

PROJECT MANAGEMENT

GO BACK 50 YEARS

1. Plan
2. Design
3. Build
4. Test
6. Review
7. Maintain



WHY IS THIS A BAD THINGS?

BUT CUSTOMERS GET FUSSY...

INTRODUCING AGILE

WATERFALL

1. Plan
2. Design
3. Build
4. Test
6. Review
7. Maintain

AGILE



WATERFALL

1. Add posting
2. View postings
3. Search for posting
4. User login

AGILE



View postings

Add posting

Homepage

HOW DO YOU GET STARTED



1. Define Problem
2. Document Stories
3. Sprint Planning
4. Track sprint as it goes
5. Retrospective

WHAT IS A USER STORY?

FORM:

**As <PERSONA> I want to be able to <ACTION> because
<JUSTIFICATION>**

EXAMPLE:

**As Kerry I want to be able to upload a photo to share with my
friends and win prizes**

PERSONAS

DEFINITION:

A user of your application

EXAMPLE:

Kerry is an 18 year old girl and loves using her iPhone. She is an avid Facebook user and regularly shares pictures with her friends.

WHAT TO PUT IN:

Relevant facts to the project that app that you are developing

WHAT NOT TO PUT IN:

Unrelated facts, e.g. hair colour, geographic location, things she likes, etc.

WHAT GOES IN A STORY?

Title: User upload photo

Epic: Sharing Photos

User Story:

As Kerry I want to be able to upload a photo to share with my friends and win prizes

Deliverables:

Kerry can upload a photo once she is logged in

Exceptions and Notes:

Kerry cannot upload a photo when she is not logged in

Kerry can only upload JPEG, PNG or GIF

Kerry should be given feedback during the upload process, e.g. upload bar

Kerry should be able to upload a photo from her phone

SPRINT PLANNING

**Which stories go into the sprint?
Do the stories make sense together?
How hard is this going to be to complete?
Who can work on what?**

TRACKING THE SPRINT

The screenshot shows a JIRA Team Scrum Board for 'Sprint 3'. The board is organized into four columns: To Do, In Progress, In Review, and Done. Each issue card includes a status icon, ID, title, description, assignee, and priority.

Column	Issue ID	Title	Description	Assignee	Priority
To Do	TIS-28	Research options to travel to Pluto		[Assignee]	5
	TIS-8	Requesting available flights is now taking > 5 seconds		[Assignee]	High
In Progress	TIS-27	Add Phobos and Deimos Tours as a Preferred Travel Partner		[Assignee]	8
	TIS-10	Bad JSON data coming back from hotel API		[Assignee]	High
	TIS-25	Engage Jupiter Express for outer solar system travel		[Assignee]	5
	TIS-20	Engage Saturn Shuttle Lines for group tours		[Assignee]	3
In Review	TIS-58	Add feedback button to the plugin sample code		[Assignee]	High
	TIS-45	Email non registered users to sign up with Teams In Space		[Assignee]	2
Done	TIS-9	After 100,000 requests the SeeSpaceEZ server dies		[Assignee]	High
	TIS-16	Establish relationship with local office supplies company		[Assignee]	3
	TIS-7	500 Error when requesting a reservation		[Assignee]	High
	TIS-11	Register with the Mars Ministry of Labor		[Assignee]	2

DAILY STANDUPS

**What did you do yesterday?
What are you going to do today?
Is there anything in your way?**

SPRINT REVIEW / RETROSPECTIVE

Demo your work and get feedback from the team

What worked well?

What didn't work well? How can we improve things?

Do we have something that works?

Product owner

- Define the features of the product
- Makes scope vs. schedule decisions
- Responsible for achieving financial goals of the project
 - Prioritize the product backlog
- Adjust features and priority every sprint, as needed
 - Accept or reject work results

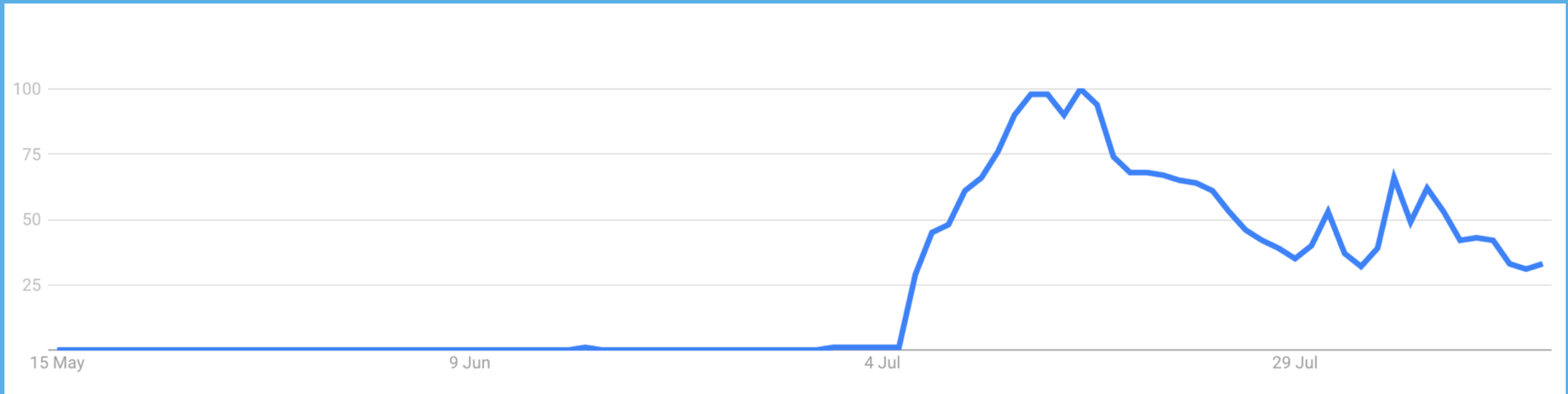
The ScrumMaster

- Responsible for enacting Scrum values and practices
 - Removes impediments
- Coaches the team to their best possible performance
- Helps improve team productivity in any way possible
- Enable close cooperation across all roles and functions
 - Shield the team from external interference

The team

- Typically 5-9 people
- Cross-functional: Programmers, testers, user experience designers, etc.
 - Teams are self-organizing
 - Ideally, no titles but rarely a possibility
- Membership should change only between sprints

MINIMUM VIABLE PRODUCT (MVP)



QUESTIONS