



moveIT

# Agile Based Turnkey Projects

6 DECEMBER, 2018 | David Laurysen



Based on  
experience

!agileGuru

Pragmatic  
approach

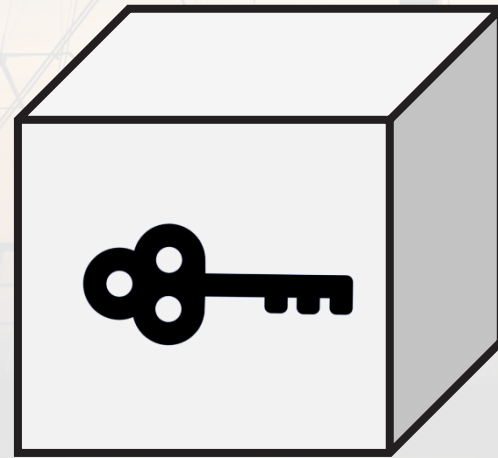
Open to learn

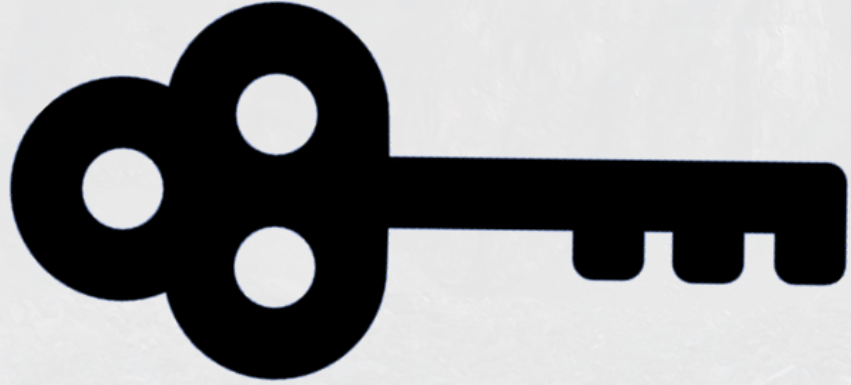


CUSTOMER



REQUEST

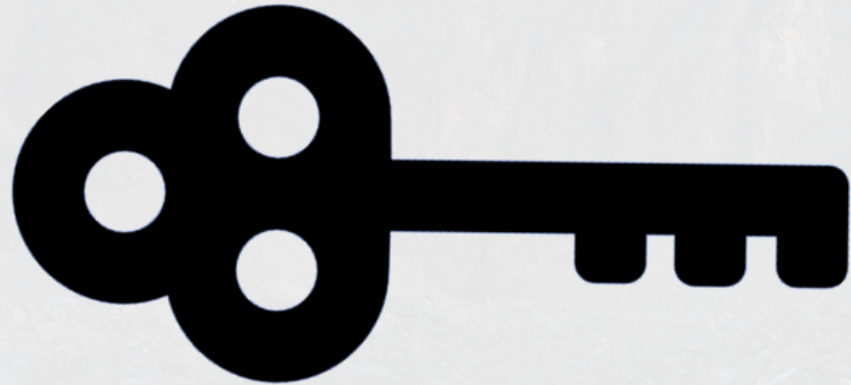




Budget

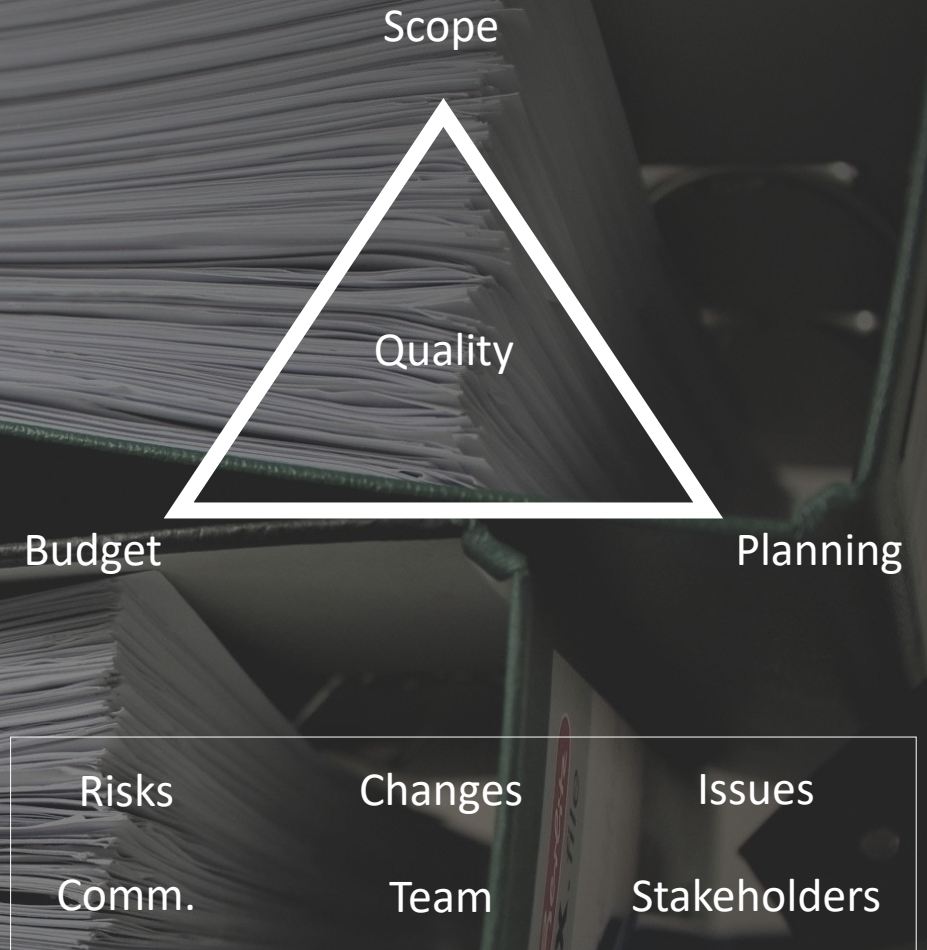


Planning

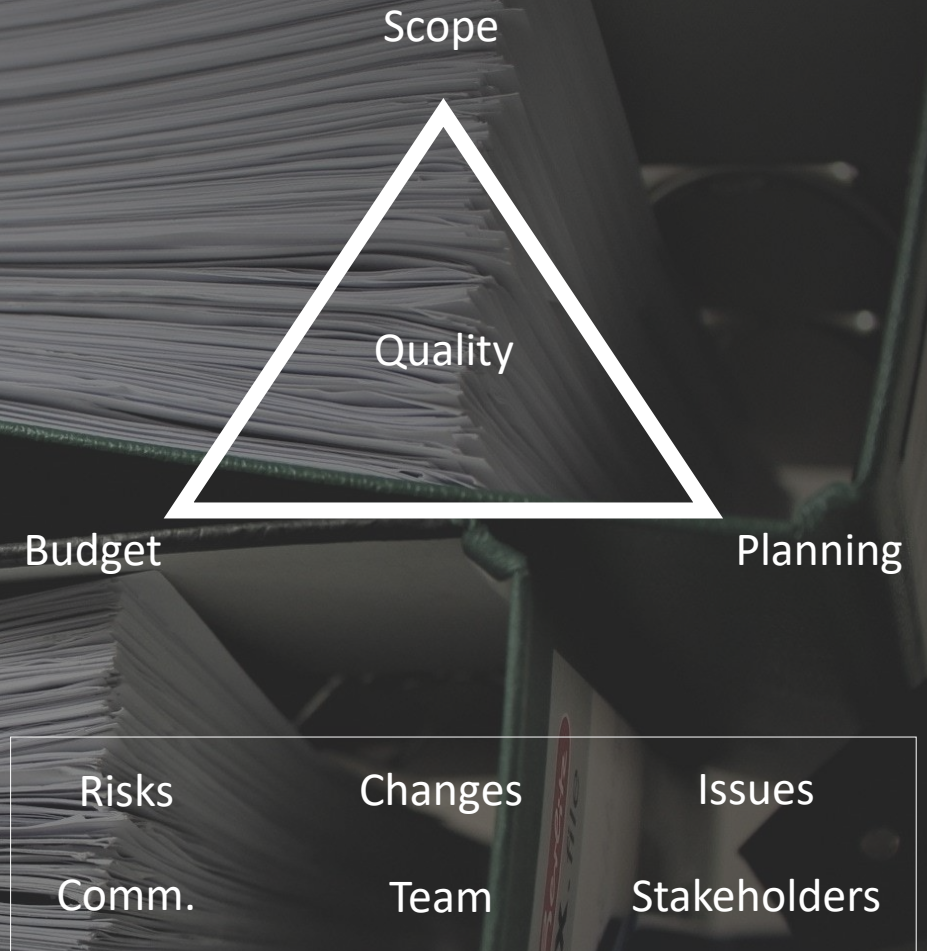
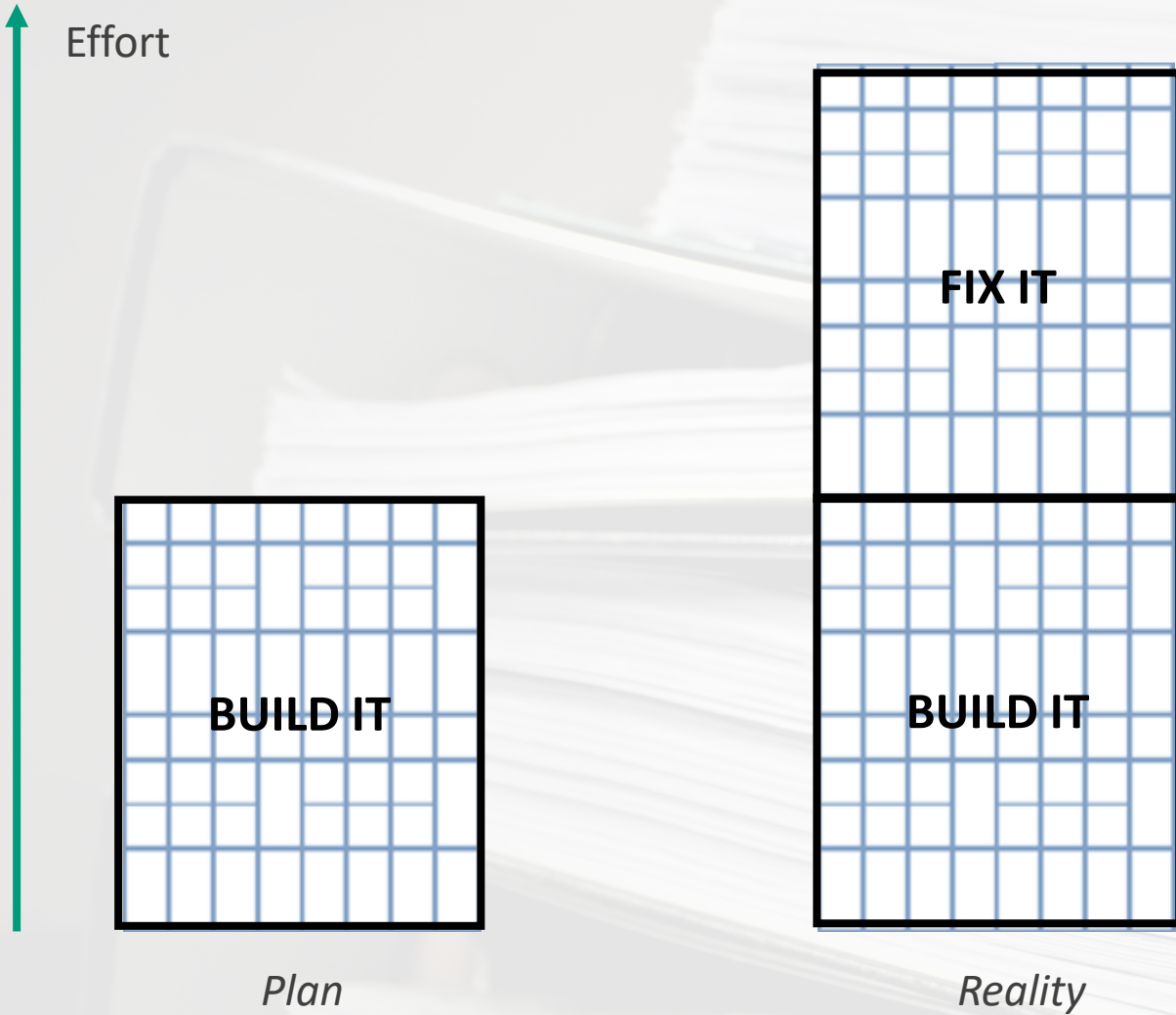


