

From Wish List to Running System: How to Get What You Want

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From Wish List to Running System: How to Get What You Want



Your Guide



Peter Stevens, CSM, CSPO, CSP
peter@sierra-charlie.com
www.scrum-breakfast.com

dasScrumTeam.com

- 1982-85 Software Engineer, Microsoft
- 2005 discovered Scrum
 - NZZ Executive
 - Publicjobs.ch
 - Dynamic-Pricing.ch
- April 2008, Independent Scrum Coach
 - On-Site Scrum Training E/F/D
- Certified Scrum Practitioner
- Scrum Evangelist
 - Scrum-Breakfast.com
 - agilesoftwaredevelopment.com
 - Lean-Agile-Scrum SwissICT Group

You won't get everything you want

How do you achieve your goals anyway?

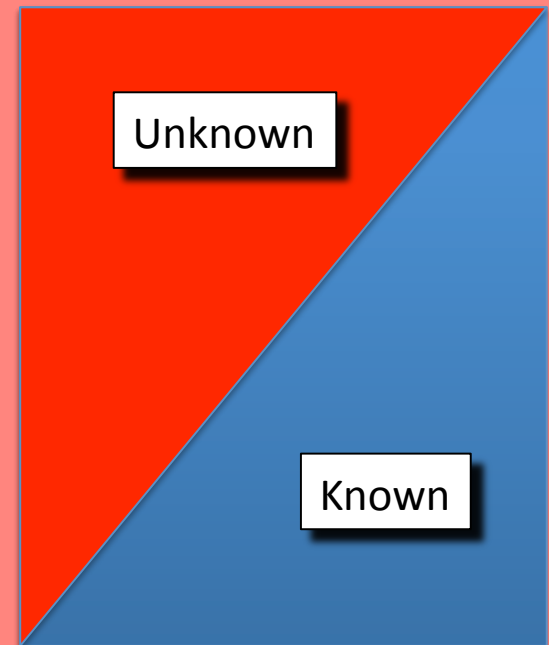
Understand
the Nature
of the
Software
Development
Process

