



Free Resources

The Scrum Alliance offers a series of useful whitepapers and tools for those who are interested in learning more about the Scrum Process. For more FREE information please visit:
<http://scrumalliance.org>

Credits:

• Agile Flavors: Which Method Is Right For Me?:

Crystal Clear: [http://en.wikipedia.org/wiki/Crystal_Clear_\(software_development\)](http://en.wikipedia.org/wiki/Crystal_Clear_(software_development))
Extreme Programming: <http://www.extremeprogramming.org/>
Scrum: <http://www.scrumalliance.org>
DSDM: <http://www.dsdm.org>
Feature Driven Development: <http://www.featuredrivendevelopment.com/>

• DavisBase Consulting:

V. Lee Henson CST
<http://agiledad.blogspot.com>

• Agile Q&A:

V. Lee Henson CST
<http://agiledad.blogspot.com>

September 2008

Agile Mentor
Agile World

Agile Mentor



About the Author:

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This Certified Scrum Trainer's experience spans a broad array of technical software production roles and responsibilities. Lee has worked hands on as a GUI web developer, quality assurance analyst, automated test engineer, senior product manager, senior project manager, ScrumMaster, agile coach, consultant, and ADDIE training professional. He has worked with hundreds of teams to assist them in successful implementation of thousands of projects. His client list includes Fortune 500 companies, Government sector projects, small and large software production facilities, and multiple successful large scale e-commerce implementations.

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Agile Flavors: Which Method Is Right For Me?

Many people have raved about the benefits of running an Agile shop. The outstanding question is always which methodology is the right one to use within our organization? Research has shown that each has its benefits. Today we will review a few of the more popular methods and give you a little background on each.

Crystal Clear:

Crystal Clear is a member of the Crystal family of methodologies as described by Dr. Alistair Cockburn and is considered an example of an agile methodology.

Crystal Clear can be applied to teams of up to 6 or 8 collocated developers working on systems that are not life-critical. The Crystal family of methodologies focus on efficiency and habitability as components of project safety. Crystal Clear focuses on people, not processes or artifacts.

Crystal Clear contains the following properties (the first three are required):

- 1) Frequent Delivery of Usable Code to Users (required)
- 2) Reflective Improvement (required)
- 3) Osmotic Communication Preferably by Being Co-Located (required)
- 4) Personal Safety
- 5) Focus
- 6) Easy Access to Expert Users

More information about Crystal Clear can be found by visiting the link in the credits section on page four of this newsletter.

Extreme Programming:

Extreme Programming (or XP) is a software engineering methodology (and a form of agile software development) prescribing a set of daily stakeholder practices that embody and encourage particular XP Values. Proponents believe that exercising these practices—traditional software engineering practices taken to so-called "extreme" levels—leads to a development process that is more responsive to customer needs ("agile") than traditional methods, while creating software of better quality.

Proponents of Extreme programming and agile methodologies in general regard ongoing changes to requirements as a natural, inescapable and desirable aspect of software development projects; they believe that adaptability to changing requirements at any point during the project life is a more realistic and better approach than attempting to define all requirements at the beginning of a project and then expending effort to control changes to the requirements.

Agile Mentor September 2008

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Agile Dad

Very little separates those companies which experience phenomenal success and those that remain mediocre. The difference between levels of success in companies is how effectively they maximize their most important resource, their people.

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AgileDad proudly supports Davisbase Consulting as our preferred Agile consulting and coaching partner.

For more information about Davisbase please visit:

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Agile Flavors: Which Method Is Right For Me? Continued

“Selecting the correct Agile process marks the beginning of a very long journey.”

– V. Lee Henson CST

XP has been noted for several potential drawbacks, as compared to more document-based methodologies, including problems with unstable requirements, no documented compromises of user conflicts, and lack of an overall design spec or document.

More information on XP can be found by visiting the link in the credits section on page four of this newsletter.

Scrum:
Scrum is a process skeleton that includes a set of practices and predefined roles. The main roles in scrum are the *ScrumMaster* who maintains the processes and works similar to a project manager, the *Product Owner* who represents the stakeholders, and the *Team* which includes the developers.

During each *sprint*, a 15-30 day period (length decided by the team), the team creates an increment of *potential shippable* (usable) software. The set of features that go into each sprint come from the *product backlog*, which is a prioritized set of high level requirements of work to be done.

