think do show

AGILE WORKFLOW

The vision, the visual, the end to end journey, how we do it, when we do it, measurable chunks ... plan, agree, build and show & go again ...
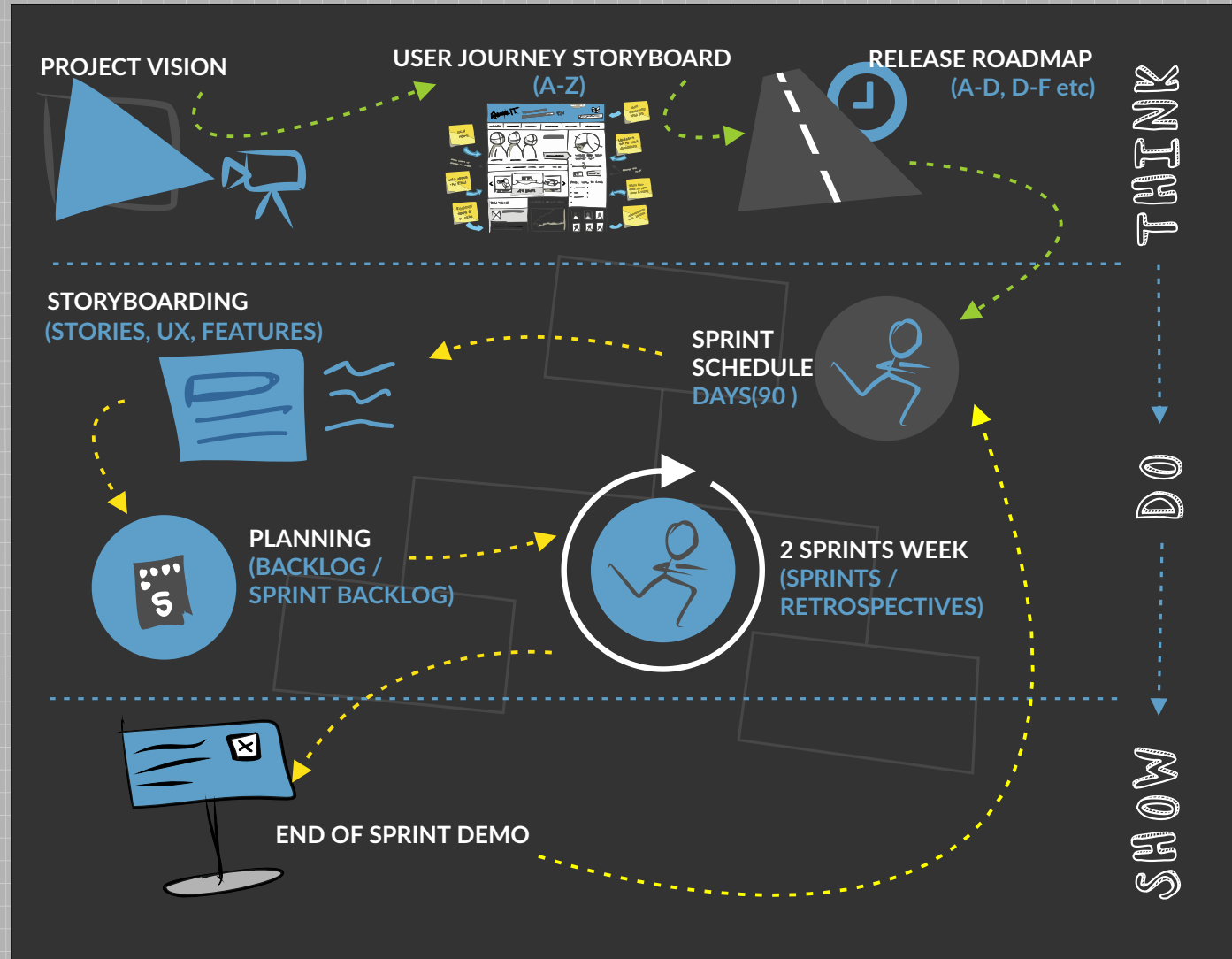
AGILE WORKFLOW
THINK DO SHOW

- Document high level Product Vision - what specifically are we building & why. What is the end user journey.
- Create the Release Roadmap to deliver the Product Vision - Which features, functions etc. are required to deliver the end user journey.
- Create the Sprint Schedule (typically 90 day cycles i.e. 6 x 2 week sprints) - When are we going to deliver each feature.
- Groom the current product backlog and create discreet, deliverable user stories.

