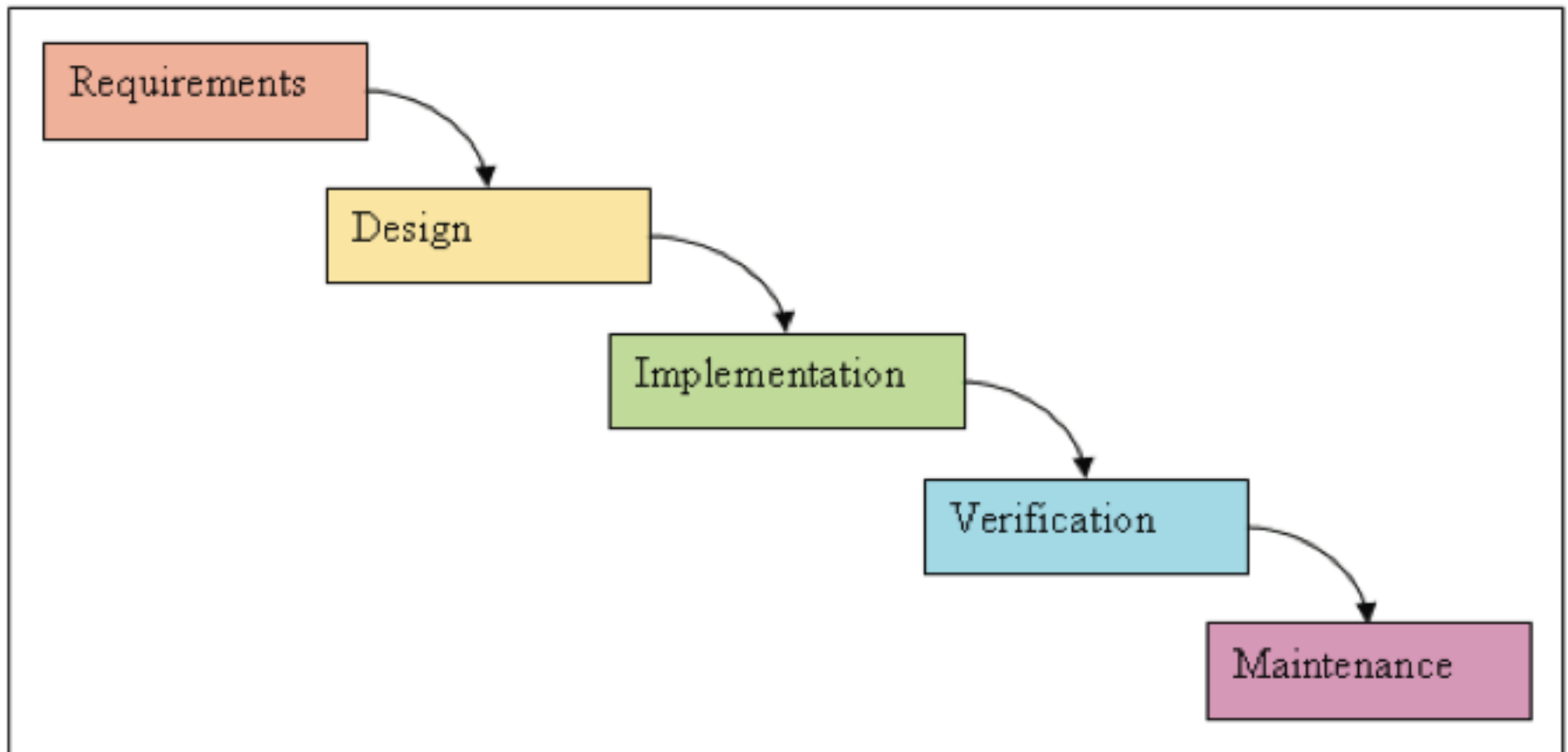


Agile

A really brief overview

What came before...

Waterfall



Waterfall

- Assumes you can fully specify a product before coding
- Verification and user acceptance late in cycle
- Often each phase assigned to separate team
- Get something wrong?
 - you find out late
 - have to start process over to fix
 - Impacts schedule