What backlog items go into the sprint is determined during the *sprint planning meeting*. During this meeting the Product Owner informs the team of the items in the product backlog that he wants completed. The team then determines how much of this they can commit to complete during the next sprint. During the sprint, no one is able to change the sprint backlog, which means that the requirements are frozen for sprint.

There are several good implementations of systems for managing the Scrum process and the "sprints" while others prefer to use yellow stickers and white-boards. One of Scrum's biggest advantages is that it is very easy to learn and requires little effort to start using.

More information on Scrum can be found by visiting the link in the credits section on page four of this newsletter.

DSDM:
Dynamic Systems Development Method is a framework originally based upon Rapid Application Development (RAD).

DSDM utilizes continuous user involvement in an iterative development and incremental approach, which is responsive to changing requirements, to develop a software system that satisfies the business requirements on time and on budget. DSDM is one of a number of Agile methods for developing software, and it forms a part of the Agile Alliance.

As an extension of rapid application development,

“Agile should be personal and cultural.”

– V. Lee Henson CST

DSDM focuses on Information Systems projects that are characterized by tight schedules and budgets.

DSDM addresses the common reasons for information systems project failure including exceeding budgets, missing deadlines, and lack of user involvement and top management commitment.

DSDM consists of 3 phases: pre-project phase, project life-cycle phase, and post project phase. The project life-cycle phase is subdivided into 5 stages:

feasibility study, business study, functional model iteration, design and build iteration, and implementation.

DSDM recognizes that projects are limited by time and resources, and plans accordingly to meet the business needs. In order to achieve these goals, DSDM encourages the use of RAD with the consequent danger that too many corners are cut. DSDM applies some principles, roles, and techniques.

In some circumstances, there are possibilities to integrate practices from other methodologies, such as Rational Unified Process (RUP), Extreme Programming, and PRINCE2, as complements to DSDM.

Another agile method that has some similarity in process and concept to DSDM is Scrum.

Feature Driven Development:
FDD is an iterative and incremental software development process. It is one of a number of Agile methods for developing software and forms part of the Agile Alliance. FDD blends a number of industry-recognized best practices into a cohesive whole. These practices are all driven from a client-valued perspective. Its main purpose is to deliver tangible, working software in a timely manner.

Agile Unified Process:
Agile Unified Process is a simplified version of the Rational Unified Process. It describes a simple, easy to understand approach to developing business application software using agile techniques and concepts yet still remaining true to the RUP. I've tried to keep the Agile UP as simple as possible, both in its approach and in its description. The descriptions are simple and to the point, with links to details (on the web) if you want them. The approach applies agile techniques include test driven development (TDD), Agile Model Driven Development (AMDD), agile change management, and database refactoring to improve your productivity.



EYE ON IT Upcoming AgileDad Engagements:

October 16th-17th 2008
Certified ScrumMaster Training
Salt Lake City, UT
AgileDad Subscribers receive \$50 off of the course registration. Enter Promo Code: AgileDadFiftyOff on the registration payment page!

More Details on the Course can be found by visiting:
<http://www.scrumalliance.org/courses/3169-certified-scrummaster>

November 12th-13th 2008
SQE Agile Development Practices Orlando, FL
Session T8 at 12:45 PM on the 13th = With Great Power Comes Great Responsibility – Empowering the Agile Team

<http://www.sqe.com/agiledevpractices/Concurrent/Default.aspx?Day=Thursday#T8>

AgileDad Course Private Course Offerings:

Private course offerings are available including:

Agile For Executives
Agile Boot Camp
Agile Business Requirements
ScrumMaster Certification
Scrum Product Owner Certification

On-Site Agile Coaching and Consulting are also available.

For more information or to book a course today, please contact:

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This Month's Agile Q&A

Q: What do all of the agile training methods have in common?

A: The following list may be helpful to identify what the Agile Methods have in common:

- Customer satisfaction by rapid, continuous delivery of useful software
- Working software is delivered frequently (weeks rather than months)
- Working software is the principal measure of progress
- Even late changes in requirements are welcomed
- Close, daily cooperation between business people and developers



- Face-to-face conversation is the best form of communication
- Projects are built around motivated individuals, who should be trusted
- Continuous attention to technical excellence and good design
- Simplicity
- Self-organizing teams
- Regular adaptation to changing circumstances

I often encourage teams to look closely at their current process and map which methodology suits them best based on changes they feel they are ready to make organizationally. The list above is not intended to be all inclusive, but it certainly is a great place to start.