Agile Project Management Training INTRODUCTION to AGILE PROJECT MANAGEMENT



TRAINING GOALS

TARGET AUDIENCE:

Agile Project Technical Leads

Product Architects

Program Managers & Quality Managers assigned to an Agile project

Upon completion of this training, students will:

- Understand how Agile projects are managed
- Be able to kick off and plan an Agile project under the direction of the Agile Coach.
- Use Agile Project Management Metrics to monitor execution.



INTRODUCTION to AGILE PROJECT MANAGEMENT

 An Agile release is made up of a series of iterations.

- Unlike the customary Waterfall Model

- Breadth-First Delivery
- Phase-based Development
- End-of-phase Handoffs
- Agile Projects are
 - Depth-First Delivery
 - Feature-Set-based Development
 - Full-lifecycle Collaboration



Waterfall Lifecycle

Breadth-First Delivery Phase-based Development End-of-phase Handoffs

Iterative and Incremental Development Lifecycle

Depth-First Delivery Feature-Set-based Development Full-lifecycle Collaboration



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Agile Project <u>Planning occurs at two levels</u>:

- We plan strategically for scope & plan structure (Release Planning / Backlog Identification + Iteration Planning)
- We plan tactically for each iteration (Iteration Management)
- Agile Project <u>Estimation occurs at two levels</u>:
 - We estimate items in the backlog with relative values (ideal days)
 - We estimate tasks in the iteration backlog in units of time (ideal hours).

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- We refer to Release content in terms of "<u>backlog</u> <u>items</u>."
- Agile processes do not track duration, because the duration is always the same – it's the length of the iteration.
 - Only work effort is tracked, at the task level.
- Release progress is reviewed at the end of every iteration, and adjusted based on conversations between the "customer" and the team.





An Agile project plan...

... is used to help manage work

- ... assumes response to change is needed and expected
- ... uses iterations that are fixed-length time-boxes
- ... expects the team to self-manage, define the tasks required to deliver product

... is monitored through a new suite of Agile Project Metrics





Roles in Agile Projects

Project Sponsor (PS)

• The leader who is accountable for the success of the project. This role could be filled by a *department* manager, senior executive, or business leader.

Program Manager (PM)

• The liaison into the Program Management team. This role can be filled by a *box PM, a feature manager, or a release manager for the product*. This role usually owns the Primavera schedule.

Tech Lead (TL)

• The leader of the agile team, who is accountable for the success of the team. This role usually owns the team's project plans in the VersionOne agile project management tool.

Product Architect (ARCH)

• The technical authority for the product. Is usually a member of the team, responsible for leading the technical decision making during the iterations. Plays a large role in structuring the teams around the anticipated architecture, and supports the estimation activities.

Team Member (TM)

• Team members assume ownership of an iteration plan at the Iteration Kickoff. While the planning is driven by the Tech Lead and Product Architect, the Team Members must challenge, question, refine, and decompose the elements of the plan (i.e. backlog items and tasks) via the collaborative Iteration Kickoff and Planning Game/Sprint Planning meetings to establish their ownership of the plans for the active iteration (i.e. sprint).

See all Agile roles at http://compass.mot.com/go/AgileRoles





Agile Project Management Practice Defined

Two levels of practices that enable projects to effectively respond to change:

Scope and structure

- <u>Release Planning/Backlog Definition</u>
- Iteration Planning

Detailed planning

Iteration Management







TRADITIONAL PROJECT MANAGEMENT

AGILE PROJECT MANAGEMENT (APM)

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Release Planning / Backlog Definition

- A project planning technique that breaks the project scope into a prioritized list of backlog items, and includes these techniques.
 - Backlog Definition (<u>Slices & Steps</u>)
 - Backlog Estimation/Relative Costing





Iteration Planning

Maps the backlog items to successive, time-boxed iterations, creating an Iteration Plan.

- Iteration Balancing

- Buffer Iterations

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Iteration Management

A set of tools & methods used to plan and track the active iteration.

- Iteration Kick-Off
- Planning Game
- Iteration Calendar
- Daily Stand-Up
- Buffer Management & Deferral Report
- Velocity Tracking
- Project Monitoring and Control (Agile Metrics)
- Retrospectives







AGILE PROJECT MANAGEMENT (APM)

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Project Monitoring and Control

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Agile Metrics Framework



Agile Deployment Team will ensure that metrics are taken and analyzed and assist with actions as needed.



Why use the APM charts?

Goal: To monitor the risk to commitments.

Burnup Chart

- Shows how much of the total planned work is completed.
- Question: Is the project backlog stable or growing?

Normalized Velocity Chart

- Shows a rate of execution in terms of work completed per staff-week.
- Question: Are we completing work at the planned rate?

