

Software Development Lifecycle

Real life experience with SCRUM and KANBAN with





XAtlassian

by numbers

35,000 + Customers

43,000 Teams

5,500,000 + People



































LEADER IN Application

Development Life cycle

Management (ADLM)

Gartner 11/2013

2nd Year!

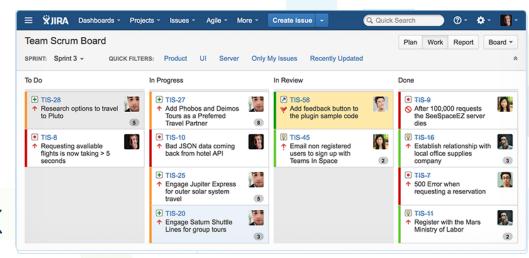




As of November 2013

XJIRA Key Features

- BUG TRACKING
- PROJECT TRACKING
- AGILE PLANNING
- TEST MANAGEMENT
- CUSTOMER FEEDBACK

























SCRUM

Vision









Continue



Iteration Detail



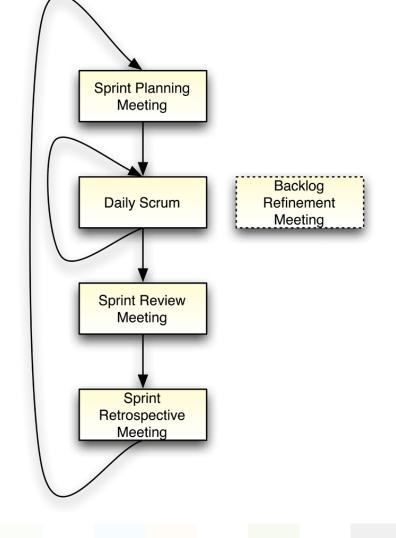
SCRUM Actors

Product Owner: Single person responsible for maximizing the return on investment (ROI) of the development effort. Responsible for product vision

ScrumMaster: Facilitates the Scrum process. Helps resolve impediments

Scrum Development Team: Cross-functional (e.g., includes members with testing skills, and often others not traditionally called developers: business analysts, domain experts, etc.)





SCRUM Benefit

Scrum is intended for the kinds of work people have found unmanageable using defined processes

Uncertain requirements combined with unpredictable technology implementation risks.







Kanban For Software Development Is:

- 1. Kanban is a transparent, work-limited, pull system.
- 2. Kanban is the result of practitioners applying lean.
- 3. principles to software engineering.

4. Kanban is more like a tool than a

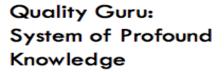
The Pillars of Lean

- 1.Pull
- 2. Continuous Flow
- 3. Customer Value
- 4. Waste Elimination
- 5.Continuous Improvement

Founder of Toyota Production Systems



Taiichi Ohno





W. Edwards Deming



Kanban is translated as —Visual Card

MANUFACTURED BY T CARDS DIRECT 01732 671417 KAN BAN

Kanban for Software Principles

1. Pull value through the Value Stream

2. Limit WIP (work in progress)

3. Make it visible!

Kanban's Lean Heritage

Don't build features that nobody needs (right now)

