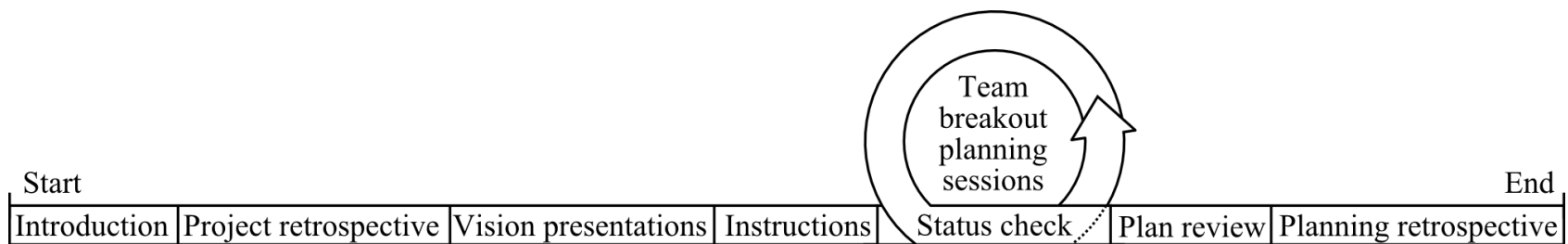


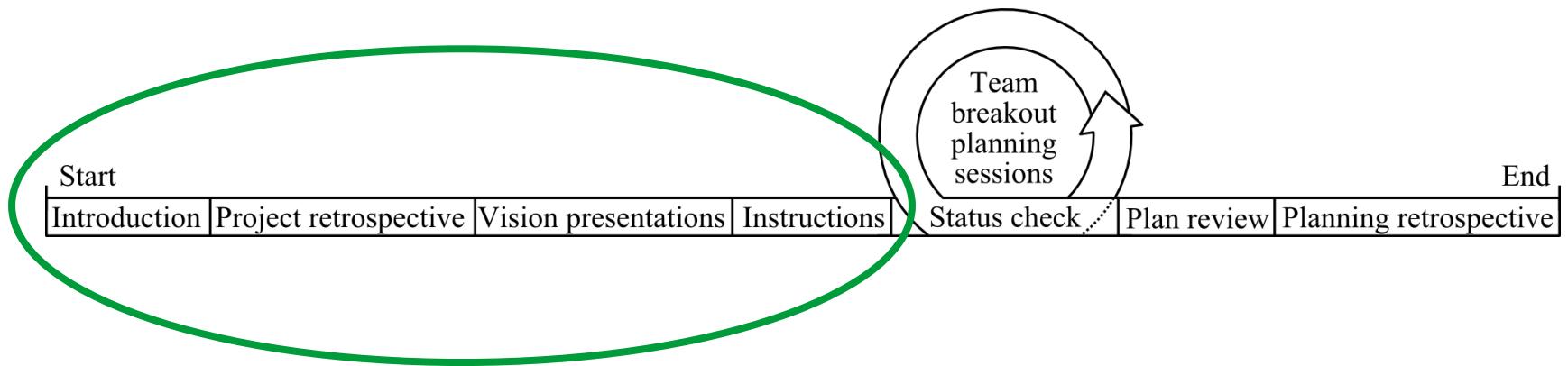


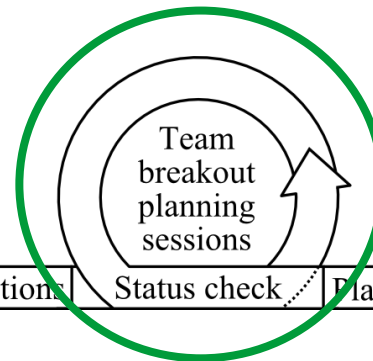
Data collection

- Observation
- Surveys
- Discussions with company representatives

Results







Start

Introduction

Project retrospective

Vision presentations

Instructions

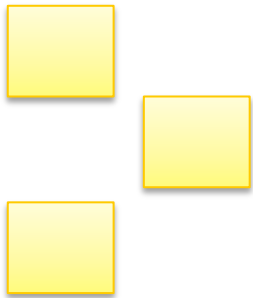
Status check

Plan review

Planning retrospective

End

Iteration 1



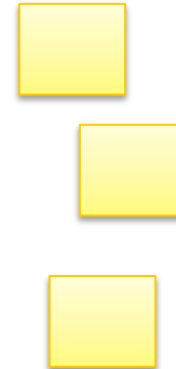
Iteration 2

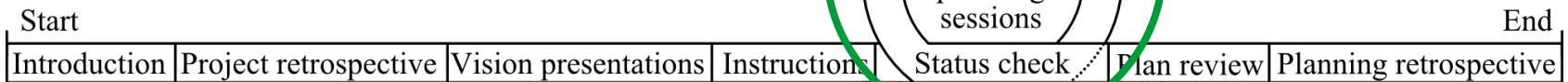
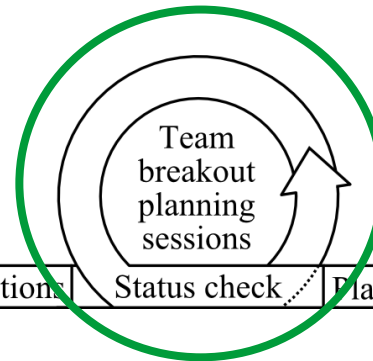


