SPR300 : Agile Development

Code : SPR300 **Duration :** 2 days **Category :** Software Process

Audience :

This course is intended for developers, testers, project leaders and managers who want to gain knowledge about the design of an Agile software development process.
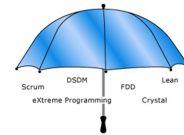
Prerequisites :

To join this course no specific skills are required. General knowledge of system development is beneficial for a proper understanding.
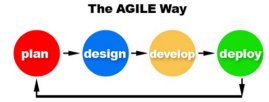
Realization :

The theory is discussed on the basis of presentation slides. The theory is clarified with examples from Agile projects from practice. The steps in an Agile development process are practiced using short case studies.
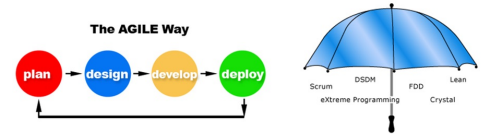

Agile Development

Contents :

In this course participants will learn the concepts, methods and practical techniques of Agile software development. First the history of Agile and the fundamentals of strategic planning are discussed. Next the course will go through the complete cycle of a typical Agile development project with story writing, execution and delivery. Attention is paid to the roles and role identification in Agile and to working in teams and achieving consensus. Also the importance of User Stories and estimation and planning in Agile are discussed. Finally it is addressed how iterations in Agile are performed, what is the place of Daily Standups en how metrics can be applied to Agile projects. During the course participants will be working in teams and practice Agile through hands-on exercises designed reinforce the understanding of the ins and outs of Agile development. Participants will leave this course with the practical knowledge required to begin with Agile development.

Module 1 : Agile Intro

Agile introduction
History of Agile
The Agile Manifesto
Agile Methods
Method differences

Module 2 : Agile Roles

Role Overview
Leadership in Agile
User Roles
User Roles for Stories
User Roles for Requirements
User Role identification
Using Personas

Module 3 : Agile Teams

Self Organizing Teams
Empowered Teams
Team Dynamics
Achieving Consensus
Meeting Rules
Team Charters
Vision and Strategy
Road Mapping
Building the Product Backlog

Module 4 : User Stories

User Story Parts
Acceptation Criteria
Why User Stories?
Gathering Stories
Requirements Gathering
Writing User Stories
Acceptation Criteria
Prioritization
Story Mapping

Module 5 : Estimation

Intro Estimation
Conventional Estimation problems
Agile Estimations
Feature Estimation
Free Planning
Velocity
Estimation of Data with Velocity

Module 6 : Planning

Strategic Agile Planning
Release Planning Process
Schedule Based Release Planning
Scope Based Release Planning
Keeping the Release Plan
Iterative Planning
Defining Done
Capacity Planning
Detailed Planning
Planning for Chaos

Module 7 : Iterations

Iteration Execution
Reviews
Three Themes of Iteration Execution
Conducting Daily Standups
Foul Team Smells
Sprint Demo's

Module 8 : Metrics

Metrics and Reporting
Cost of Metrics
Traditional Metrics Problems
Understanding Agile Metrics
Retrospectives
Effective Retrospectives