Don't write more specs than you can code

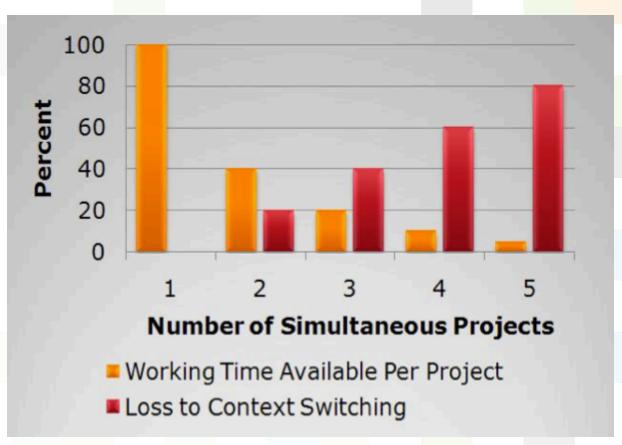
Don't write more code than you can test

Don't test more code than you can deploy

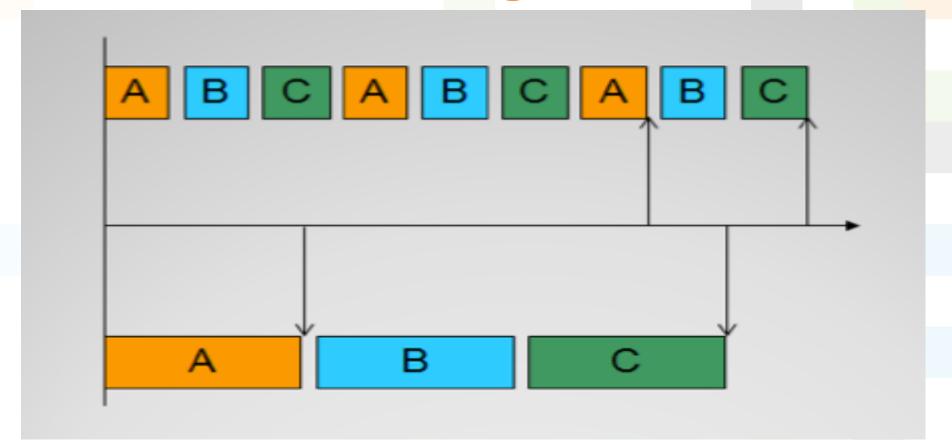
Limiting Work In Progress

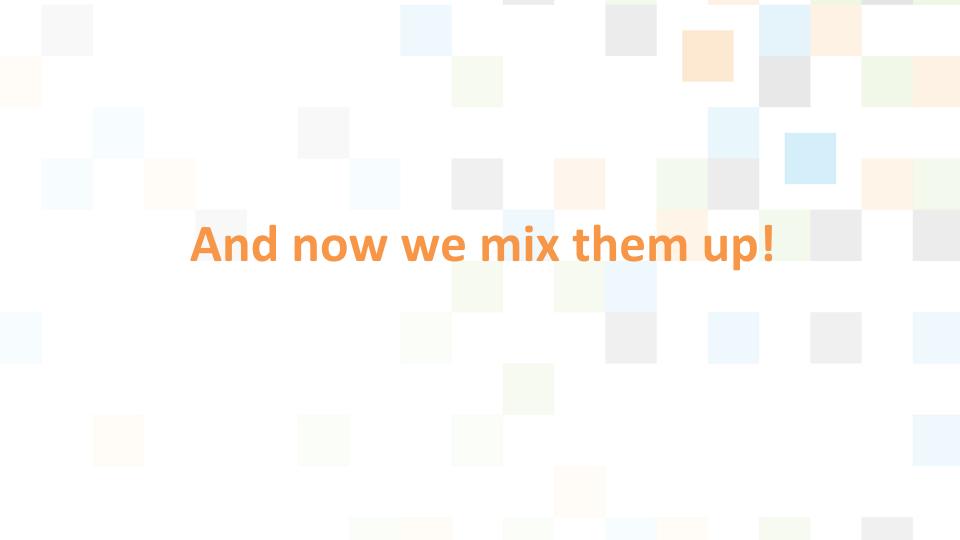
20% time is lost to context switching per task, so fewer tasks means less time lost

(from Gerald Weinberg, Quality Software Management)

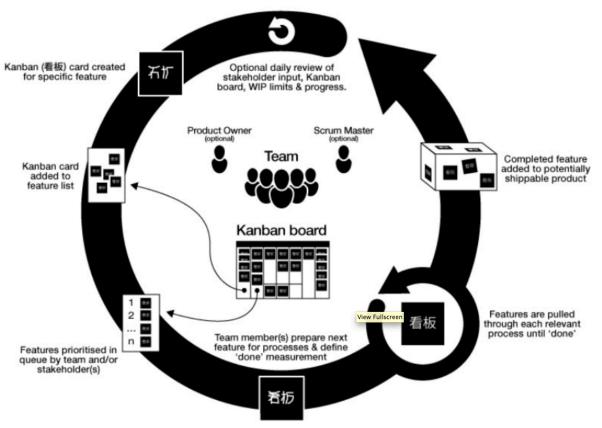


Clear, right?





ScrumBan







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V UI 5 issues

Crucible Charts