Integrating Agile and CMMI Synergy Through Discipline

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Topics

- Gene (very high level and possibly inexact)
 - Agile
 - Scrum
 - CMMI/Scrum
- Lynn
 - Lockheed Martin experience integrating agile into their CMMI processes

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin Steve Mellor Ken Schwaber Jeff Sutherland Dave Thomas

SCRUM Roles



Responsible for R.O.I.

Constantly re-prioritizes the Product Backlog

Synthesizes interests of stakeholders (including Team)

Negotiates Sprint Goals and Backlog Items with Team

Final arbiter of requirements questions

Accepts or rejects each product increment

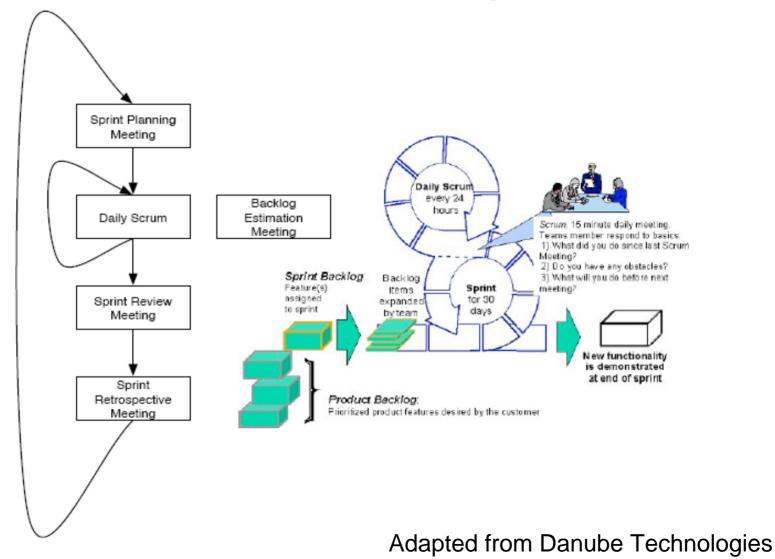


Helps resolve impediments
Facilitates Scrum Process
Facilitates Team self organization
Helps keep team in the "zone"
Helps Product Owner with release planning
Shields Team from external interference
Enforces timeboxes, separation of roles
Keeps Scrum artifacts visible
Advocates improved engineering practices
Has no authority



Cross functional Autonomous Self organizing Held responsible for commitments each Sprint Co-located (ideally in Team Room) 7 ± 2 members

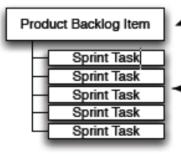
SCRUM Meetings



SCRUM Artifacts 1



List of desired functionality
Visible to all stakeholders
Any stakeholder (including team) can add items
Prioritized by Product Owner
Items at top are more granular than items at bottom



Specifies the WHAT, not the HOW. Has acceptance criteria (definition of "done") Estimated by Team, ideally in Story Points

Created by Team during Sprint Planning Meeting
Visible to Team (primarily)
Referenced during Daily Scrum Meeting
Fluid list updated, changed by Team as needed
Tasks specifies the "how" to achieve the Item's "what"



Reported during Daily Scrum Meeting Uncovered during Sprint Retrospective Meetings Kept visible ScrumMaster facilitates resolution

Adapted from Danube Technologies

SCRUM Artifacts 2



In multiple team organizations, multiple ScrumMasters convene regularly to facilitate removal of Organizational Impediments. This involves increasing their visibility and measuring their cost.



Daily total of remaining hours on all tasks Tasks in progress updated daily by team Kept visible to team by ScrumMaster Some teams count tasks rather than task hours Usually goes up before it goes down



Remaining Product Backlog Effort from Sprint to Sprint After several Sprints, can measure Velocity Informs release planning

Adapted from Danube Technologies

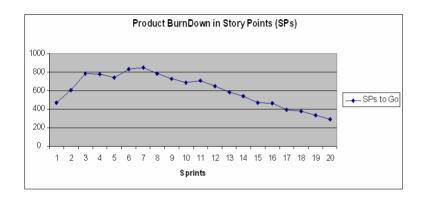
Sprint Task Tracking

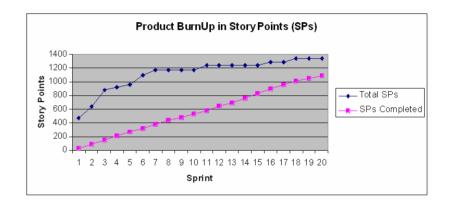
Stories		Tasks	Tasks In Progress	Complete	ed
<u>S</u>					
Sprint Backlog					
cklog					

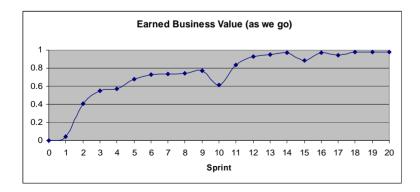
Tracking Sprint Tasks

6 3 4	6 3	0	
	3		
4		0	
1	6	0	
2		0	
6		6	
12			
24			
16			
	6 12 24	6 12 24	6 6 12 24

Burn Charts







CMMI (Project Mgt)	Scrum	
Project Planning	Sprint Planning, Story Points, , Tasks Velocity Calculations, Product Backlog	
Project Monitoring and Control	Daily Scrum, Product Backlog, Burn down Chart, Earned Business Value (EBV) Story Board	
Risk Management	Not explicit but can be part of Sprint planning and daily Scrum	
Integrated Project Management	Not explicit however daily Scrum meeting with all participants and Scrum planning tools More necessary for Teams of Teams	

CMMI (Process Mgt)	Scrum	
Org. Process Focus	Retrospective,	
	Scrum Master and Community	
Org Process Definition	Not explicit	
	Can be added	
Org Training	Not explicit (Sprint Planning)	
	Can be added	
Org Process	Velocity, burn charts.	
Performance	Wall charts are taken down. Seems little history recorded	
Org Innovation and	Not explicitly addressed	
	Scrum Master role	
Deployment	Project focused not org focused	

CMMI (Engineering)	Scrum
Requirements development	Sprint Planning, Stories (grooming), Product manager (EPICs to stories)
Requirements management	Story/task board, Daily Scrum, Product Backlog and priority, Burn down Chart,
Technical Solution	Not explicitly addressed in Scrum. "Agile engineering methods" Incremental design
Product Integration	Not explicitly addressed XP continuous integration More important for team of teams Specific to environment and domain
Verification	Test/ Test Driven Development
Validation	Sprint Planning-Stories review with product manager, daily scrum and sprint demo/review

CMMI (Support)	Scrum
Configuration Management	Engineering Practice
Process and Product Quality Assurance	Scrum Master role Testing ,Bug tracking and Quality is foremost ethic
Measurement and Analysis	Stories , Story points, Story task board, charts
Decision Analysis and Resolution	Not explicit -however Sprint Planning ,daily Scrum meeting with all participants and Scrum planning tools

References

- Agile Organization
 http://agilemanifesto.org/
- Scrum and XP from the Trenches (Henrik Kniberg
 - http://infoq.com/minibooks/scrum-xp-from-thetrenches
 - Danube Technologies