How to
Communicate
Your Vision

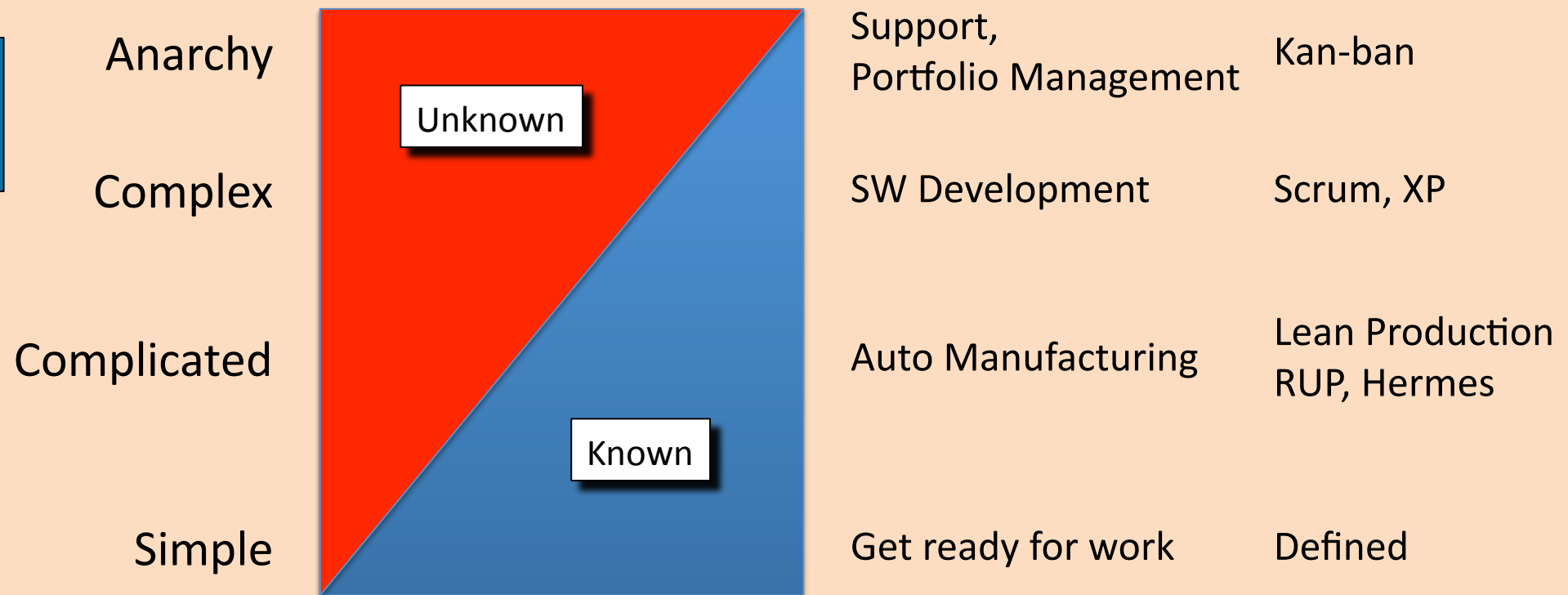
How to
Test Against
Your Vision

Software Development is a Complex Process

Anarchy
Complex
Complicated
Simple



Scrum and XP trace their existence to the realization that Creating Software \neq Assembling a Car



To achieve satisfactory results, reduce the complexity

$$1 \times 1 = ?$$

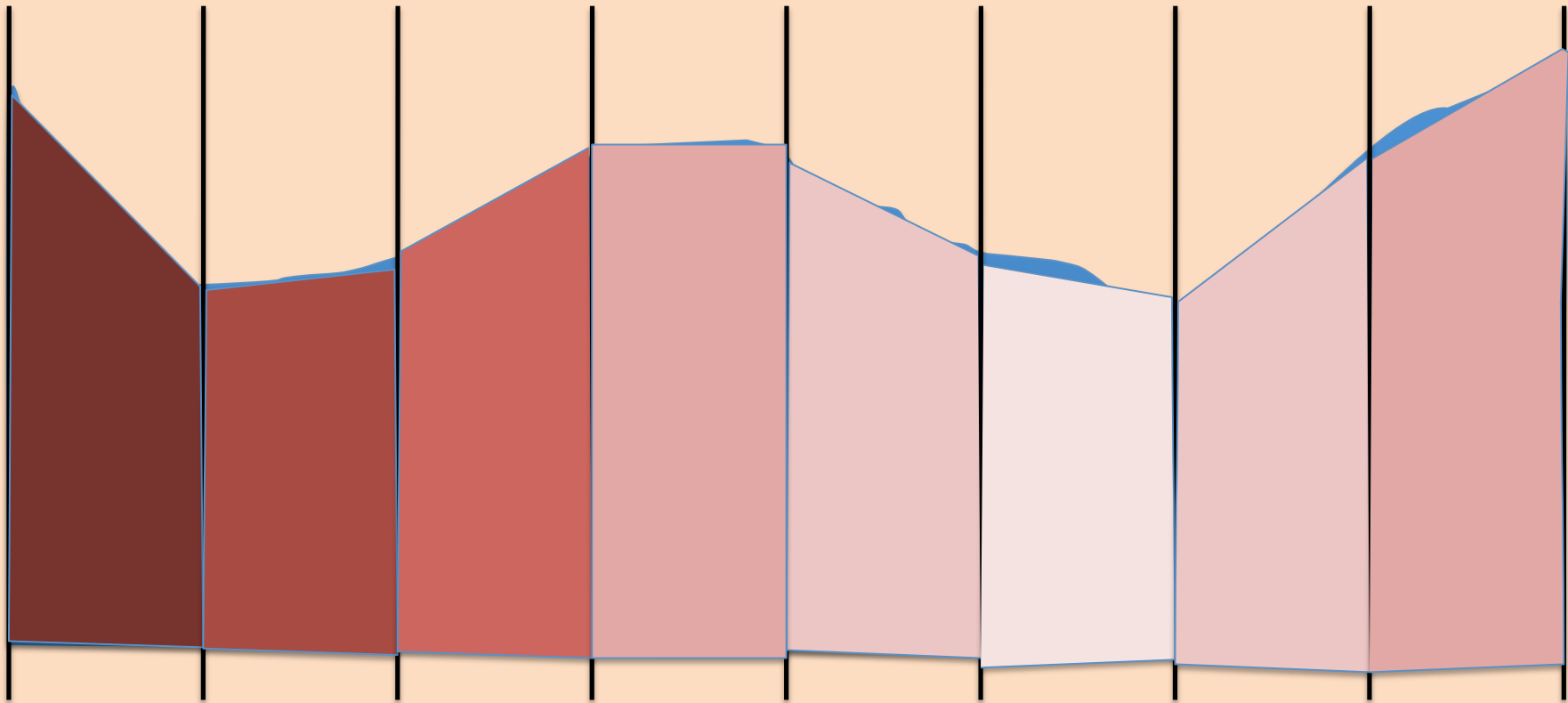

$$h * W / 2$$


$$H * W$$


$$h * W / 2$$


$$H * W$$

You deal with complexity effectively
by breaking complex projects into smaller sub-projects



Communicate

Your Vision



Picture courtesy of westman@flickr

Work closely with your team



Photo © Michael Chamberlin - Fotolia

User Stories are an effective way to communicate and prioritize what the system should do.