# Why Projects Fail

Scope creep	Requirement Issues	Integration
Resource Issues	Communication issues	Stakeholder Issues
Monitoring and Controlling	Deadlines	Ignoring warning signs



# Why Projects Fail





## 12 principles of agile

Customer satisfaction

Welcome change

Deliver frequently

Working together

Motivated Team

Face to Face

Working Software

Constant Pace

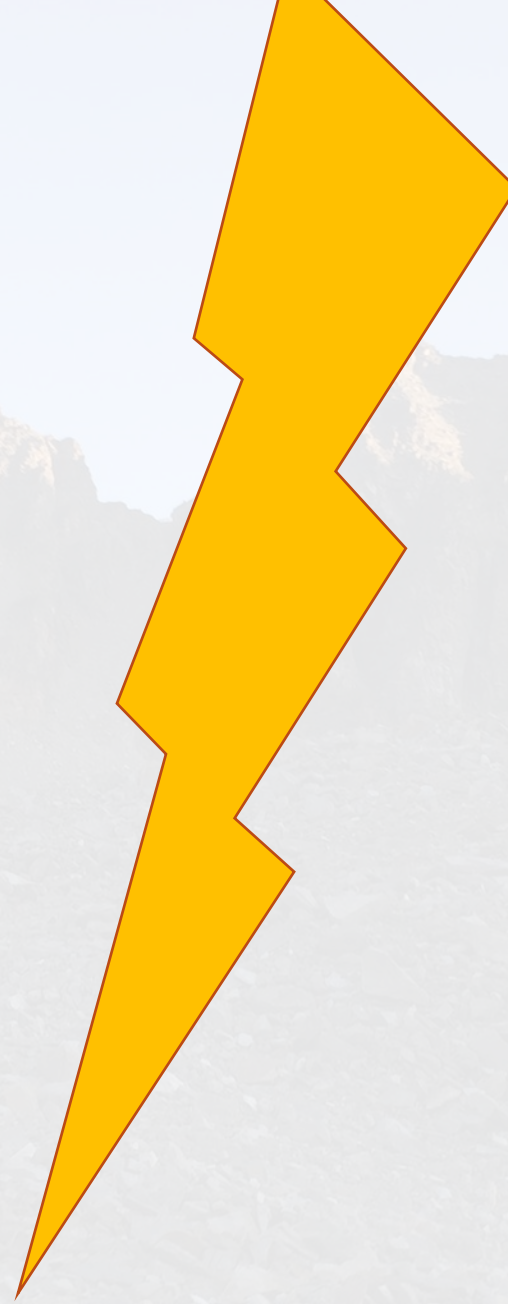
Good Design

Simplicity

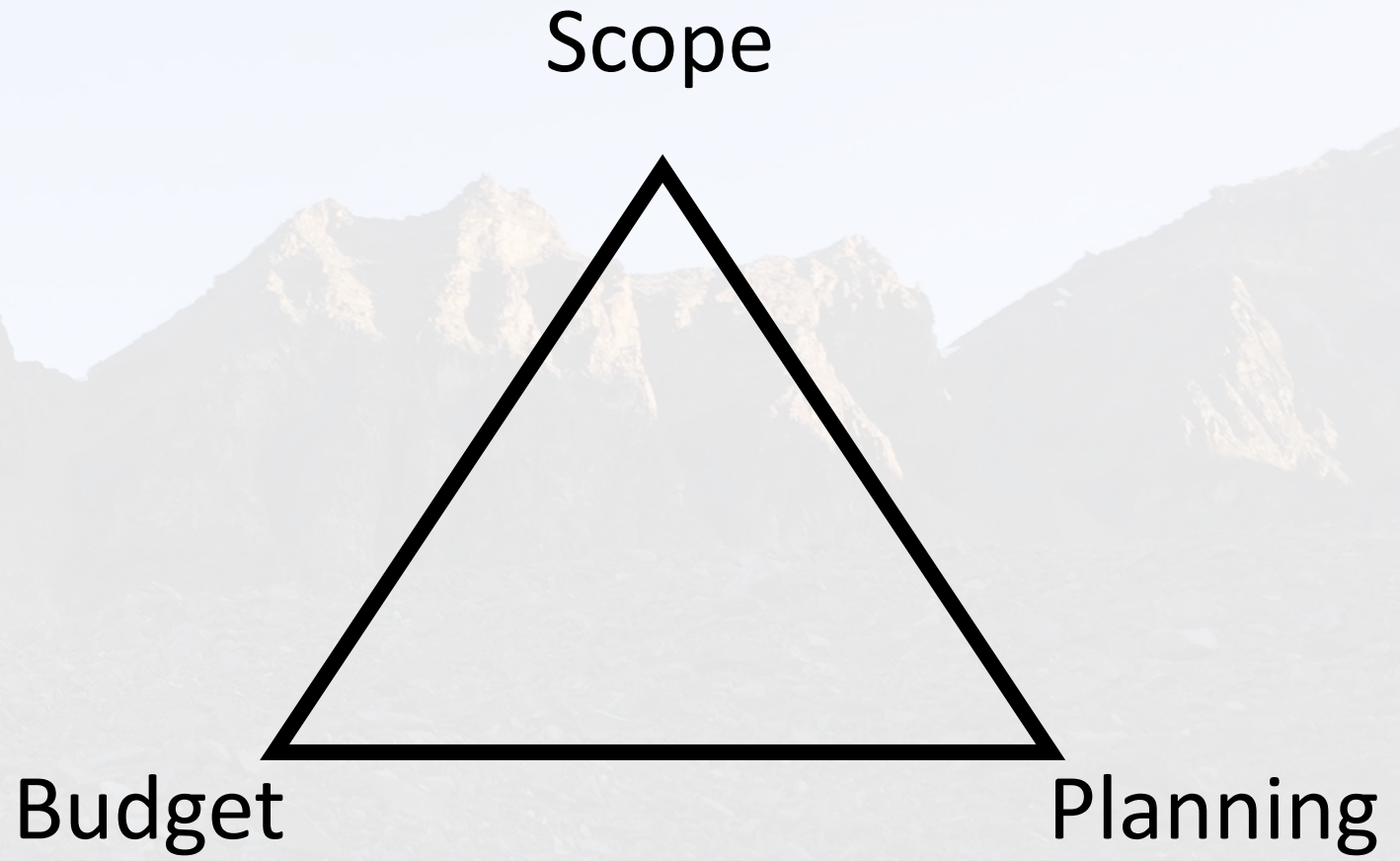
Self Organization

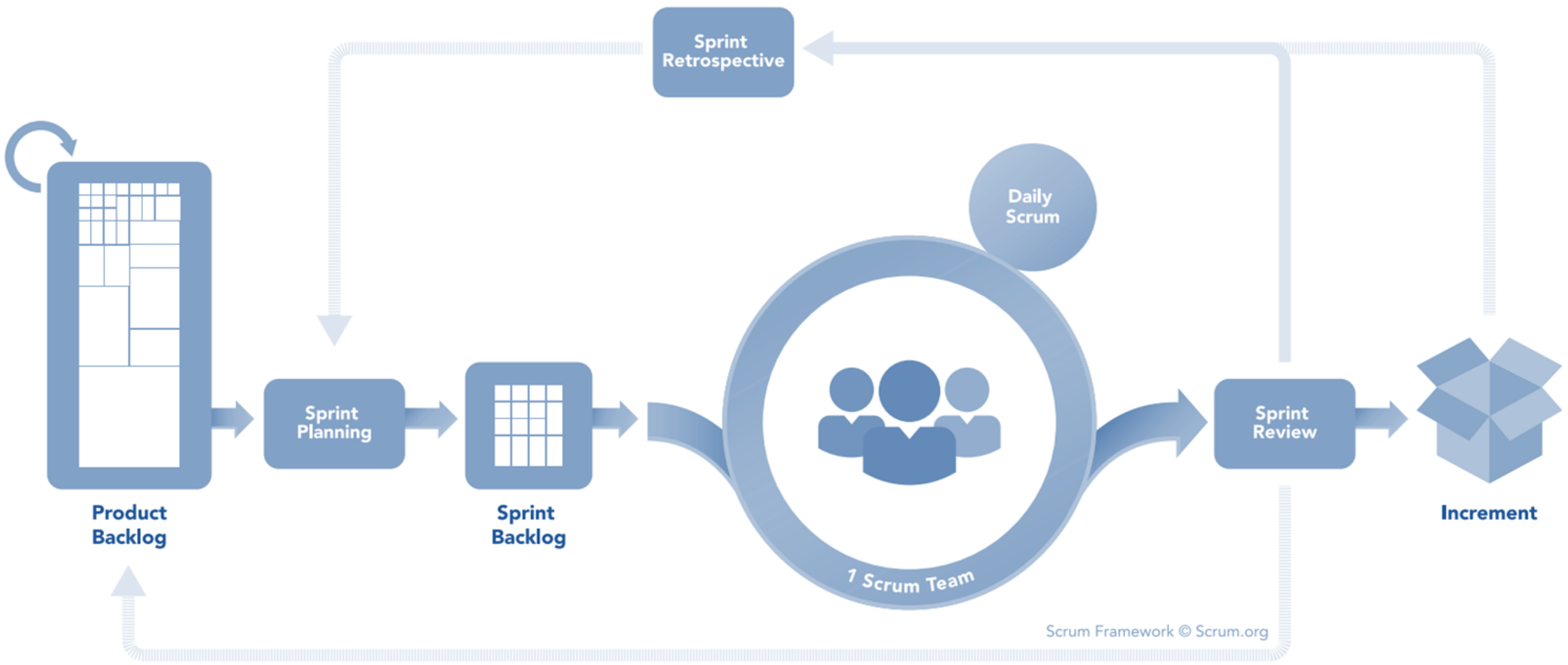
Reflect and Adjust

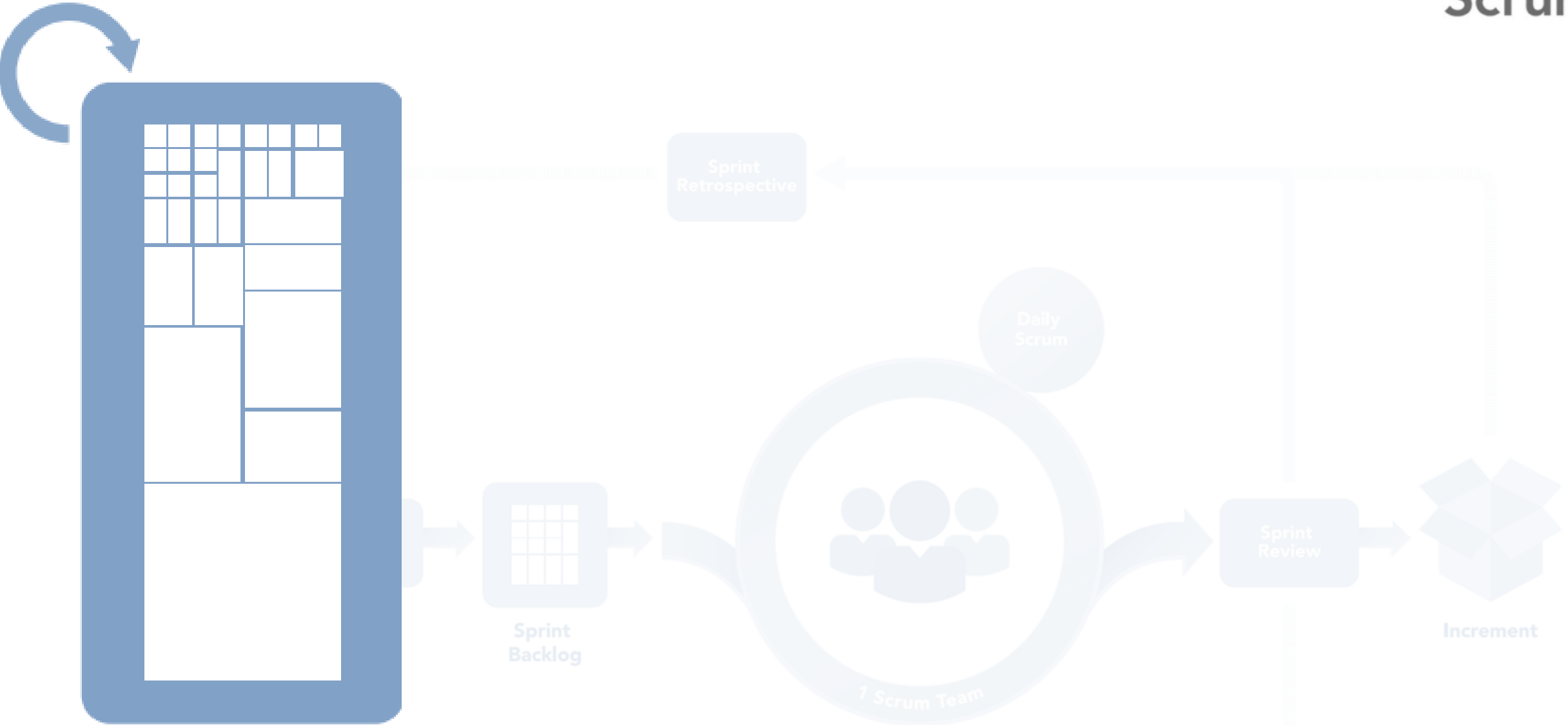












**Product Backlog**

Sprint Backlog

1 Scrum Team

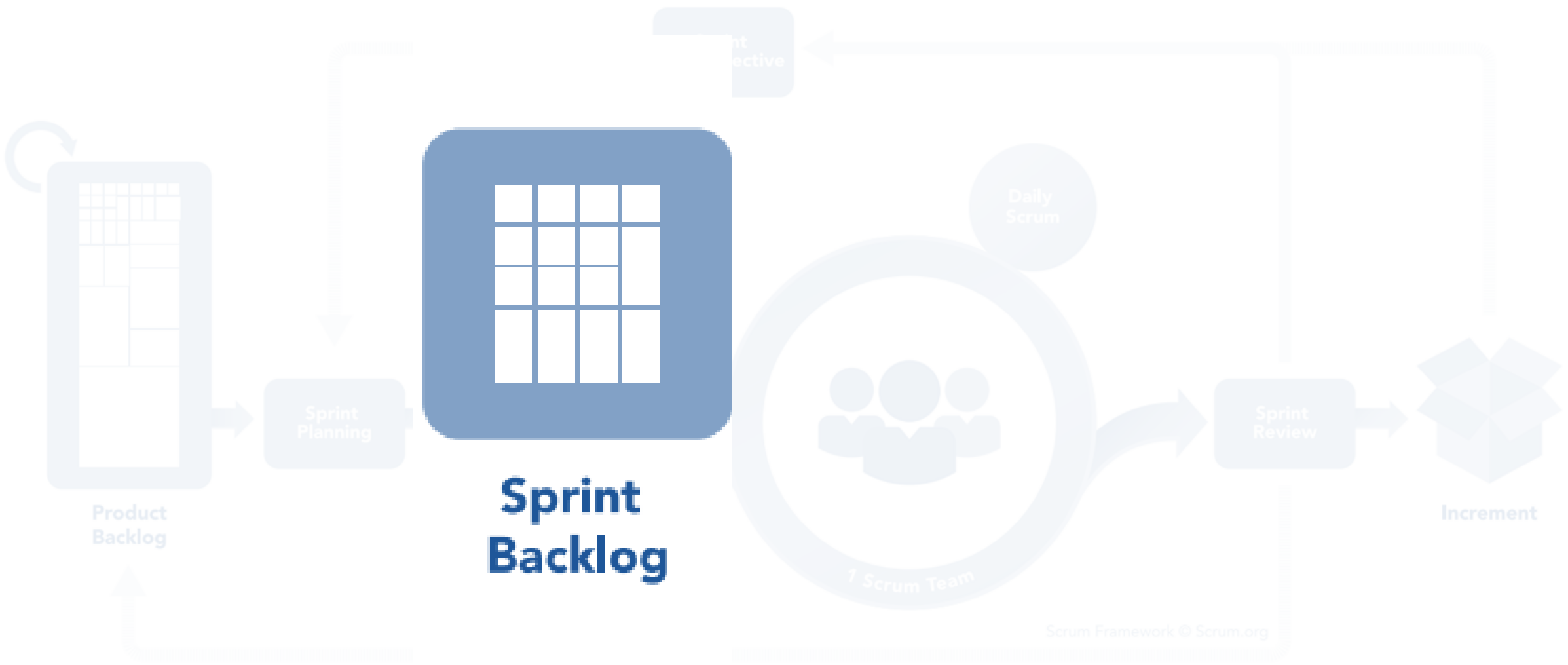
Daily Scrum

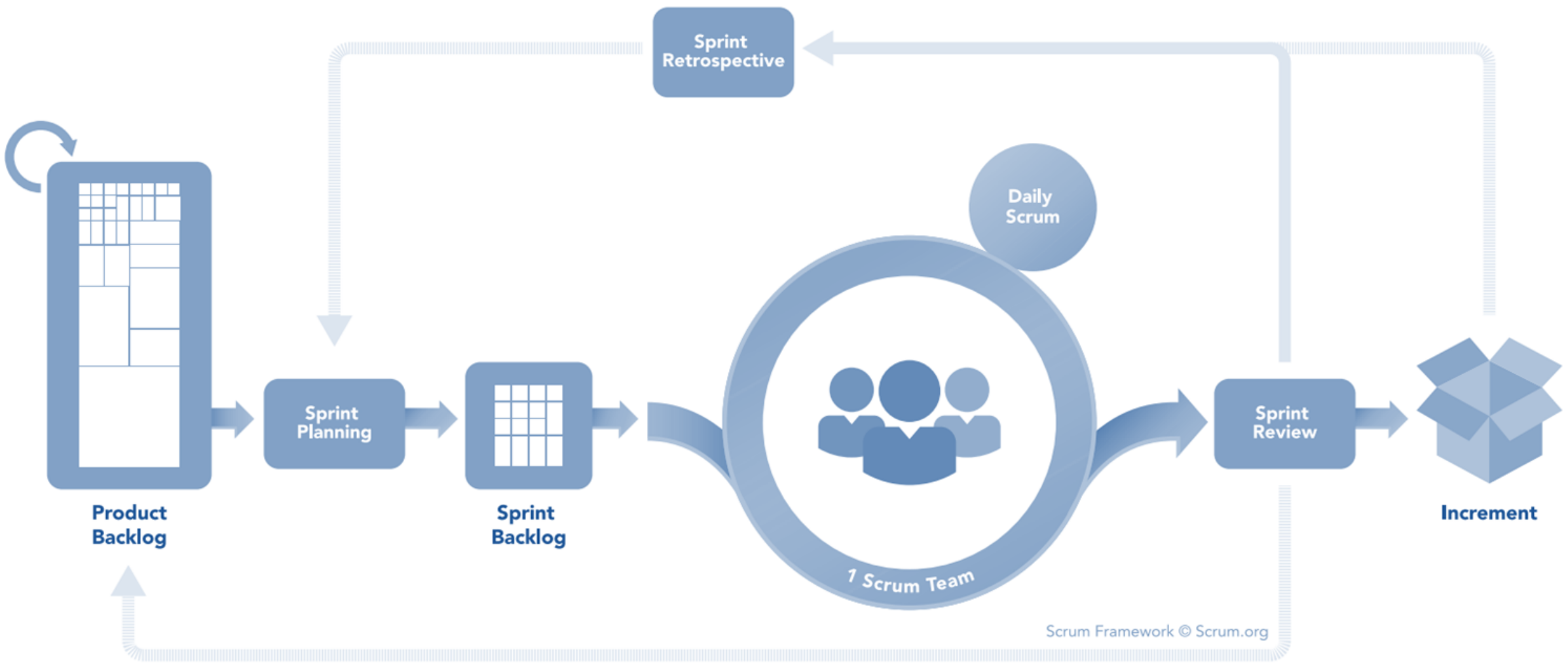
Sprint Review

Increment