Iterate through each 2 x week sprints :

- Planning - Create the sprint backlog, commit to deliverables and monitor team velocity.
- Daily standup - What is each person doing to deliver the sprint deliverables.
- End of Sprint demo - What we said we do and what we did.
- Sprint retrospective - What went well, what didn't go so well and how can we get better.
- Next sprint...

PROJECT VISION

USER JOURNEY STORYBOARD (A-Z)

RELEASE ROADMAP (A-D, D-F etc)

THINK

STORYBOARDING (STORIES, UX, FEATURES)

SPRINT SCHEDULE DAYS(90)

PLANNING (BACKLOG / SPRINT BACKLOG)

2 SPRINTS WEEK (SPRINTS / RETROSPECTIVES)

DO

END OF SPRINT DEMO

SHOW

RADICAL IT

THE AGILE BLUEPRINT

THE VISION

WHAT THINGS DO YOU NEED TO HAPPEN ?

The magic 90 days = Release. What is the goal? Be strict and clear, and hammer home repeadedly the goal message / catchphrase.

AS A ...

Target your users, customers & stakeholders.

I WANT TO ...

What needs and business priorities are you trying to solve, and opportunities to realise.

SO THAT ...

List specific business outcomes.

WHICH MEANS ...

Business value | Measurable KPI's.

WHEN DO YOU NEED THINGS TO HAPPEN ?

DATES — The date of the new release

NAMES — The name of the new release

GOALS — The reason for creating the new release

FEATURES — The high-level features necessary to meet the goaL

METRICS — The metrics to determine if the goal has been met

RADICAL IT

THE DO BLUEPRINT

WHAT ARE YOUR SPRINT GOALS ?

What do you hope to achieve, and how

The name of the product

THE PRODUCT

The sprint number / id

THE SPRINT

GOAL

Why is it worthwhile to run the sprint? What should be achieved? For instance, address a risk, test an assumption, or complete a feature.

HOW

How is the goal met? Which artefact, validation technique and test group are used? For instance, paper prototype, spike, shippable product increment; product demo, usability test, A/B test; users, customers and/or internal stakeholders.

METRICS

How do you determine if the goal has been met? For instance, at least three of the ?ve testers carry out the usability test successfully in less than a minute.

SCRUM PROGRESS UPDATE REPORT

Keep all stakeholders informed
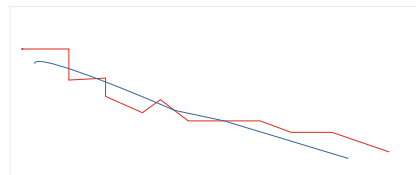
SCRUM MASTER

REPORT DATE

RELEASE

USER STORIES

Done :

In Dev :

In Test :

Blocked :

Velocity

MVP

PHASES

SPRINT SUMMARY

NEXT RELEASE
Date

SPRINT 1
Date

SPRINT 2
Date

SPRINT 3
Date

SPRINT 4
Date

SPRINT 5
Date

Size (Grunt)

	S	M	L
L	5	8	21
M	3	5	8
S	1	3	5

Complexity

THE PRODUCT

Be clear and communicate your intentions

THE NAME

The name of the product

THE GOAL

The overall goal

METRICS

The measures to determine if the goal has been met.

PRODUCT DETAILS

The goal of the next iteration and specific actionable items to reach the goal. The items are ordered from one to n, and may be captured as detailed user stories.

BIG PICTURE

The desired user experience (UX): the user journeys, the product functionality, the visual design, and the nonfunctional properties. Epics, scenarios, storyboards, workflows, design sketches, mock-ups, and constraint stories are helpful techniques.

TARGET AUDIENCE

The users and the customers with their needs. Personas are a great way to describe the target group.

UX SKETCHING

STORYBOARDING THE JOURNEY

User research, User experience, User interaction

SPRINT :

SKETCH — Title and description	SKETCH — Title and description	SKETCH — Title and description
SKETCH — Title and description	SKETCH — Title and description	SKETCH — Title and description
SKETCH — Title and description	SKETCH — Title and description	SKETCH — Title and description

THE STORYBOARD BLUEPRINT