An unemployed job hunter
can document his applications,
so that he can qualify for unemployment insurance benefits

A job hunter
can upload his résumé
so that he can apply for jobs more quickly and easily

Acceptance tests ensure conformity with customer intent.

User / Stakeholder	Goal / Reason	Status
As a passenger	I want to be cool in the summer	OK
As a driver	I like to shift the gears, so I have control over the car	OK
As a driver	I want to know where I am	OK
As a parent	I want seats for the whole family	OK
As a customer	I want my favorite color combination	OK
As a fleet operator	I want fuel consumption ≤ 7 l/100km to minimize operating costs	Failed

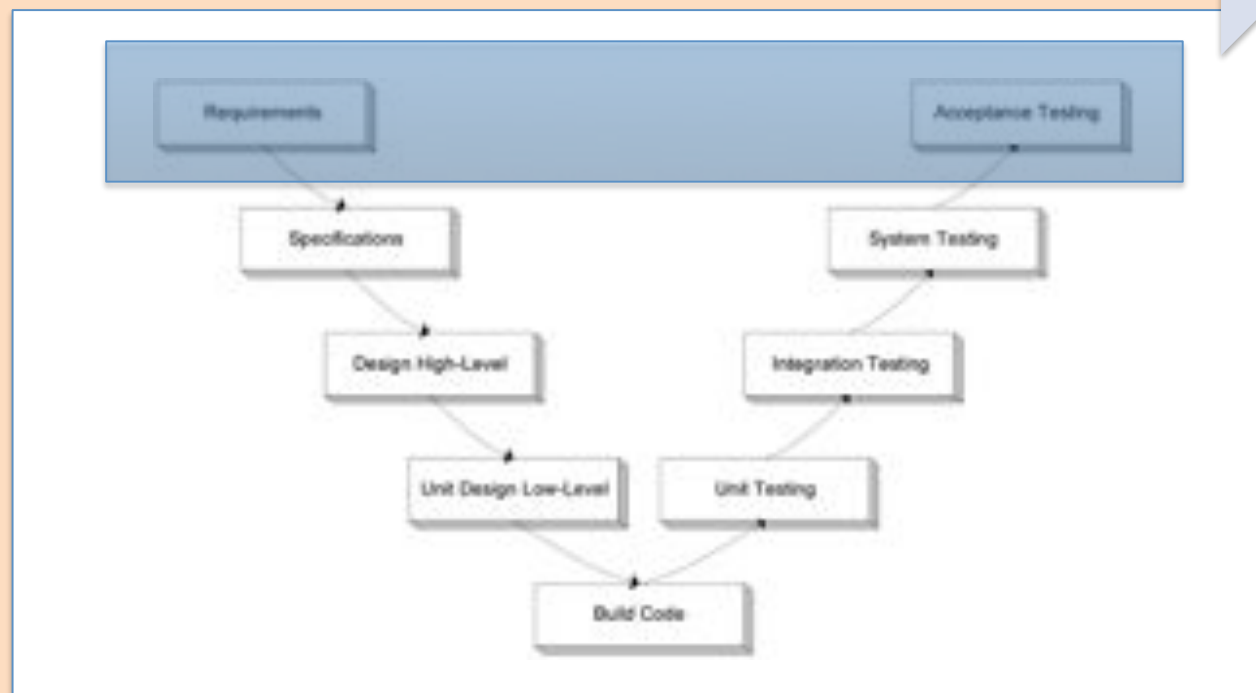
Test First: Define Acceptance Tests Before Implementing the Corresponding Feature

