

Flow Team Agile Workshop

Third Course - 30 August, 2013

Ground rules

- No laptops (unless taking notes or emergency)
- No cell phones (unless emergency)
- Work as teams
- Be timely
- Be open - open minded and open with each other
- Bring energy
- Emotions
- One conversation at a time, feel free to ask questions as they arise
- Be mindful of the chickens and pigs

Today's agenda

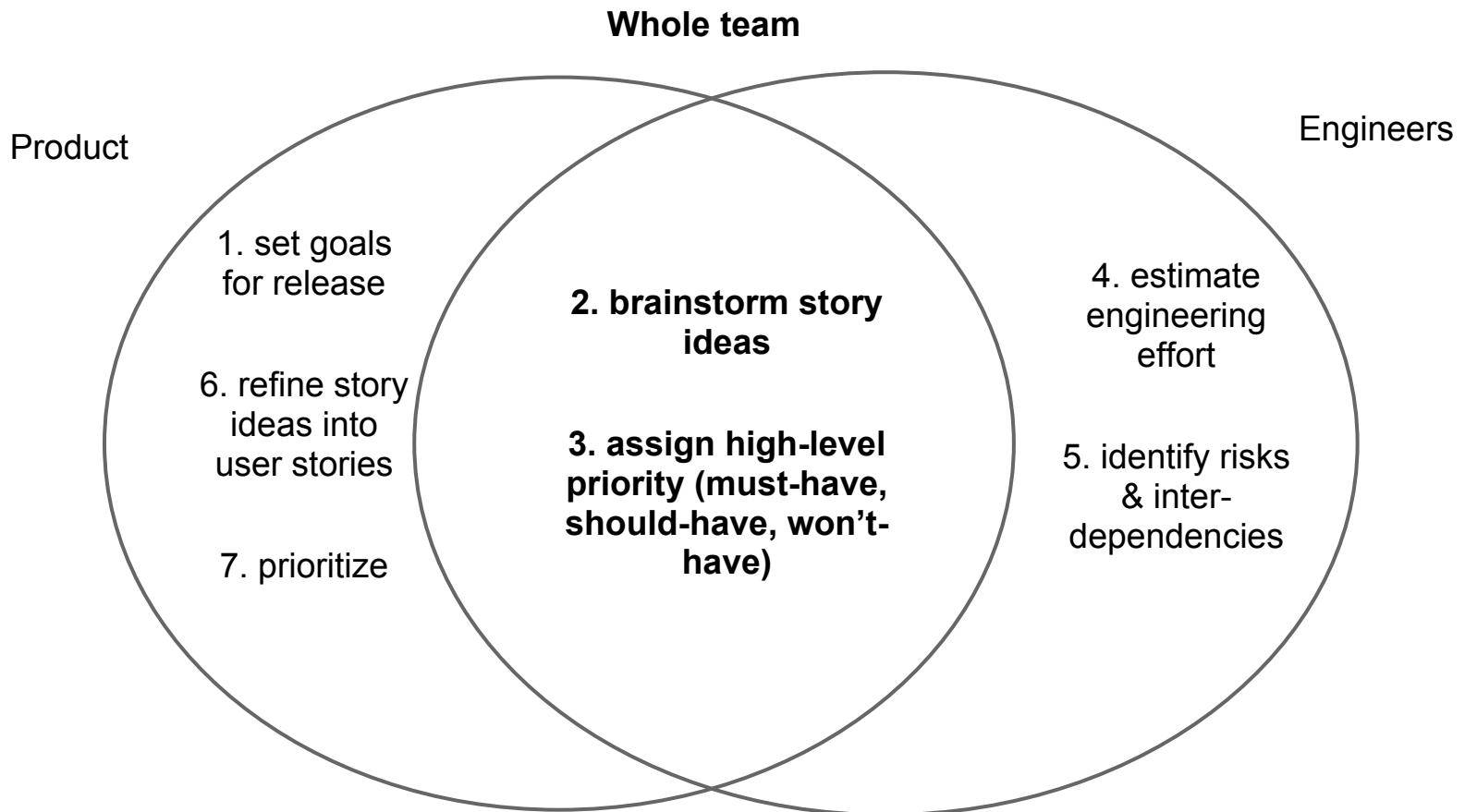
Objective: Define goals for release 1 and be prepared to start sprint 1

- Release Planning
 - Defining the MVP
 - Select cards for the MVP
 - Estimate stories
- Lunch
- 1st Iteration planning

Release planning

Experience from mobile planning

Everyone has a voice!



First release - the MVP

Mobile has 3 tracks for features in any given release:

- ***alpha** – *free-for-all: developer & community sandbox*
- **beta** – more mature features, may soon be ready for primetime
- **stable** – full production site, live for all users

Flow is starting with 2 tracks (for now):

- **alpha** – release to test environment (Labs)
- **beta** – release to subset of Wikipedia (select WikiProject discussion pages)

Release planning

Exercise

Estimation

Exercise

Sprint planning

Sprint planning

- Sprint goals/theme
- User story selection
- Pick a little more than avg capacity

Sprint planning

Exercise

Turbulence is OK



Agile manifesto

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Additional Resources

Mobile web meetings

- You will be a chicken
- **Standup:** M/W/F 10am PDT, standup area, 3rd floor
- Look at Arthur's calendar for the others

Web links

- http://www.mediawiki.org/wiki/Mobile_web/Team
- <http://hat.jit.su/>
- <http://www.scrumalliance.org/>
- <http://agilemanifesto.org/>
- <http://www.agilealliance.org/>
- <http://www.mountangoatsoftware.com/>

Books

- *Team Geek* by Brian Fitzpatrick and Ben Collins-Sussman
- *Agile Estimating and Planning* by Mike Cohn
- *Agile Project Management with Scrum* by Ken Schwaber
- *Agile Retrospectives* by Esther Derby and Diana Larsen
- *Agile Software Development with Scrum* by Ken Schwaber and Mike Beedle
- *User Stories Applied for Agile Software Development* by Mike Cohn

Retrospective

- What worked well?
- What didn't?
- What still puzzles you?

Thanks!!!

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