Sprint Retrospective

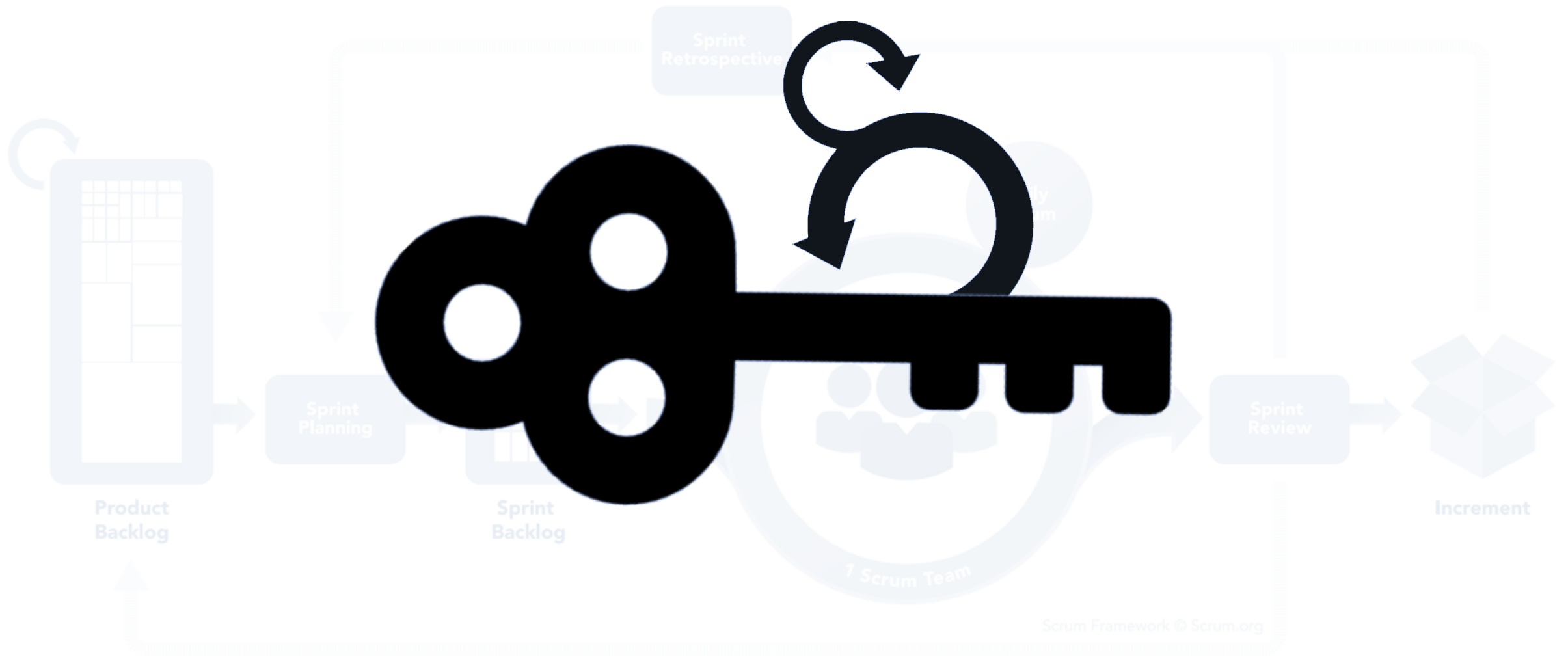
Scrum Framework © Scrum.org

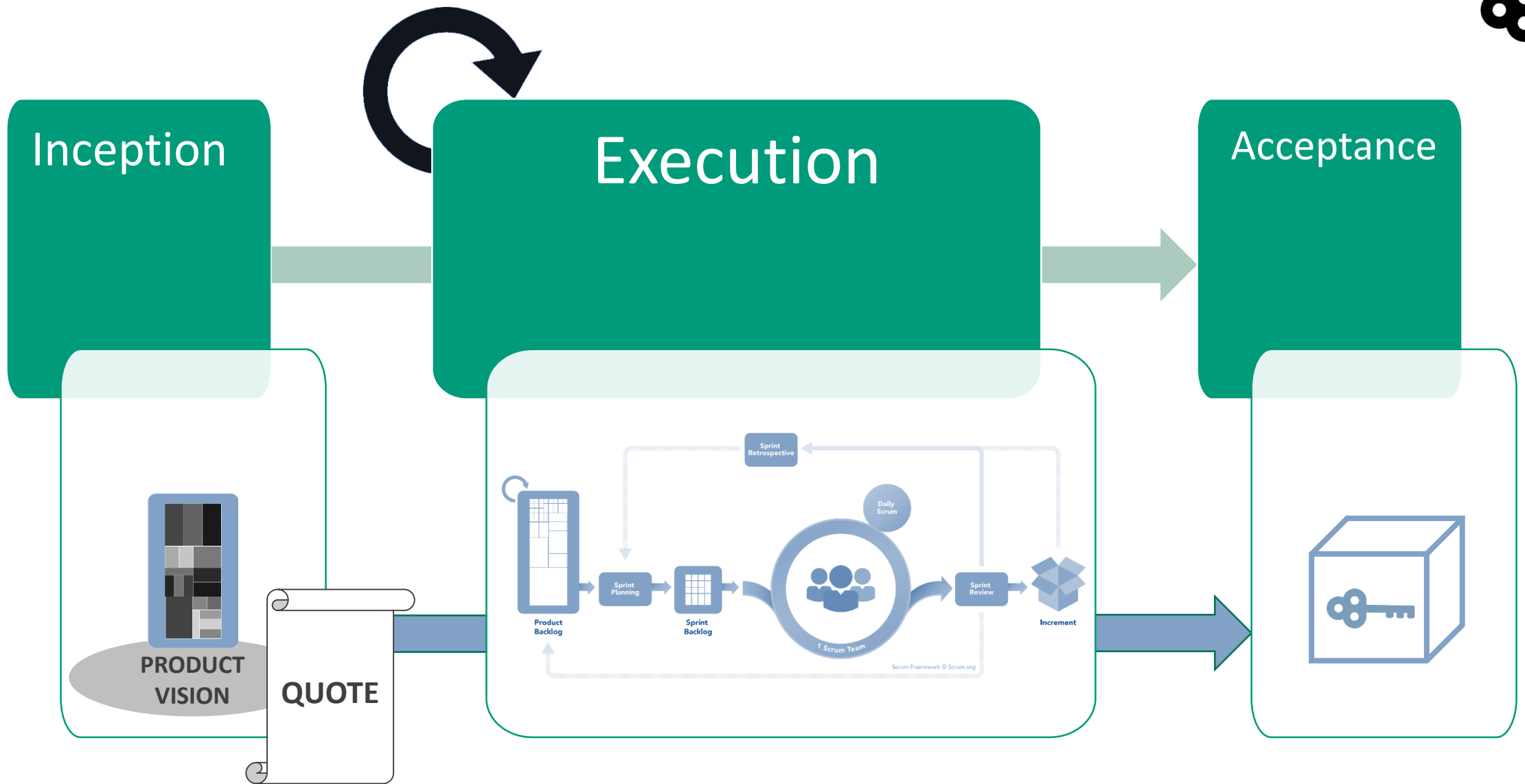


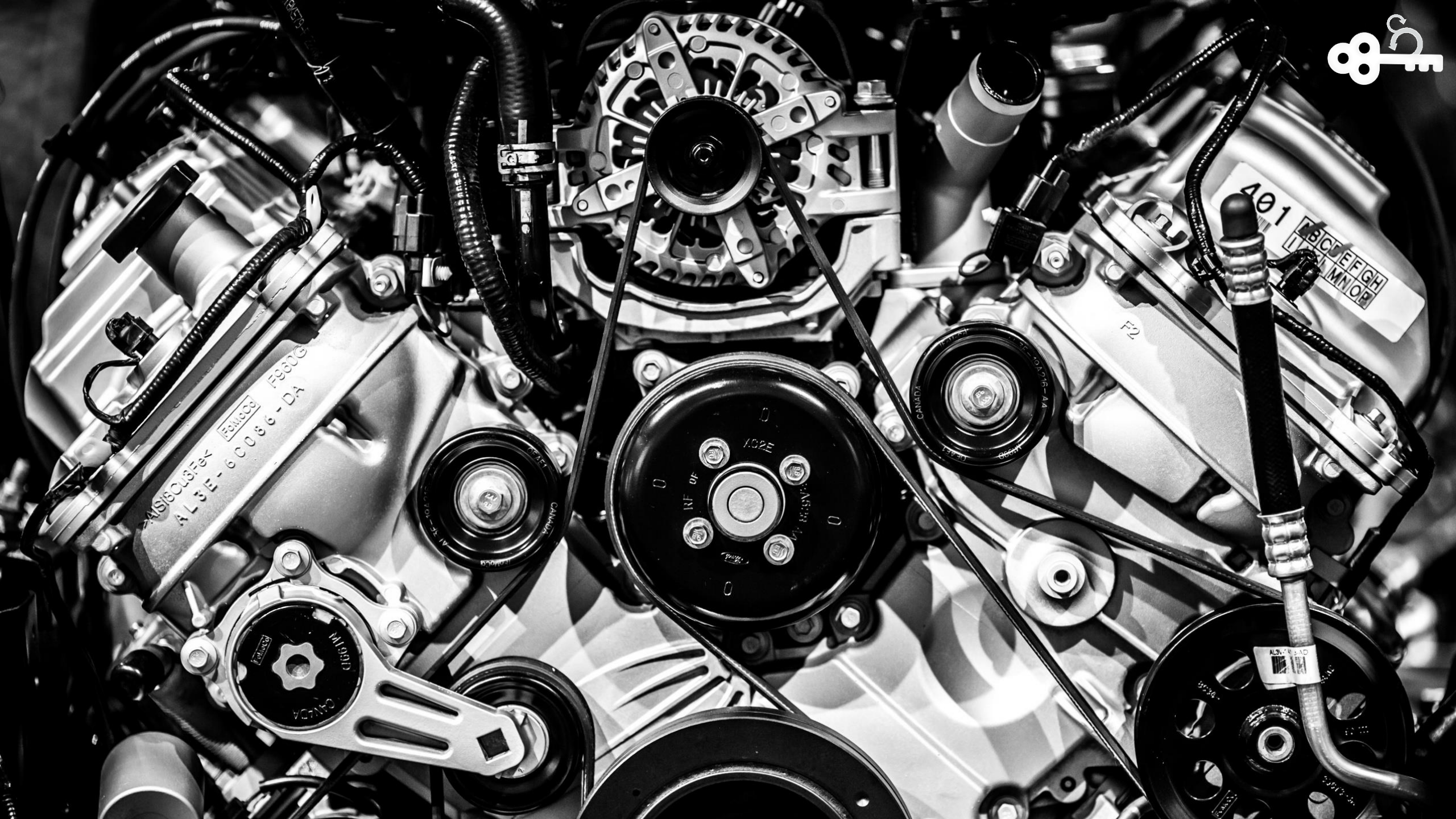


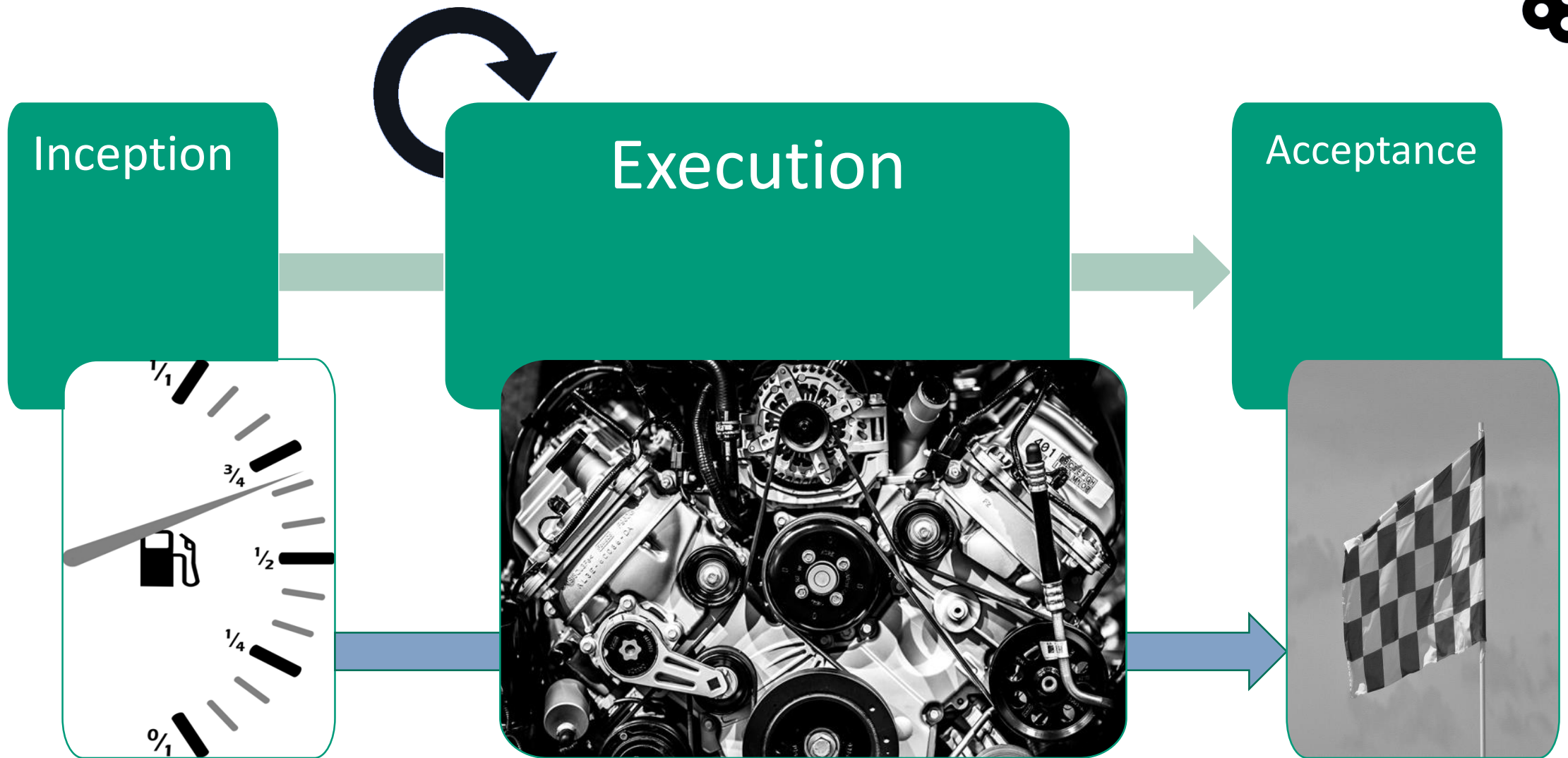


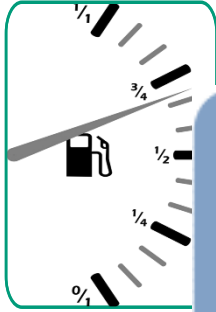




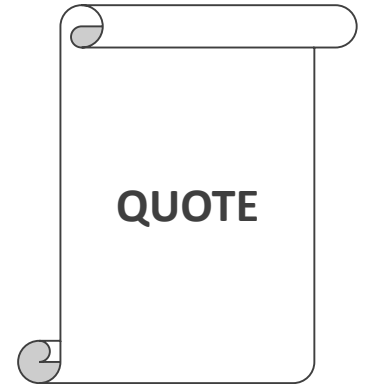
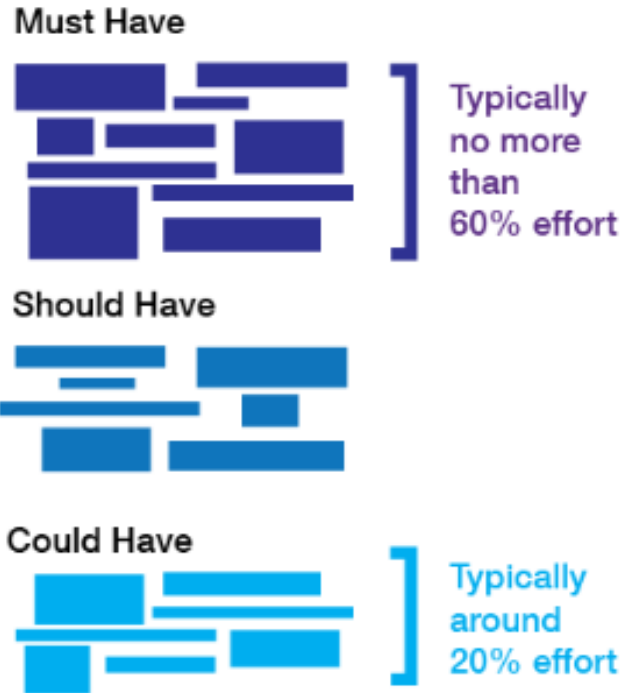
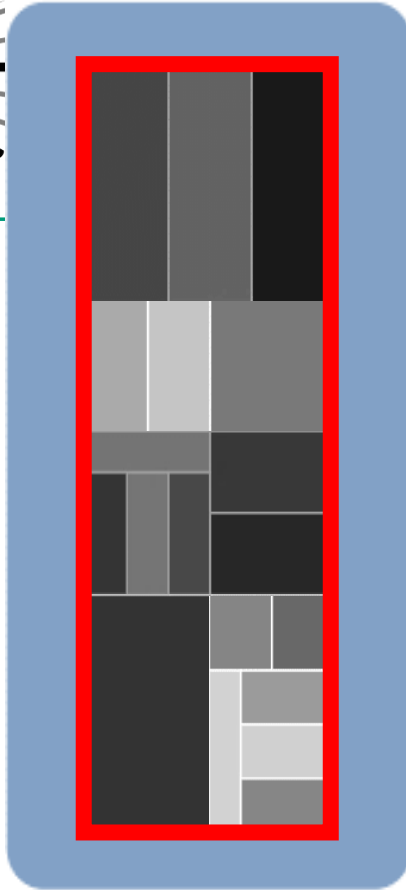