Define Requirement

Define Acceptance Tests

Implement Feature

Verify Feature



Source: <http://www.tfhr.gov/safety/pubs/04080/02.htm>

How to ensure
that you get
what you asked for

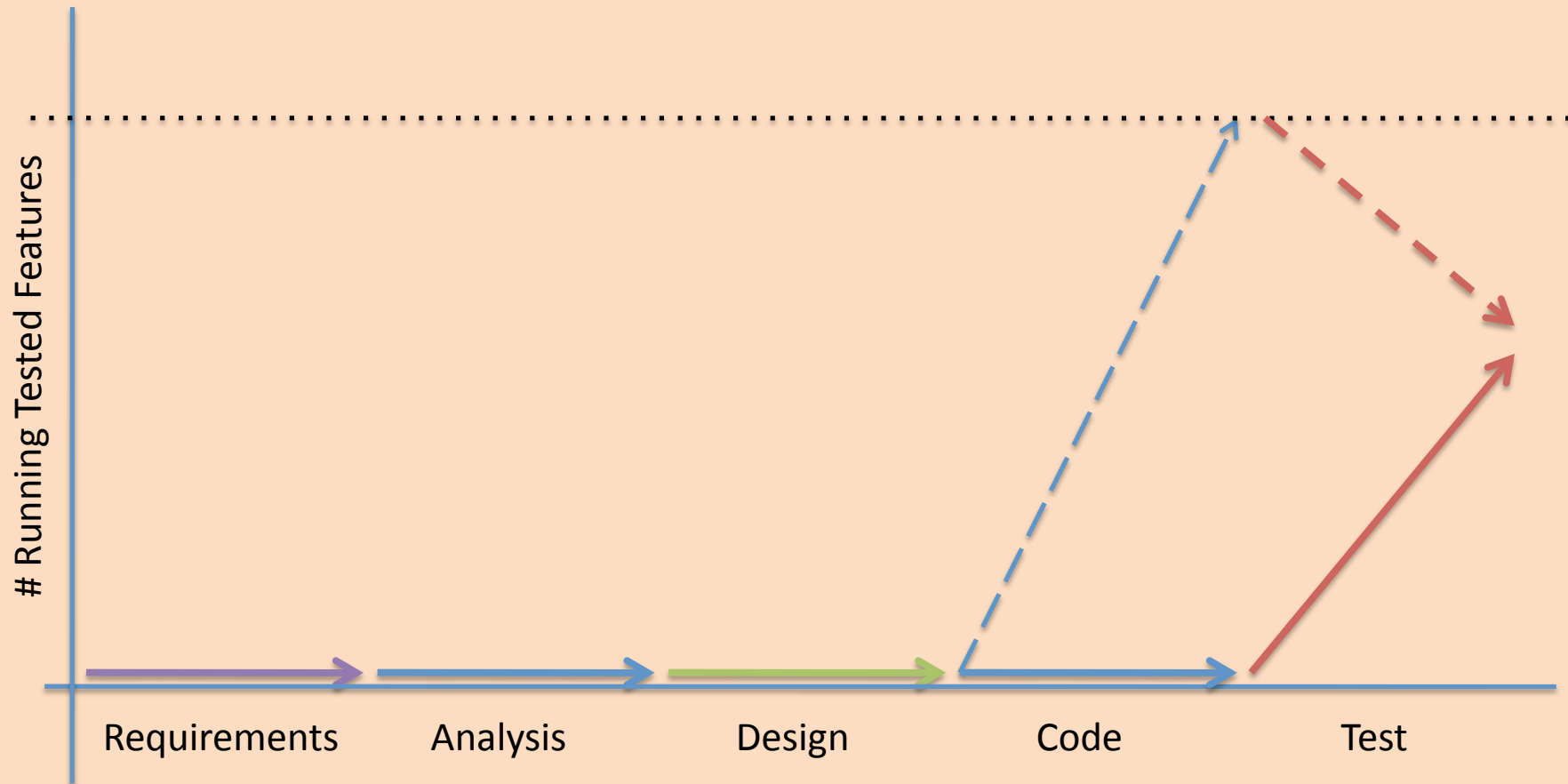


Photo courtesy of [thmcmahon@flickr](#)