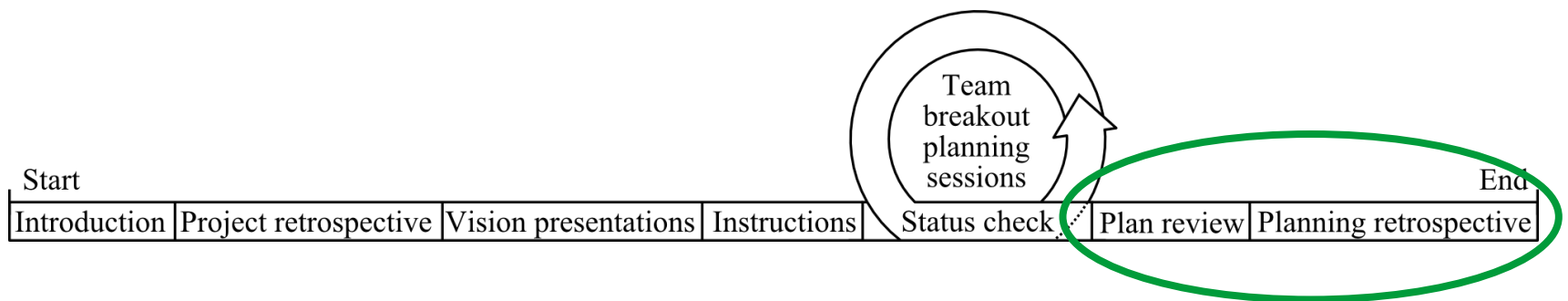
Iteration 3

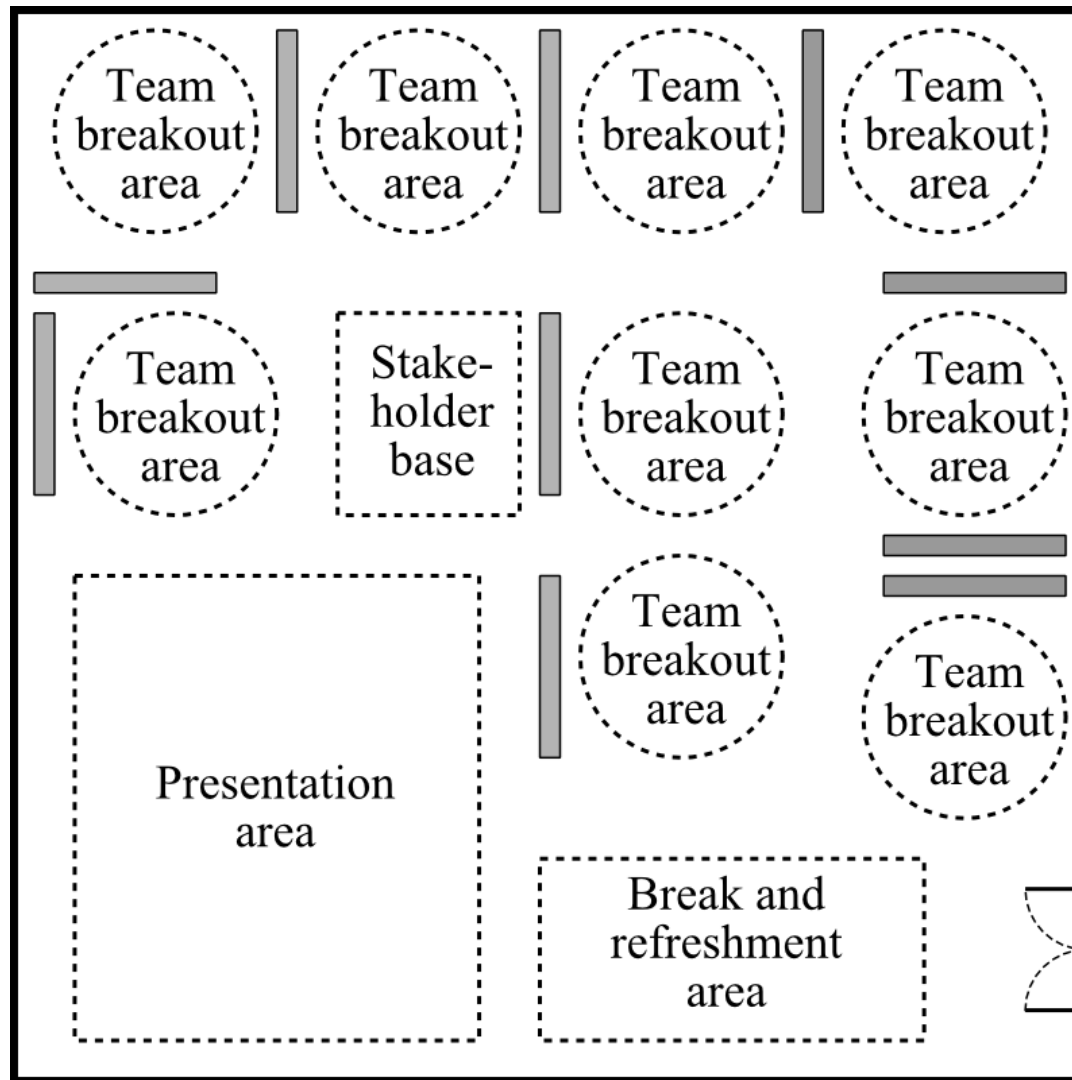


Iteration 4









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