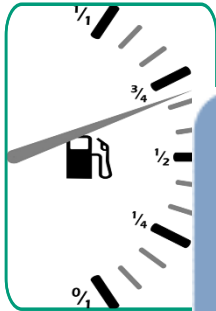
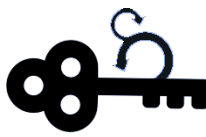




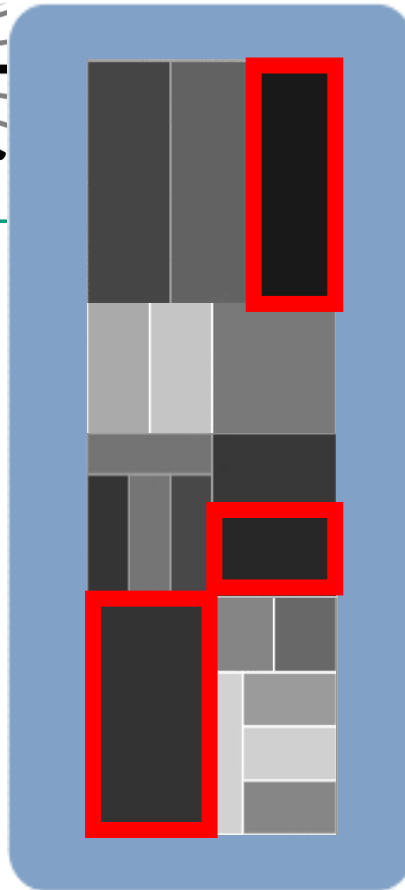


**Product Backlog**





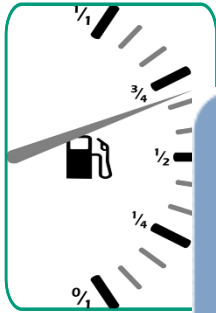
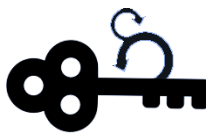
Product Backlog



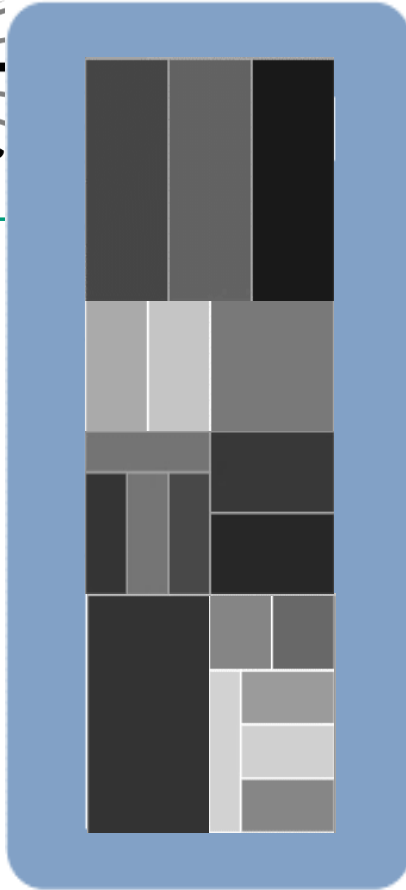
## Risk

Requirement	Clarity	Normal Case /hrs	Contingency /hrs	Expected Total /hrs
10 - new indicator / new vehicle coverage	Mist	8,00	4,00	12,00
11 - enhancements on the Refinement, review and validation of the previous items	Cloudy	8,00	1,75	9,75
12 - new indicator / new vehicle usage	Clear	8,00	1,00	9,00

Normal case + Risk based contingency = Expected case

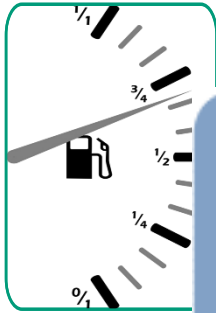
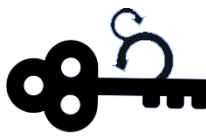


Product Backlog

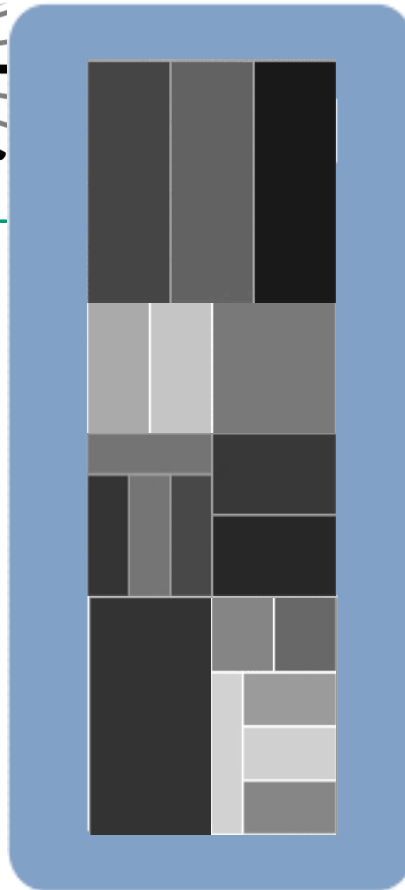


## Absolute Effort

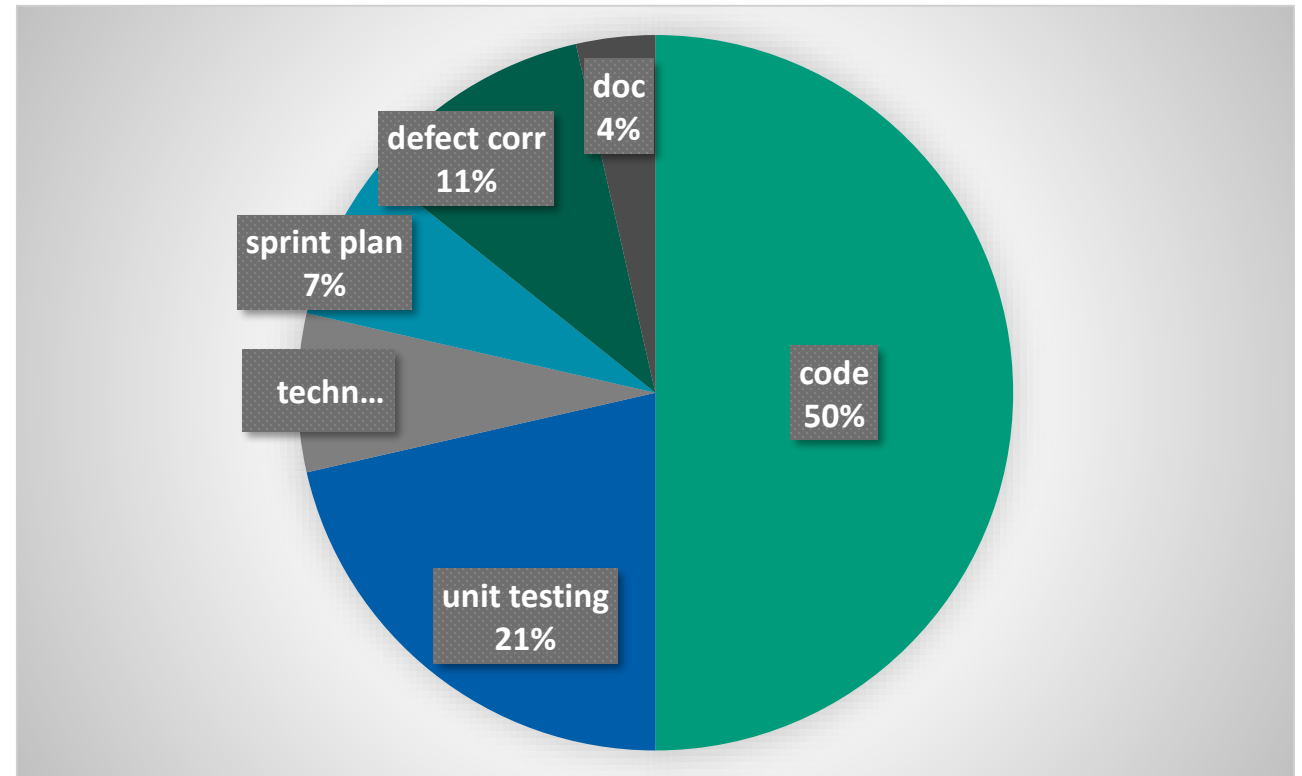
Work Item Type	Title	Effort
Feature	Manage Codes	46
Product Backlog Item	Manage [blurred]	16
Product Backlog Item	Manage [blurred]	2
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Product Backlog Item	Manage [blurred]	2
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Product Backlog Item	Manage [blurred]	2



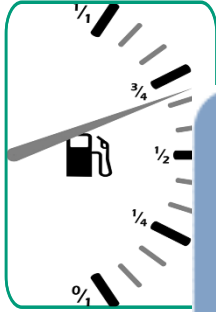
**Product Backlog**



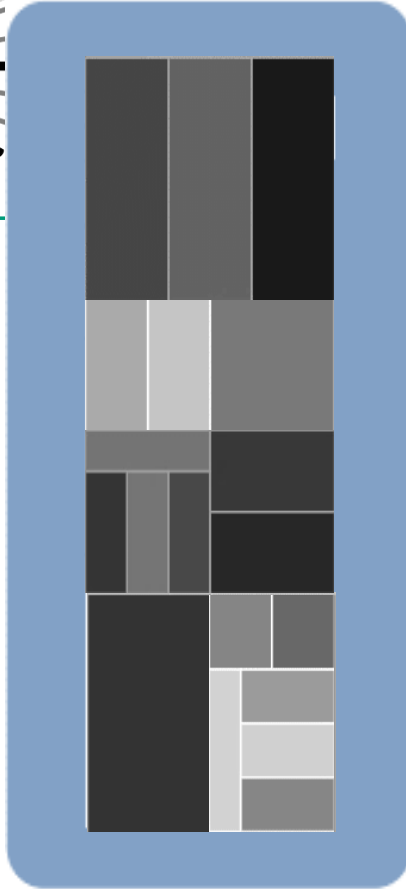
## Estimation Completeness



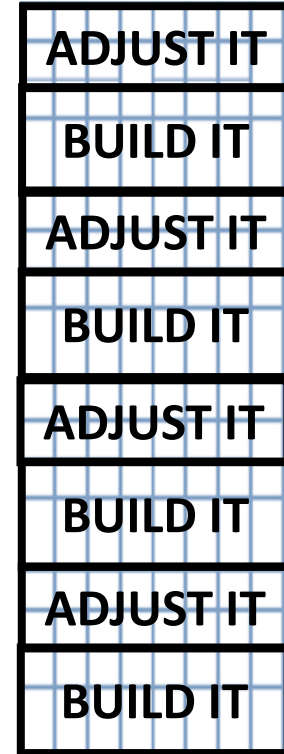
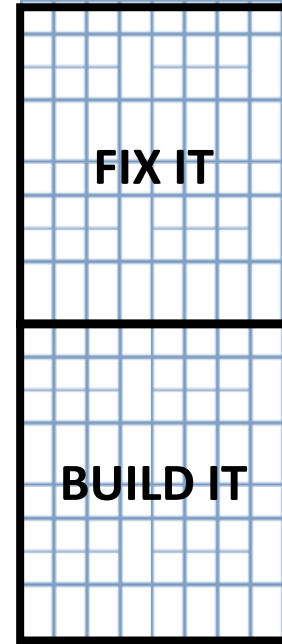




