When is Agile the Best Project Management Methodology

Lana Tylka
Build for Value
Requirements evolve over time

64% - Rarely or Never
45% - Never
19% - Rarely
16% - Sometimes
13% - Often
7% - Always

20% - Often or Always

Standish Group Study Reported at XP2002 by Jim Johnson, Chairman
How Requirements, Technology Affect your Choice of Project Lifecycle

- Far from agreement
- Close to agreement
- Far from certainty
- Close to certainty

- Waterfall
- Agile

Certain Disaster

- Requirements
- Technology
## When would you use Agile?

<table>
<thead>
<tr>
<th>Scope, Technology, Contract</th>
<th>Agile</th>
<th>Staged Delivery</th>
<th>Waterfall</th>
</tr>
</thead>
</table>
| **Scope, Technology, Contract** | • Flexible scope, deliverables  
• One or several applications | • Several applications  
• Prototypes expected | • Clear requirements  
• Fixed deliverables  
• Single application |
| **Size, Duration** | • Any size or duration project | • Medium or large size, mid to long duration | • Small size, short duration project |
| **Capacity, Capabilities, Environment** | • Customer EXPECTS collaboration  
• Stable, experienced project team | • Capacity, resources, and environment to support multiple releases | • Limited capacity, resources, and environment  
• Frequent turnover on project team |
Development Cycle

- Product Owner
- Scrum Master
- The team
- Product Backlog
- Sprint Planning
- Sprint Backlog
- Stakeholders
- Retrospective
- 2-4 Week Sprint
- Potentially Shippable Product Increment

Daily Scrum
Estimating
Big Picture

Epics

System Architecture
Database Design
Widget 1
Application Hardening

Measurement Method

Story points, t-shirt sizes, planning poker, etc...

21 34 34 45 21
Measurement Method

This number may change based on your team’s skill level.
<table>
<thead>
<tr>
<th>Activity</th>
<th>Scrum Master</th>
<th>Product Owner</th>
<th>Developer</th>
<th>Analyst</th>
<th>System Admin</th>
<th>Total</th>
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<tbody>
<tr>
<td>System Architecture</td>
<td>16</td>
<td>16</td>
<td>0</td>
<td>16</td>
<td>120</td>
<td>168</td>
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<tr>
<td>Geodatabase Design</td>
<td>24</td>
<td>24</td>
<td>0</td>
<td>184</td>
<td>40</td>
<td>272</td>
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<tr>
<td>Widget 1</td>
<td>24</td>
<td>24</td>
<td>176</td>
<td>48</td>
<td>0</td>
<td>272</td>
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<tr>
<td>Widget 2</td>
<td>40</td>
<td>40</td>
<td>280</td>
<td>80</td>
<td>0</td>
<td>440</td>
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<tr>
<td>Application Hardening</td>
<td>40</td>
<td>16</td>
<td>84</td>
<td>24</td>
<td>4</td>
<td>168</td>
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Work Breakdown Structure

Project

System Architecture
- 1.1 User Story
- 1.2 User Story

Database Design
- 2.1 User Story
- 2.2 User Story
- 2.3 User Story

Widget 1
- 3.1 User Story
- 3.2 User Story
- 3.3 User Story
- 3.4 User Story

Widget 2
- 4.1 User Story
- 4.2 User Story
- 4.3 User Story
- 4.4 User Story
- 4.5 User Story

Application Hardening
- 5.1 User Story
- 5.2 User Story
Managing
Product Backlog
Wish List
Using Agile Tools
Making a Decision

<table>
<thead>
<tr>
<th>Project Considerations</th>
<th>Trello</th>
<th>GitHub</th>
<th>TFS</th>
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<tbody>
<tr>
<td>Requirements are Proprietary</td>
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<td>Mobile App</td>
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<td>Easy to setup</td>
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<td>Estimation tools</td>
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<td>Automated Burndown chart</td>
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<tr>
<td>Easily integrated with Visual Studio for Code Repository</td>
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<td>Exports to MPP and Excel</td>
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<td>⬜️</td>
<td>⬜️</td>
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</tbody>
</table>
Keys to Successful Sprinting!

Communication

Trusted Partnerships

Transparency
Questions?
Please Take Our Survey on the App

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Select the session you attended

Scroll down to find the feedback section

Complete answers and select “Submit”
## See Us Here

<table>
<thead>
<tr>
<th>WORKSHOP</th>
<th>LOCATION</th>
<th>TIME FRAME</th>
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</thead>
</table>
| • Esri Best Practices: Utilizing AGILE Project Management | • Room 15 A  
• Room 10  
• Room 14B | • Wednesday, 10am  
• Thursday, 10am  
• Thursday, 4pm |