Implementing an Agile Project

Course Summary

Description

Many of today's Project Management and Business Analyst Professionals are finding themselves leading, managing and analyzing on Agile development teams - only to find that many of the tools and techniques applied when using a traditional project management approach no longer work as effectively or at all. In order to do more than survive in this iterative development environment, today's Project Manager and Business Analyst must employ additional project management and business analysis tools and techniques to effectively lead their teams and deliver their projects. The course will explore how your projects can easily and successfully make the transition to an effective Agile environment. Agile Scrum is an incremental, iterative framework for project management and software development where requirements and solutions evolve through collaboration between self- organizing cross- functional teams. This disciplined project management process involves:

- A leadership philosophy that encourages teamwork, self- organization and accountability
- A set of engineering best practices intended to allow for rapid delivery of high- quality software
- A business approach that aligns development with customer needs and company goals.

Objectives
At the end of this course, students will be able to:
- Plan, manage and close requirements for software development project in reduced time using Agile Scrum practices
- Minimize project uncertainty and risk by applying Agile principles through the Scrum method
- Ensure your project delivers required functionality and adds value to the business
- Create an environment of self- management for your software development team that will be able to continuously align the delivered software with desired business needs, easily adapting to changing requirements throughout the process.
- Learn how to apply Agile Scrum by measuring and evaluating status based on the undeniable truth of working, testing software, creating a more accurate visibility into the actual progress of projects.

Topics

- Introduction
- Initiate an Agile Project
- Plan the Iteration (Sprint)
- Understanding Requirements and Business Rules
- Planning and Eliciting Requirements
- Analyzing and Documenting Requirements in an Agile project

- Modeling in an Agile project
- Assessing and Validating Requirements
- Build a Product Increment
- Hold an Iteration (Sprint) Review
- Adapt to Changes
- Additional Information

Audience

Executives, Project Managers, Business Analysts, Business and IT stakeholders working with analysts, Quality and process engineers, technicians, managers; supervisors, team leaders, and process operators; anyone who wants to improve their Business Analysis skills.

Duration

Two days

Implementing an Agile Project

Course Outline

I. Introduction
A. Why Agile?
B. How to recognize that your organization is heavily regulated,
C. regimented, micro-managed using the waterfall model of
D. development
E. What Agile SCRUM can do to address this problem
F. Common obstacles to overcome
  1. The Agile Manifesto
  2. The Agile Lifecycle
  3. About Agility
  4. Roles and Responsibilities

II. Initiate an Agile Project
A. Envision the Product and Project
B. Assemble the Agile Team
C. Compile the Product Backlog (Coarse-Grain Requirements)
D. Plan Iterations (Sprints) and Releases
E. Embrace the High-Level (Coarse-Grain) Plan

III. Plan the Iteration (Sprint)
A. Define Iteration Requirements
B. Plan and Estimate Iteration Tasks
C. Finalize the Iteration Plan

IV. Understanding Requirements and Business Rules
A. Functional, non-functional and implementation requirements
B. Requirements vs. specifications
C. Requirements vs. business rules
D. Risk management and risk response strategies

V. Planning and Eliciting Requirements
A. Planning the Requirements Work Plan (RWP) using an Agile approach
B. Components of the RWP
C. Elicitation techniques
D. Preparing for change

VI. Analyzing and Documenting Requirements in an Agile project
A. Analyzing requirements
B. Characteristics of effective requirements

VII. Modeling in an Agile project
A. Creating stories for your processes
B. Modeling using simple BPMN during a Sprint
C. AS-IS vs. TO-BE modeling

VIII. Assessing and Validating Requirements
A. Validation and verification using an Agile approach
B. Creating a master test plan using Agile
C. Create test scenarios and test cases from your User Stories

IX. Build a Product Increment
A. Coach the Team
B. Immerse the Team in Status
C. Communicate Status

X. Hold an Iteration (Sprint) Review
A. Prepare for the Review
B. Obtain Customer Acceptance of the Product Increment
C. Hold a Retrospective

XI. Adapt to Changes
A. Update the Product Backlog
B. Rework the High-Level (Coarse-Grain) Plan
C. Plan & Execute the Next Iteration

XII. Additional Information
A. Useful books and links on Agile