**Product Backlog**

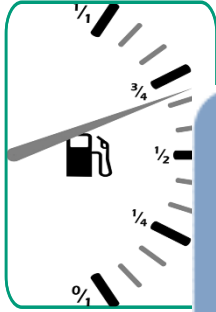


### Estimation Completeness

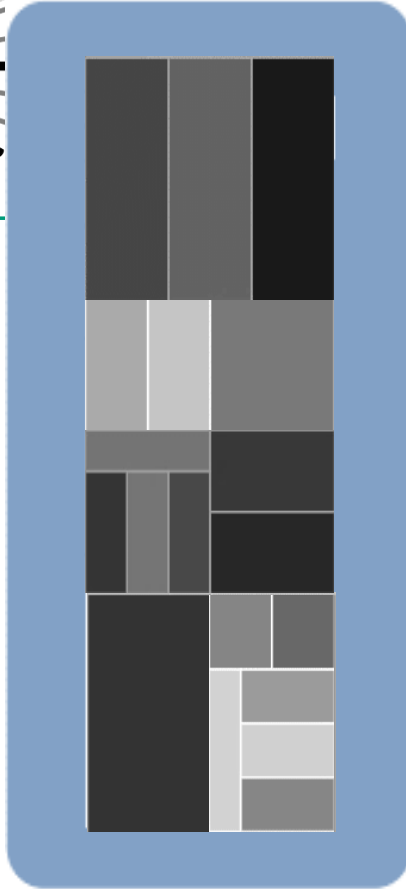


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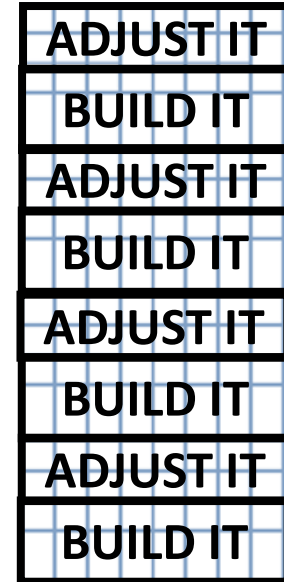
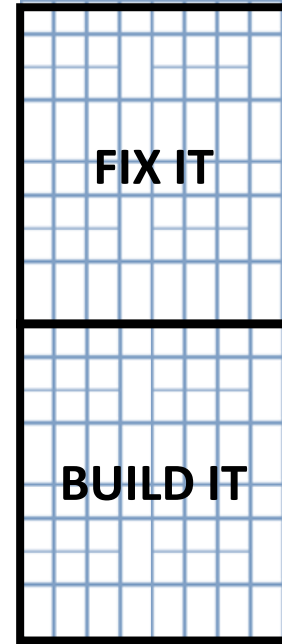
B



**Product Backlog**

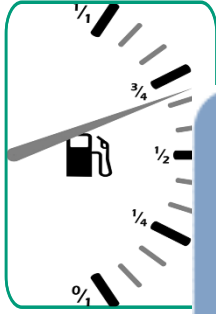


## Estimation Completeness

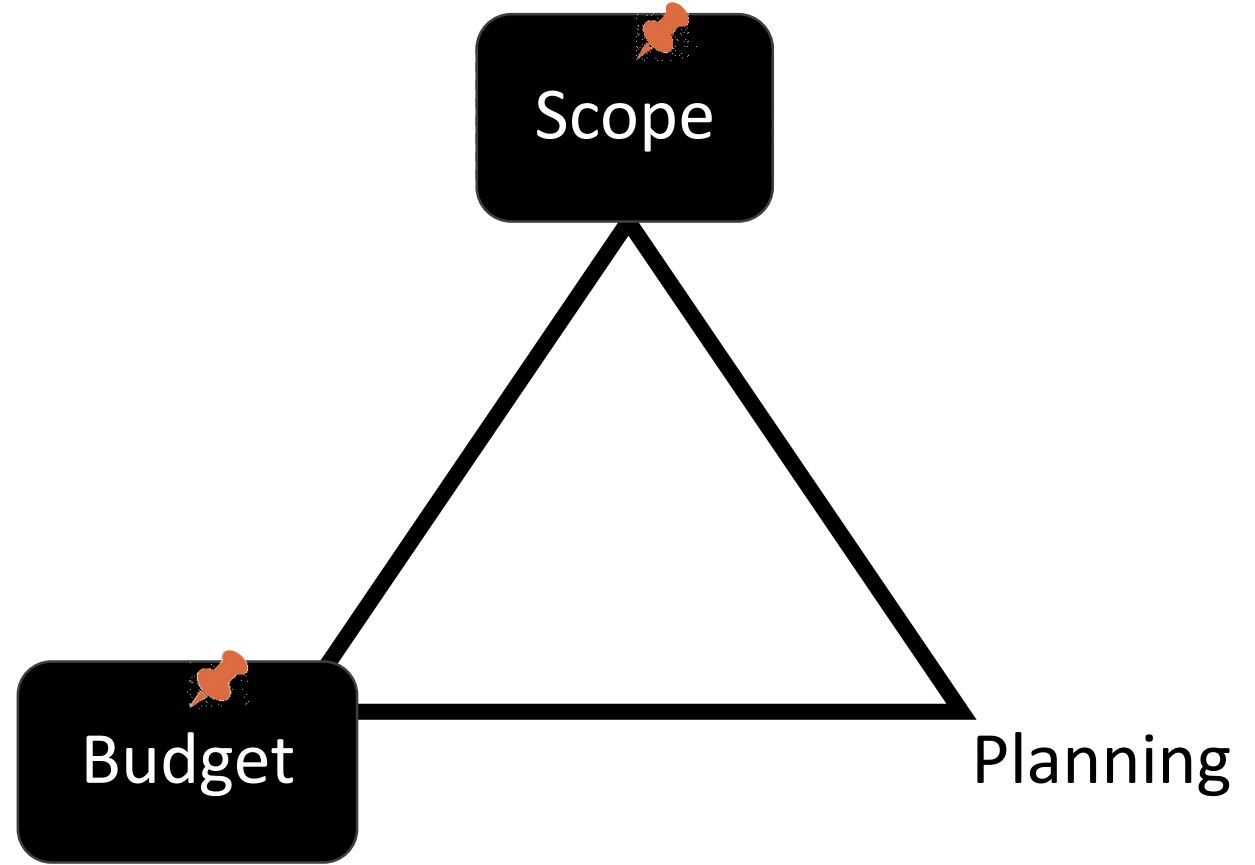
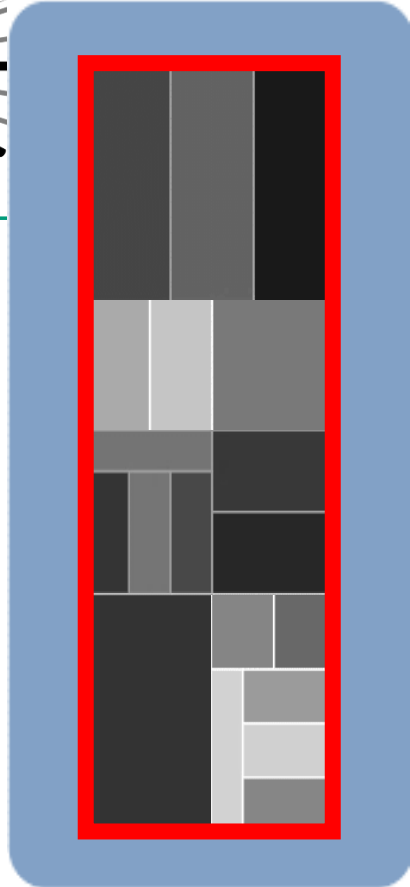


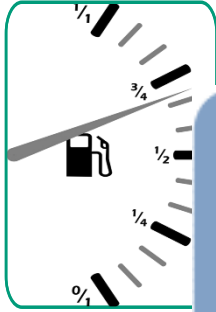
A

B

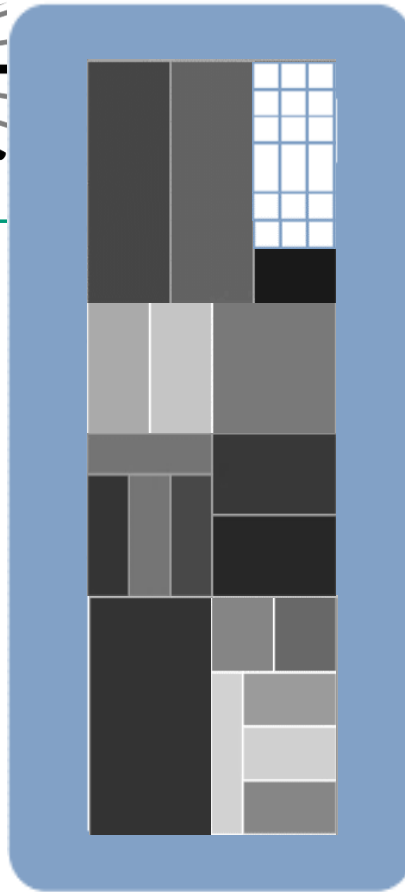


**Product Backlog**

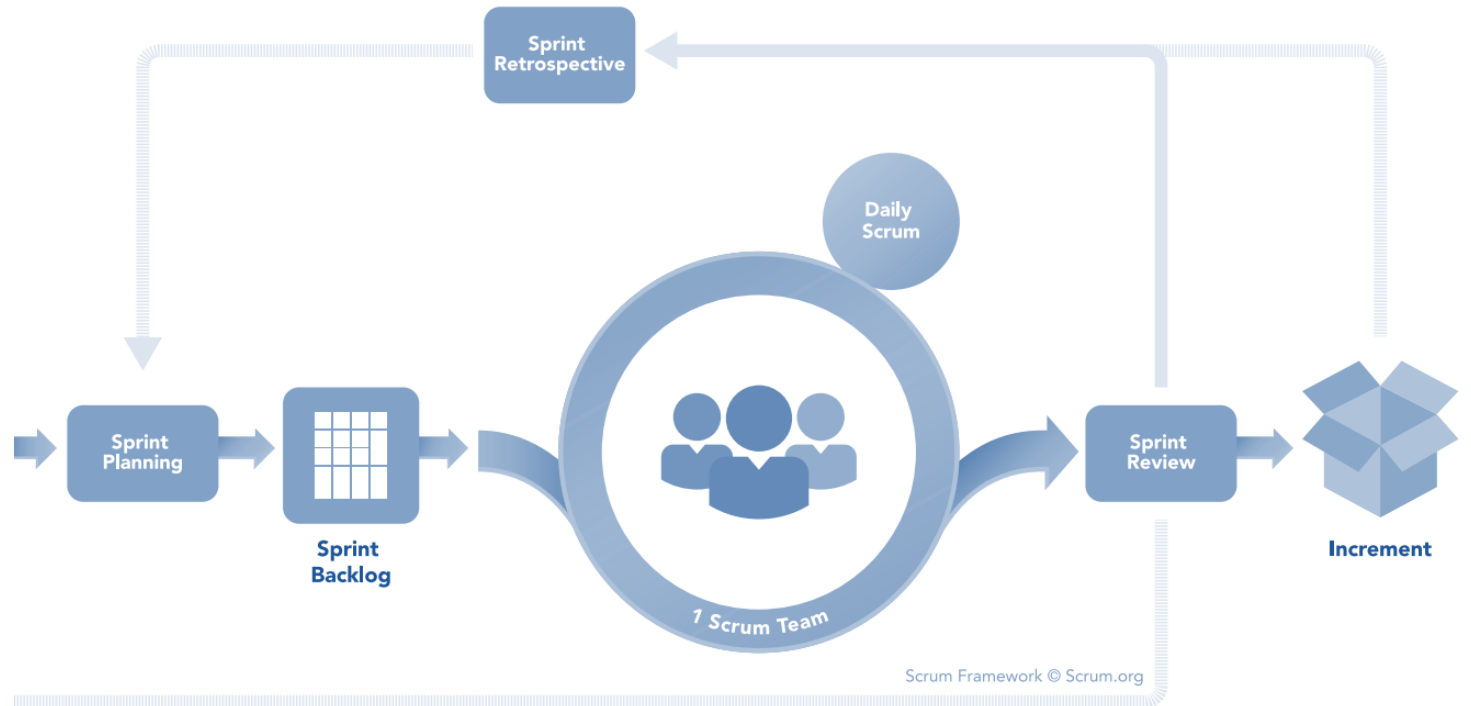




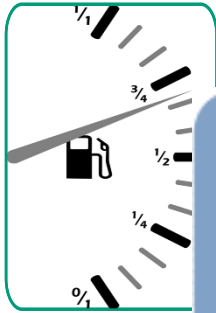
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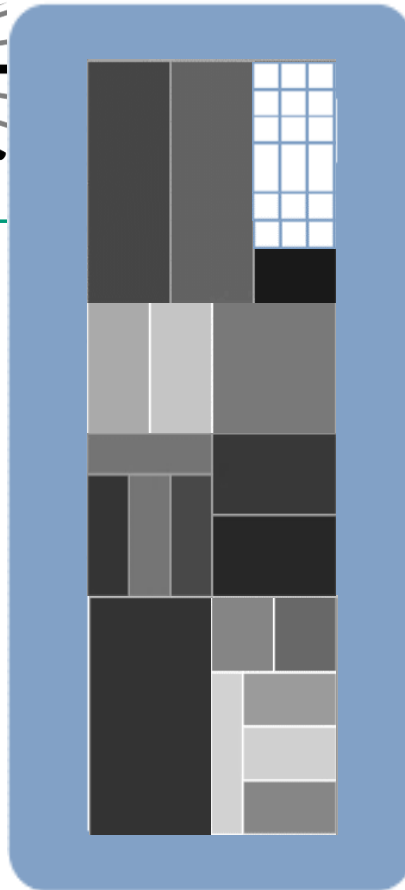
## Backlog Refinement