“Agile Manifesto” excerpt

Individuals and interactions

over processes and tools

Working software

over comprehensive documentation

Customer collaboration

over contract negotiation

Responding to change

over following a plan

“Agile Principles” excerpts

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

“Agile Principles” excerpts

- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

“Agile Principles” excerpts

- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

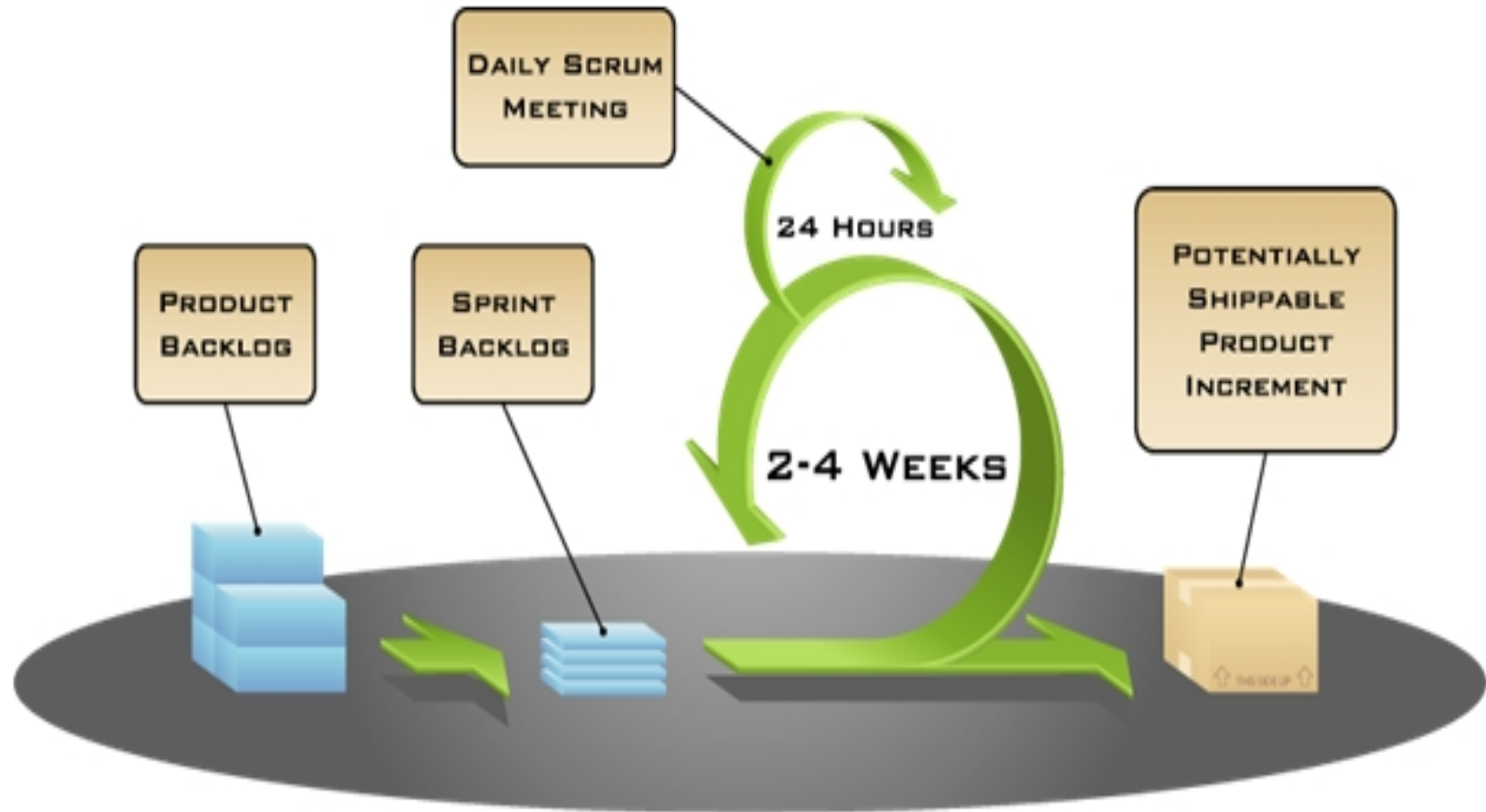
“Agile Principles” excerpts

- Business people and developers must work together daily throughout the project.