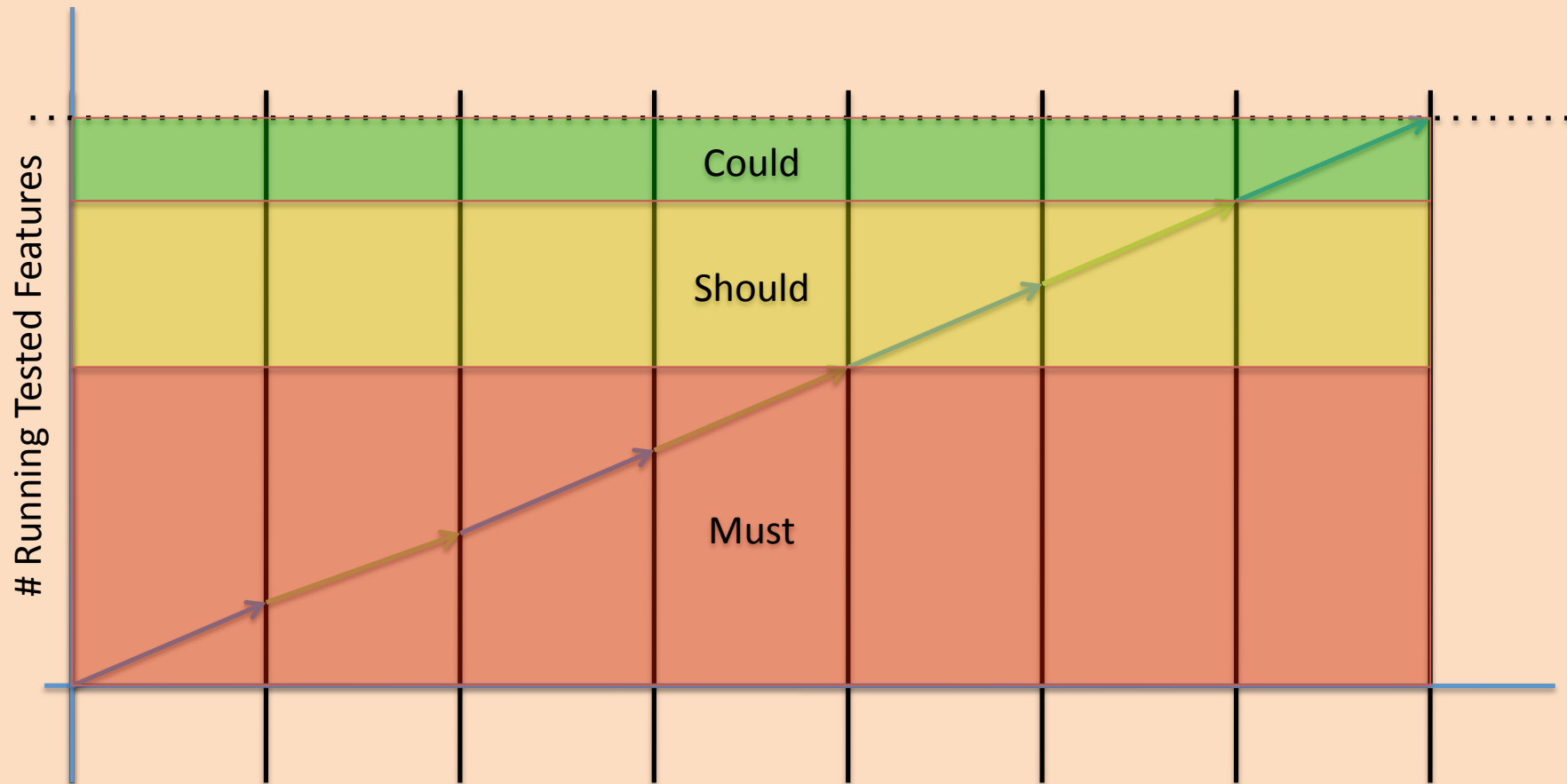
A development team should produce running tested features (RTFs).

As a passenger, I want to be cool in the summer	OK
All seals correct	OK
Condenser Temperature < XXX°C	OK
Fan throughput = X l/min in low setting	OK
Fan throughput = Y l/min in high setting	OK
Cooled Air Temperature = Ambient - 10±2°C	OK

A project is 50% complete when
50% of the features are running and tested.



Automated tests ensure that running tested features stay running and tested.



Summary

- Work Closely with Your Team
- Have a Clear Vision of What the Product Should Accomplish
- Communicate your Requirements with User Stories
- Prioritize Features by Business Value & implement in that Order
- Apply Iterative, incremental development practices
- Define Acceptance Tests Before Coding Starts (JIT)
- Insist on Adequate Developer Tests
- Automate testing whenever possible
- Measure Progress Based on Completed Functionality

This Afternoon's Workshop

Specification Game



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Thank you!



Peter Stevens
peter@sierra-charlie.com
<http://tinyurl.com/Scrum-Courses>

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