Scrum Framework © Scrum.org

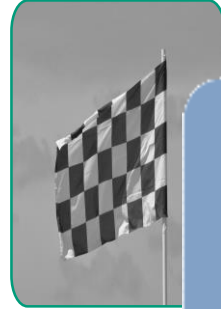
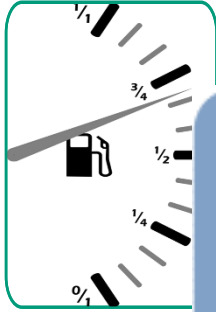


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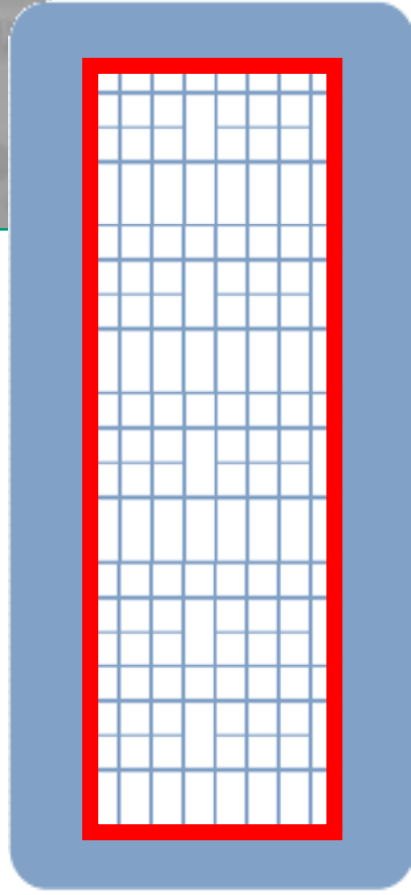
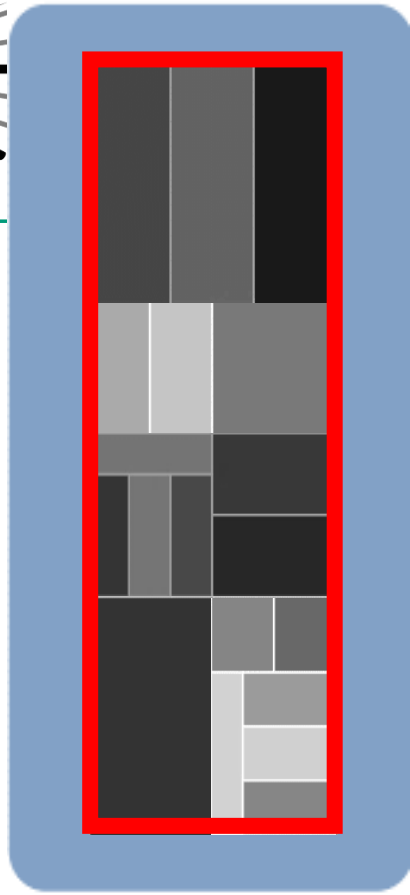


## Absolute Effort

Work Item Type	Title	Effort	Remaining Work	Spent Hours
Feature	Manage Codes	46	13	41
Product Backlog Item	Manage [blurred]	16	0	21
Product Backlog Item	Manage [blurred]	2	0	2
Product Backlog Item	Manage [blurred]	2	0	2
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Product Backlog Item	Manage [blurred]	2	0	2
Product Backlog Item	Manage [blurred]	2	0	2




**Product Backlog**





ESTD  
1853



Scope creep

Requirement  
Issues

Integration

Resource  
Issues

Comm issues

Stakeholder  
Issues

Monitoring  
&  
Controlling

Deadlines

Ignoring  
warning  
signs



Scope creep

- Welcome change
- Working Software

Requirement Issues

Integration

Resource Issues

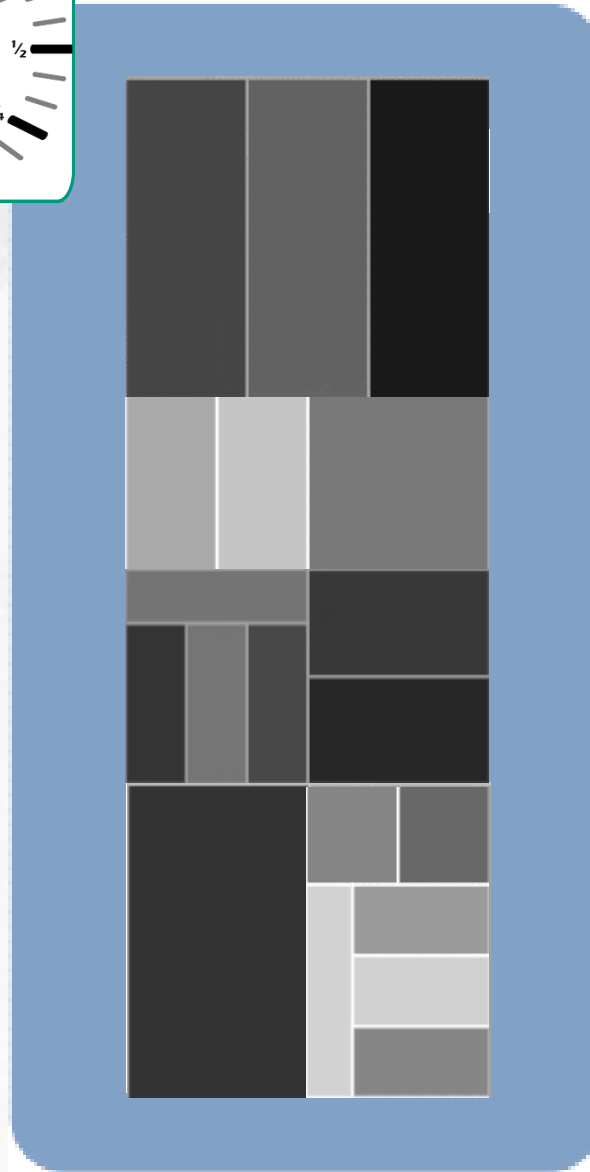
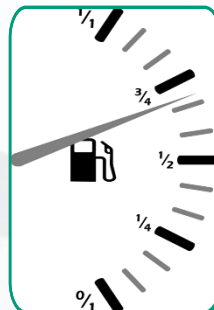
Comm issues

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Scope creep

- Welcome change
- Working Software

Requirement Issues

- Deliver frequently
- Working together

Integration

Resource Issues

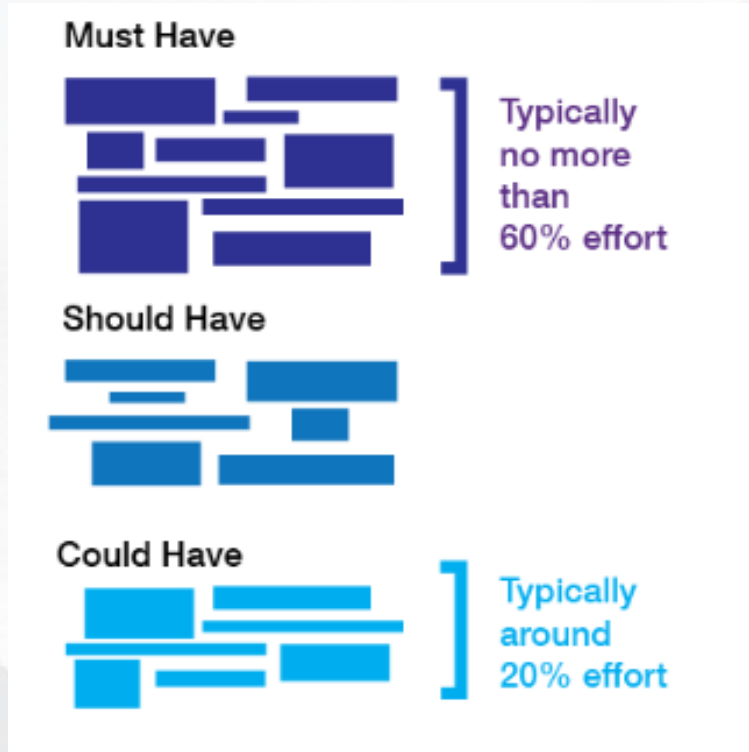
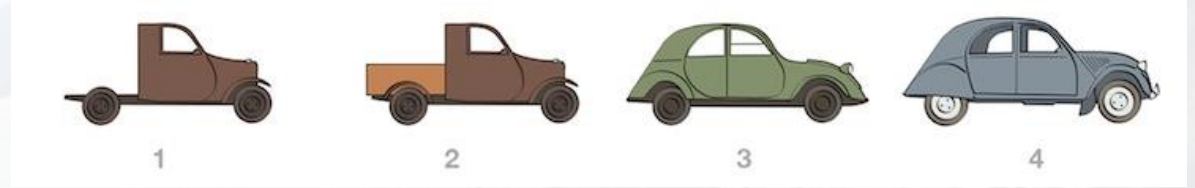
Comm issues

Stakeholder Issues

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Deadlines

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Scope creep

- Welcome change
- Working Software

Requirement Issues

- Deliver frequently
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Integration

