

Essential Patterns of Mature Agile Teams

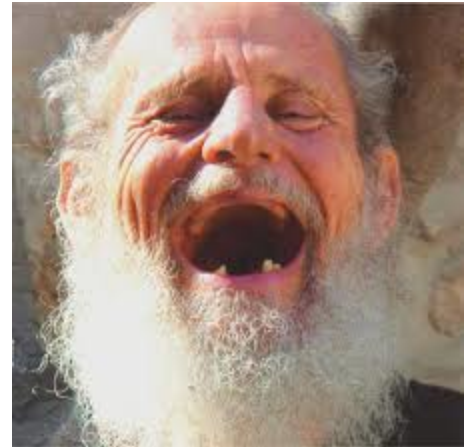


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“Doing” vs. “Being” Agile?

- One debate in the agile community surrounds agile maturity. A way of characterizing it surrounds
 - **Doing Agile** – focusing towards is tactics, ceremonies, and techniques vs.
 - **Being Agile** – focusing towards team mindset, leadership mindset, behaviors, organizational adoption, etc.
- The Mature Patterns workshops crosses both, with an emphasis towards the Being-side of the equation.

Team Maturity Patterns Outline

1. Truly Emergent Architecture
2. Pursue Ruthless KISS
3. Behaving Like a Team
4. Truly Collaborative Work
5. Lean Work Queues
6. Quality on ALL Fronts
7. Testing is Everyone's Job
8. Active Done-Ness
9. Product Ownership takes a Village
10. Righteous Retrospectives

1) Truly Emergent Architecture

- Comfortable with on-the-fly decomposition; *no BDUF!*
- Sprint 0's as appropriate
- Backlogs contain learning activity – Research Spike stories
- Should demonstrate architectural evolution in Sprint Reviews
- Architects work in “slices”
 - Skewed research; delivered from within the teams



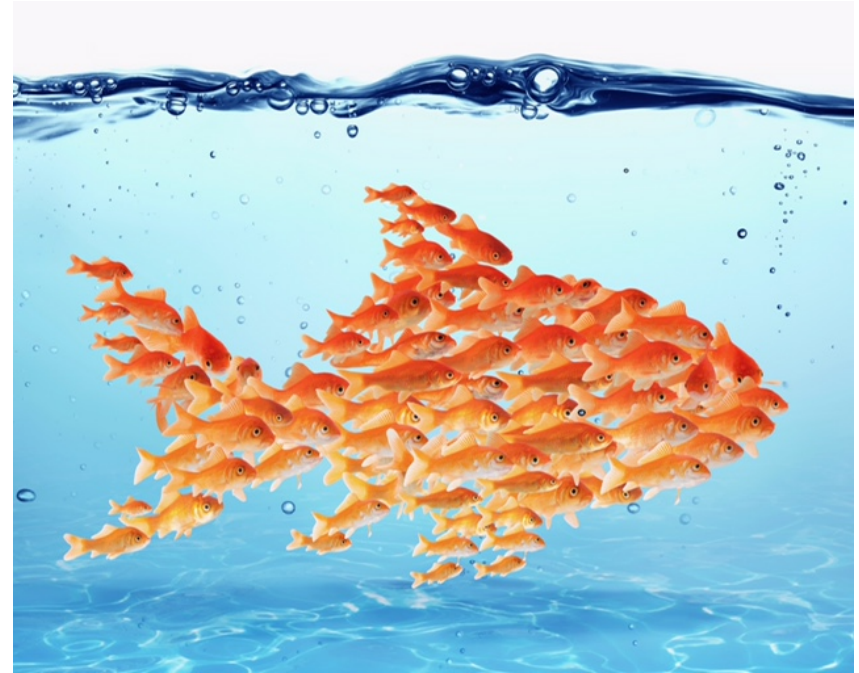
2) Ruthless KISS

- Getting LEAN deep into your cultural DNA
 - Fight complexity
 - People & Collaboration over Process & Tools
 - Fight Gold-plating developing (Just Enough) of EVERYTHING!
- Deliver small increments (Just in Time) and pay attention to feedback
- Continuously engage your Product



3) Behaving Like a Team

- Includes the Scrum Master and Product Owner
- Developing trust
 - Congruent feedback
 - Getting the “Elephants” on the table
 - Asking for help; helping each other
- *Passionate debate; Healthy conflict*
- Strengths & weaknesses; adjust to each; maximizing & minimizing
- Succeeding or failing – as a team



4) Truly Collaborative Work

- Co-located teams
- Avoiding Scrummerfall-like dynamics
 - Stages and gates within the team
 - Long queues with hand-offs
- Comfortable pairings (across the team); Three Amigos
- Listening to each other; mutual respect, honor experience



5) Lean Work Queues

- Limited WIP
 - Fewer things “in process” and small tasks
 - Visible workflow
 - Kanban is interesting variant of the ‘correct’ team behavior
- Blending roles – individuals doing more themselves and handing off less
 - Swarming!
- Think in terms of reducing & eliminating WASTE



6) Quality on ALL Fronts

- Leaving behind the notion of “Testing in quality...”
- Professionalism within the team
 - Doing the right things...doing things right
- Self-inspecting; self-policing
- Just enough quality
 - Quality has a cost and should be variable based on your context
- Focus on *Craftsmanship and Professionalism*



7) Testing is Everyone's Job

- Willingness on the part of the whole-team to pitch in for testing
 - All types, even manual
 - Extending it to test automation
 - Never letting tests break
 - Building in testability
- Listening to test estimates as part of work estimation
- Understanding functional and non-functional testing
- Root Cause Analysis as a team



8) Active Done-Ness

- Actively create and automate Acceptance Tests on a Story or a Feature basis
 - Customer heavily involved with definition
 - Not just functional tests
- Have established a view to multiple levels of Done-Ness
 - Work - Done
 - Story Acceptance
 - Sprint Goals
 - Release Criteria & Goals
- Think in terms of traditional Entry, Exit, and Release criteria



9) Product Ownership takes a Village

- Fostering an environment where the entire team 'owns' the Product Backlog
 - Freely contributes
 - Passionate debate on priority, themes, and release goals
- Shared-
 - Vision & Goals
 - Business Values
 - Technical direction
- Functional, Technical, and Product 'voices'



10) Righteous Retrospectives

- For the team!
- Remember Norm Kerth's "Prime Directive":
 - Everyone tried their best
 - Safe environment
- Drives "Continuous Improvement"
 - Challenge one other!
- Get the "Elephants" out in the open
- *Be creative- try new things; take some risks*



Brian Snelson: flickr.com/photos/exfordy/123900378/

Presentation Wrap-up

- What were the most compelling patterns?
- What essential patterns did we miss?
- Final questions or discussion?

Thank you!



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