Scrum

- Scrum is an Agile Development methodology

Scrum



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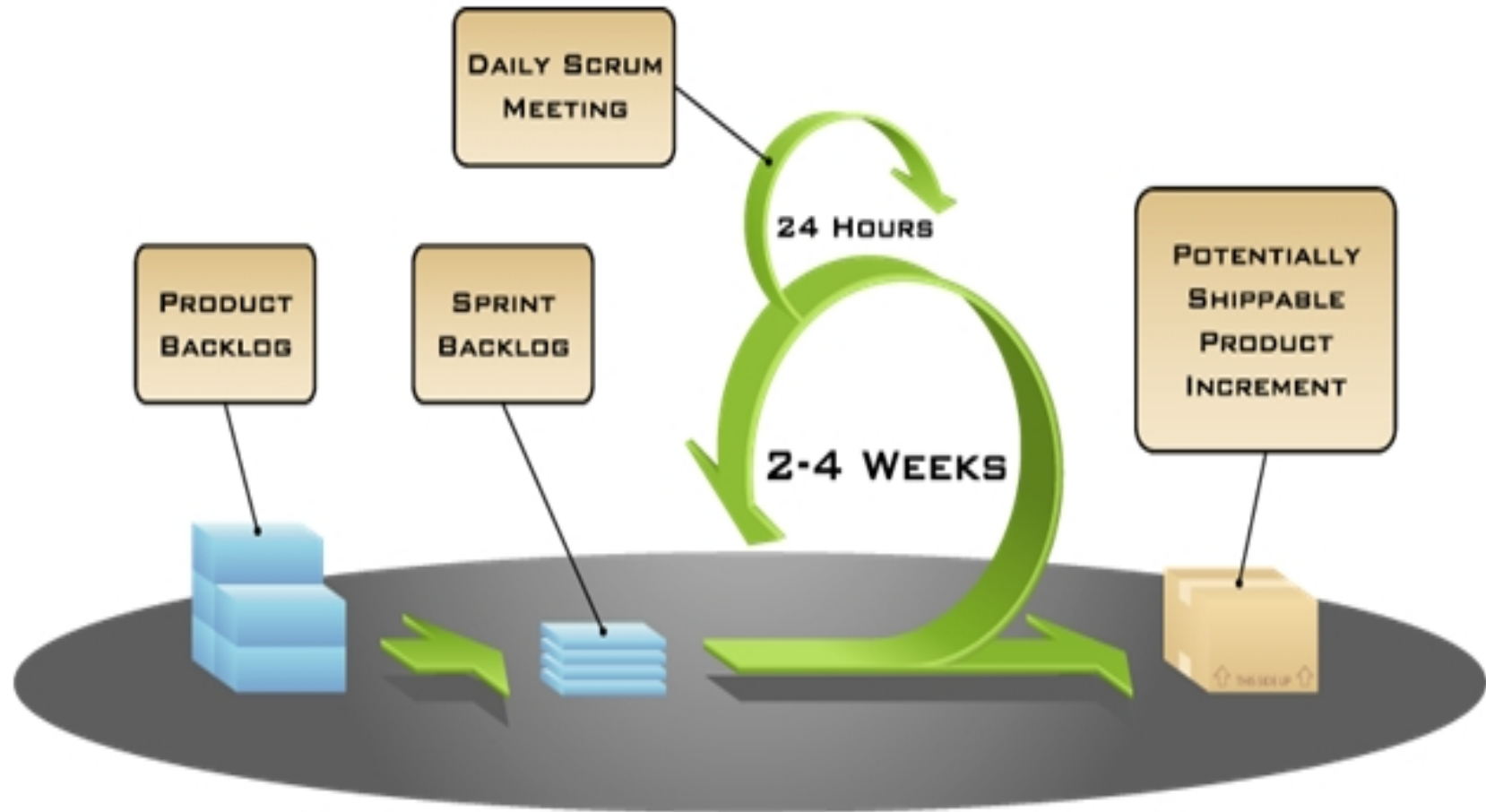
Scrum:Roles

- Stakeholders / Users
- Product Owner

Scrum:Roles

- Scrum Master
- Team

Scrum



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User Stories

- Not a full specification
- Common forms:
 - As an *<actor>*, I want to *<action>* so that *<achievement>*.
 - As an *<actor>*, I want to *<goal/desire>*.
- E.g.,
 - As a *staff user*, I want to *export an EAD-encoded finding aid*.

User Stories

- User Stories can “point to” additional documentation required for implementation,
 - e.g., format specification for EAD-encoded finding aid

Product Backlog

- The prioritized set of User Stories
- Maintained by the Product Owner
- Priorities set by Product Owner in communication/collaboration with Stakeholders/Users

Sprint Backlog

- The set of User Stories taken from the Product Backlog that will be implemented during a Sprint

Scrum: Meetings

- Sprint Planning
 - Product Backlog -> Sprint Backlog

- Daily Scrum

Scrum: Meetings

- Sprint Review
- Sprint Retrospective

Take aways

- Agile methods allow software development teams to respond to changing requirements
- Not all requirements specified up front
- Unit / Integration Testing / Release done early and often
- Stakeholders/Users involved throughout development

References

- <http://www.mountangoatsoftware.com/topics/scrum>
- <http://www.infoq.com/minibooks/scrum-xp-from-the-trenches>
- searching the Web will reveal many more sources...