- Working Software
- Good Design

Resource Issues

Comm issues

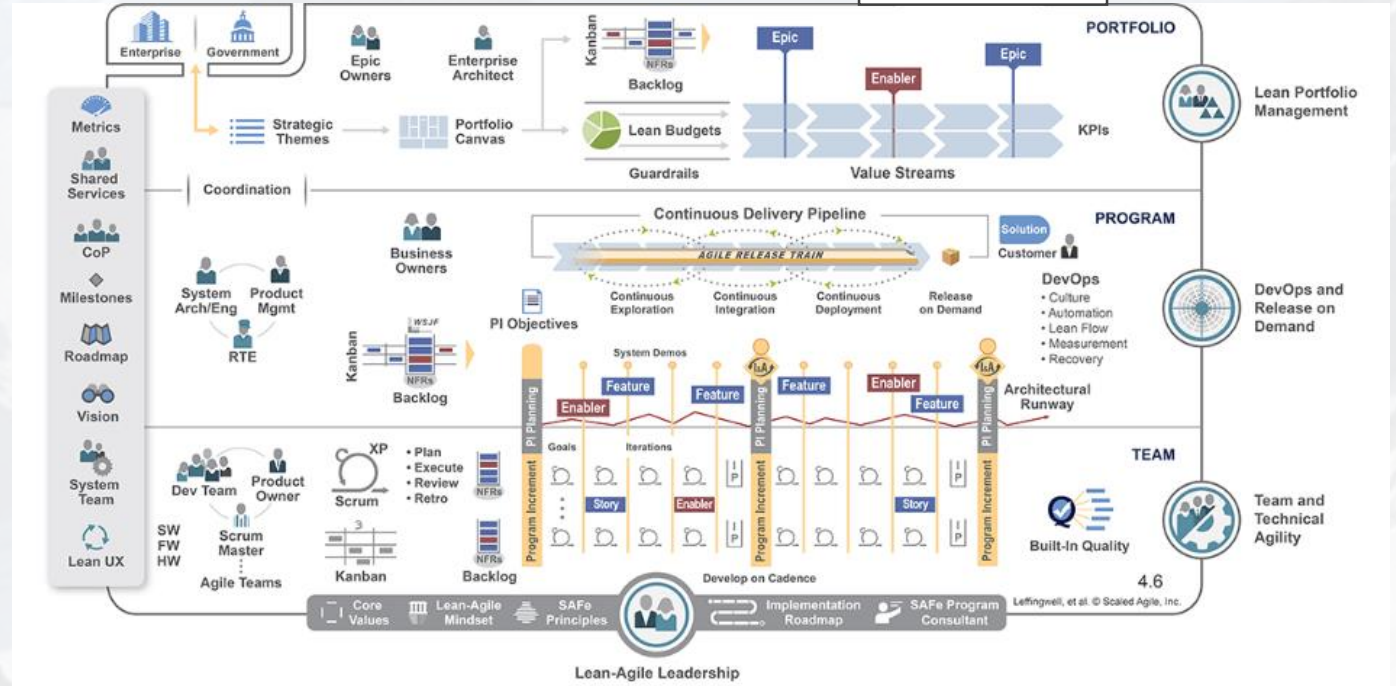
Stakeholder Issues

Monitoring & Controlling

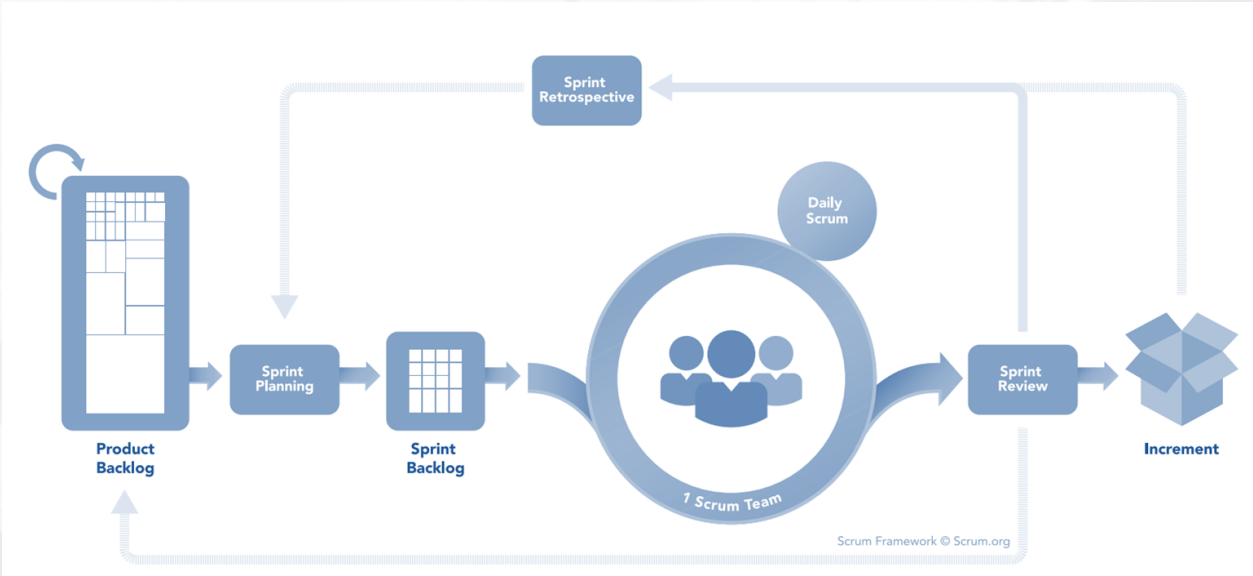
Deadlines

Ignoring warning signs

# SAFe



- Scope creep {
  - Welcome change
  - Working Software
- Requirement Issues {
  - Deliver frequently
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- Integration {
  - Working Software
  - Good Design
- Resource Issues {
  - **Motivated Team**
  - **Constant Pace**
- Comm issues {
- Stakeholder Issues {
- Monitoring & Controlling {
- Deadlines {
- Ignoring warning signs {



Scope creep

- Welcome change
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Requirement Issues

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Integration

- Working Software
- Good Design

Resource Issues

- Motivated Team
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Comm issues

- Self Organization
- Face to Face

Stakeholder Issues

Monitoring & Controlling

Deadlines

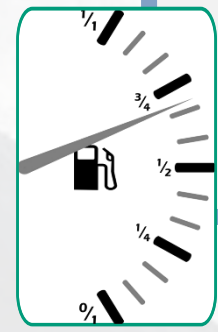
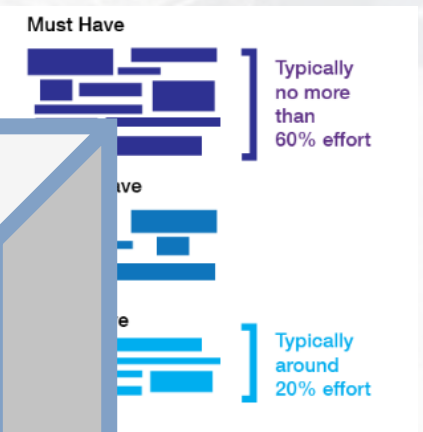
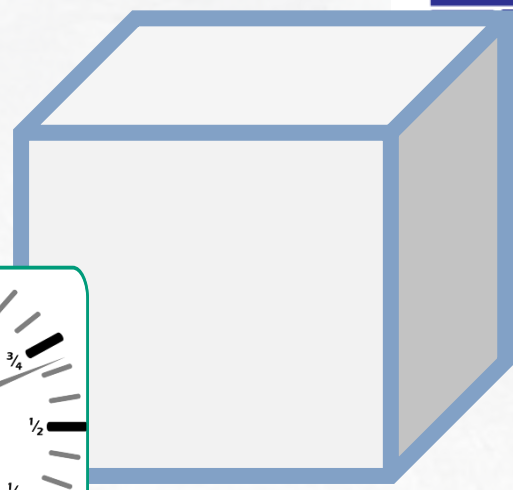
Ignoring warning signs



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**PRODUCT OWNER**

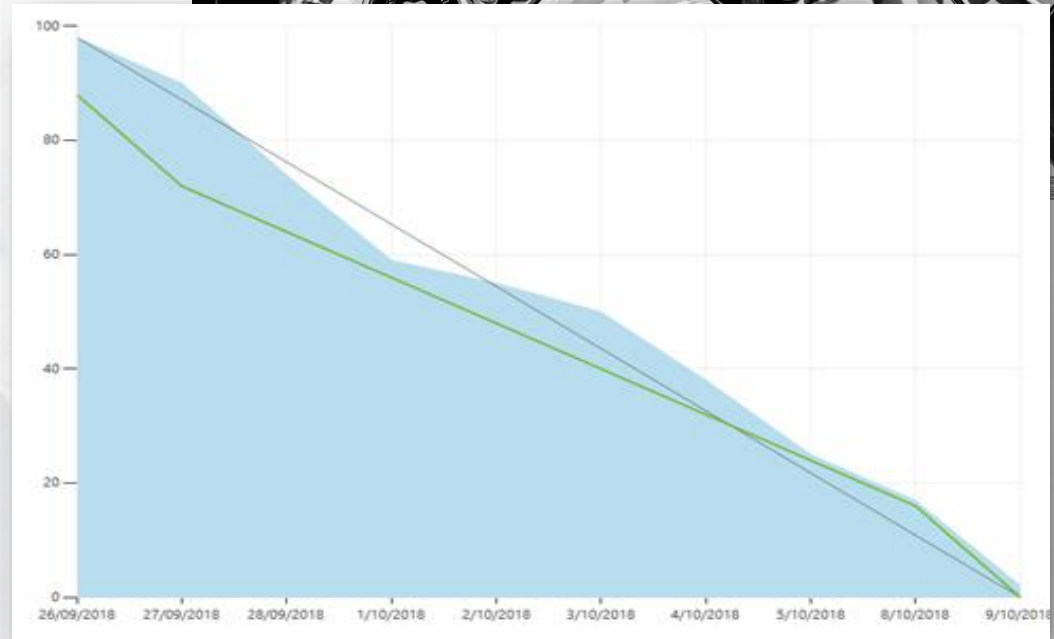
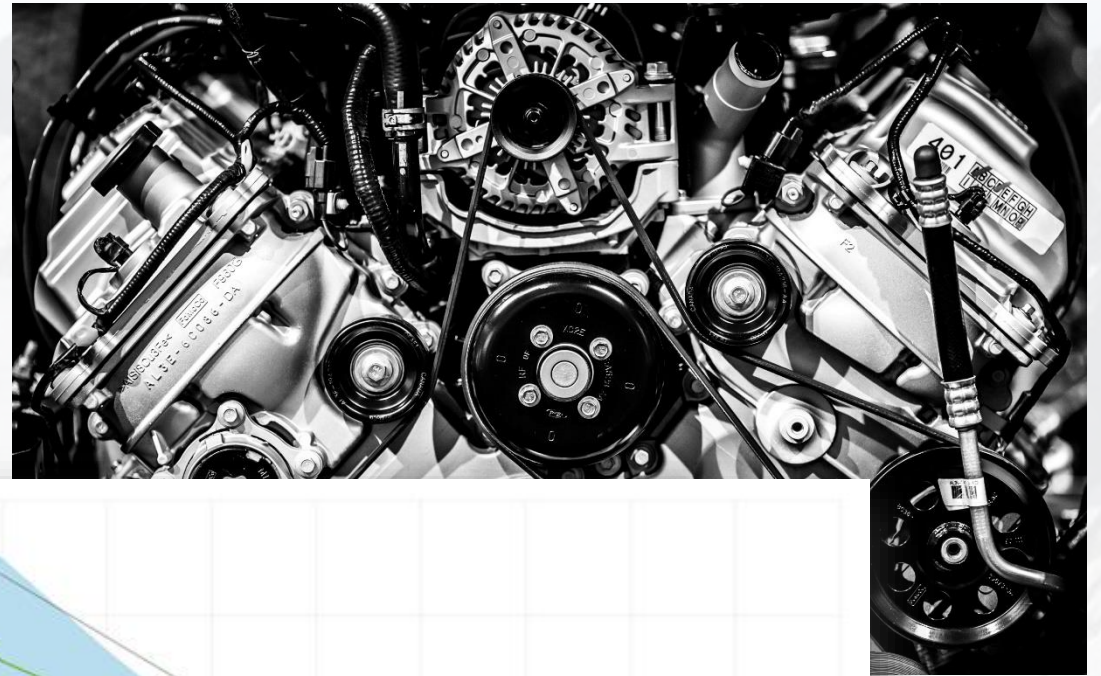


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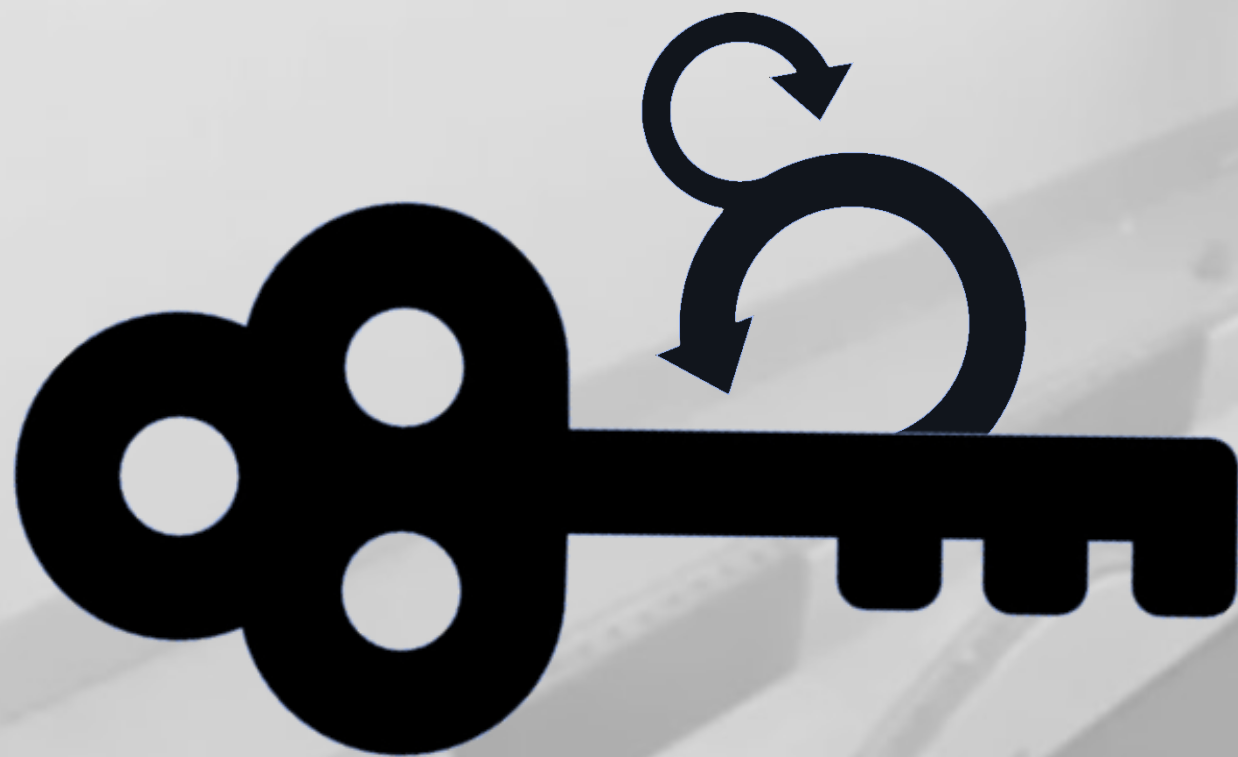
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Ignoring warning signs	<ul style="list-style-type: none"> <li>• Working together</li> <li>• Self Organization</li> </ul>









Turnkey Project

Agile Techniques

Cherry picking from agile, SCRUM, lean, SAFe, ...

Backlog

Customer agility

Team agility

A way to true agile

Trust,  
communication  
& transparency

Learn & Earn



Thank  
you

Any  
questions?