Buffer Consumption Chart

- Shows the risk to the scheduled end date.
- Question: Is the current risk to the commitment date acceptable?

Burndown Chart

- Shows a lower-level view of the current iteration's execution status.
- Question: Is the current iteration completing work according to plan?





Burnup Chart

Purpose:

To monitor the growth in planned work in the project and the team's execution progress.



Questions:

- Where am I in the project?
- Are we on pace in the active iterations?
- How much work is in each iteration?
- Does the plan look balanced?
- Have we exceed our growth expectations?





Burnup Chart



MOTOROLA

Frequency: Weekly

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Normalized Velocity

Purpose:

To monitor the execution progress of the team across the iterations.



Questions:

- What is the team's capability?
- Is the team's output consistent/stable?
- Are future expectations reasonable?
- Is the team's capability improving?
- Are we consistently underperforming?



Normalized Velocity



Frequency: After each iteration

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Buffer Consumption

Purpose:

• To monitor the risk to the project's commitment dates.



Questions:

- Are we consuming the buffer too fast?
- Are we forecasting unacceptable risk after the current iteration completes?
- How much of the project is completed?
- How much of the buffer is consumed?
- How much of a change is required to make the project healthy again?

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Buffer Consumption



Frequency: Weekly

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Burndown Chart

Purpose:

• To monitor the execution within the current iteration.



Questions:

- How much of the iteration is left?
- Are we on pace to complete all the work?
- Are we getting the hours of effort we need?
- Did we identify the tasks early enough?
- Are we updating the data daily?





Burndown Chart



APM 4-up Charts: Examples

Consider a hypothetical project that:

Spans 8 iterations, with the last one as the buffer Plans to use 6 people over ~10 calendar months

Charts are shown from these points in project:

May 31: Backlog Established June 28: Sprint Plan Completed July 20: Mid-Iteration 2 August 5: Post-Iteration 2 October 1: Scope Added November 8: Mid-Iteration 5 November 18: Post-Iteration 5

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Backlog Established (5/31/08)



Backlog Established (5/31/08)



Backlog Established (5/31/08)



Sprint Plan Completed (6/28/08)



Sprint Plan Completed (6/28/08)





Mid-Iteration 2 (7/20/08)



Mid-Iteration 2 (7/20/08)



Mid-Iteration 2 (7/20/08)



Post-Iteration 2 (8/5/08)

Post-Iteration 2 (8/5/08)

Post-Iteration 2 (8/5/08)

Scope Added (10/1/08)

Planned growth now exceeds expected growth at this point

Scope Added (10/1/08)

Scope Added (10/1/08)

Mid-Iteration 5 (11/8/08)

Mid-Iteration 5 (11/8/08)

Post-Iteration 5 (11/18/08)

Post-Iteration 5 (11/18/08) **Iteration 6 spans the** holidays (8 weeks long) **Velocity expectations** Burnup are reasonable, given 600 5.0 past performance 500 Staff Week) 400 Work (Days) **a** 3.0 300 Velocity (Work p 200 alized 100 Addition of staff ş has put forecast 0.0 back into yellow Iteration 1 Iteration 2 Iteration 3 Iteration 4 Iteration 5 Iteration 7 Iteration 8 Iteration 6 Project Completed Work (Days) Cu Project Future Work (Days) EZZA Fo Completed Normalized Velocity (Work per Staff Week) Planned Normalized Velocity (Work per Staff Week) ZZZ Forecasted Future Work (Daγs) Expected Growth (Days) Normalized Velocity LSL (Work per Staff Week) Normalized Velocity USL (Work per Staff Week Buffer Consumption Burndown 100% 180 90% 160 80% 140 70% e Consume 120 60% 100 Percentage of Buffer 50% **Deferrals in Iteration 5** 40% 30% were done very late 20% 10% 20 Π% 10% 20% 30% 50% 60% 70% 80% 90% 100% 0% 40% Percentage of Project Completed 14-Oct-08 21-Oct-08 28-Oct-08 4-Nov-08 11-Nov-08 - Linear Burndown (Est. To Do Hours) - To Do (Est. Hours) - Done (Actual Hours)

Post-Iteration 5 (11/18/08)

APM 4-up Charts: Examples

In the hypothetical project:

APM charts helped managers identify some performance issues in Iteration 2 and drive discussions in retrospectives to improve.

- APM charts showed that additional scope found after Iteration 3 could be absorbed without taking on a major risk to commitments.
- APM charts showed that the absence of planned staffing that led to the significant deferral in Iteration 5 required the addition of 2 staff in the last three iterations to recover.

This is adaptive (agile) project management.

CONTINUE ON to PART I – RELEASE PLANNING / BACKLOG DEFINITION

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