

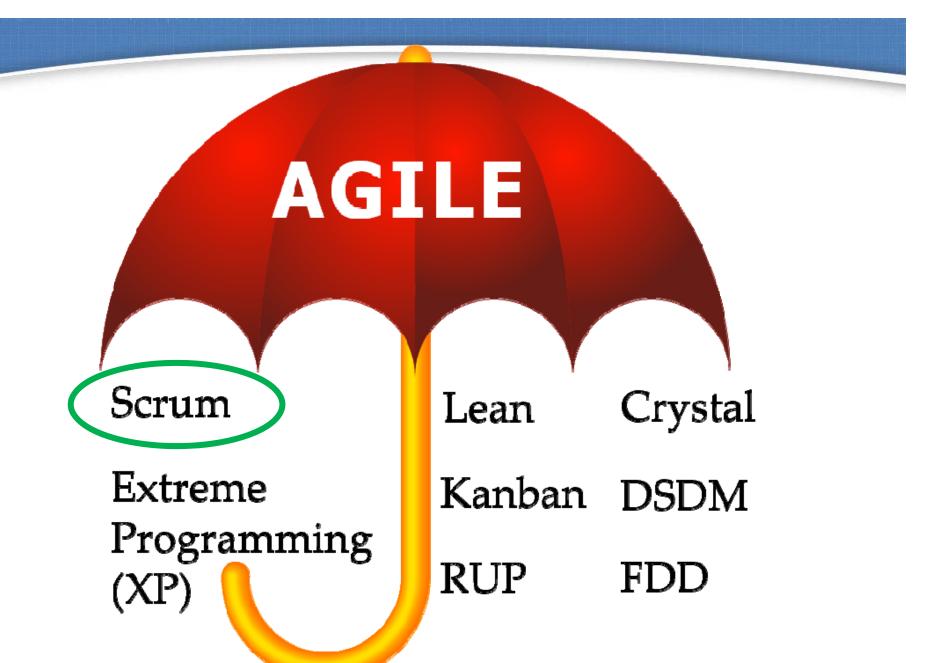
## Monitoring Agile Projects

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#### Overview

- What is Agile?
- Measurement Aspects
- 3 Steps to Measuring Agile Projects
  - 1. Assess your projects agile maturity
  - 2. Select the appropriate measures
  - 3. Modify and adapt frequently
- Example Project Measures

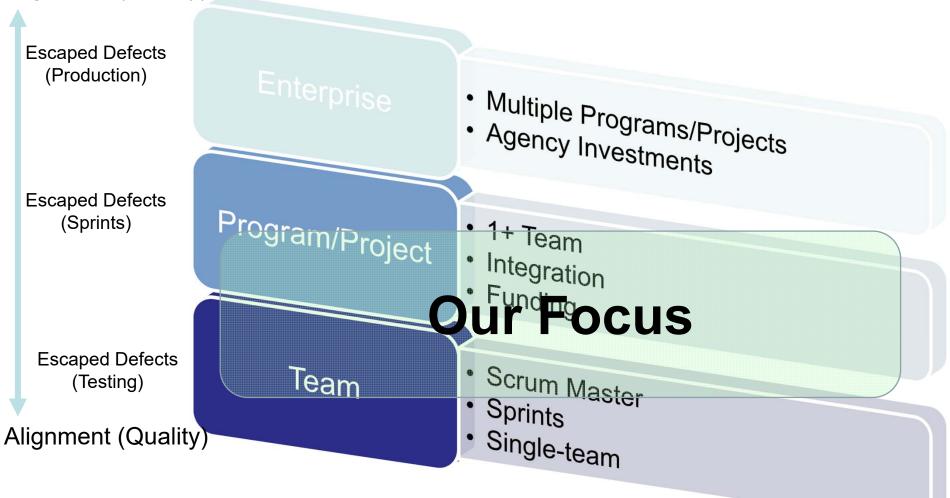
## What is Agile?



## Measurement Aspects

## Measurement Aspects

Alignment (Quality)

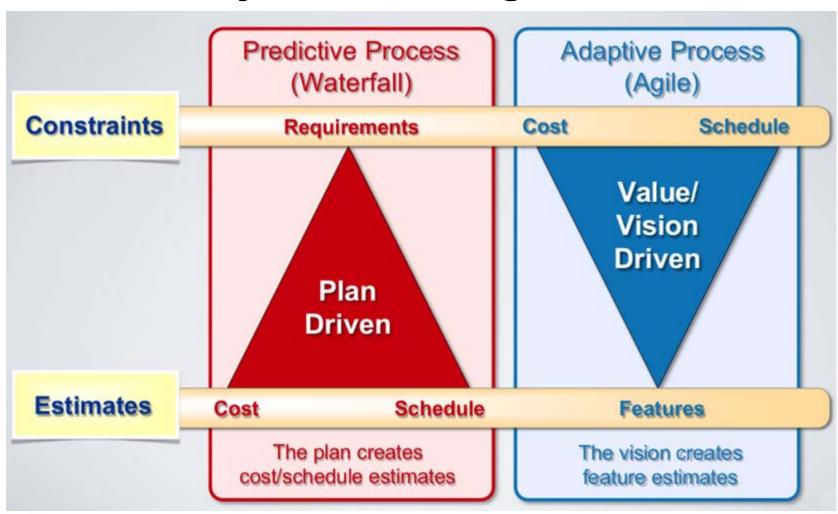


# Step 1: Assess your Projects Agile Maturity

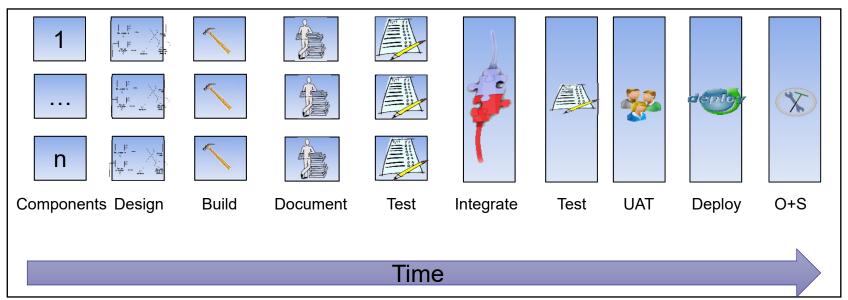
## Plan-Driven vs. Vision/Evidence-Driven (Traditional vs. Agile)

| Traditional Project Management                                 | Agile Project Management   |
|--|--|
| Issues discovered later in the development lifecycle           | Issues discovered earlier in development   |
| Single Integration   | Periodic / Continual Integration   |
| Structured by Domain   | Multidisciplinary Teams  |
| Adds Time / Money to release to adapt to issues / requirements | Reduces functionality in release (pushed to another release) to adapt to issues / requirements |
| Tracks Progress by Stages                                      | Tracks progress by Value (functionality complete)  |
| 'Success' is measured by conformance to a plan                 | 'Success' is measured by delivering useful capabilities (Value)                                |
| Project Management Provides Estimates                          | Team Provides Estimates  |

## Waterfall vs. Agile Project Management

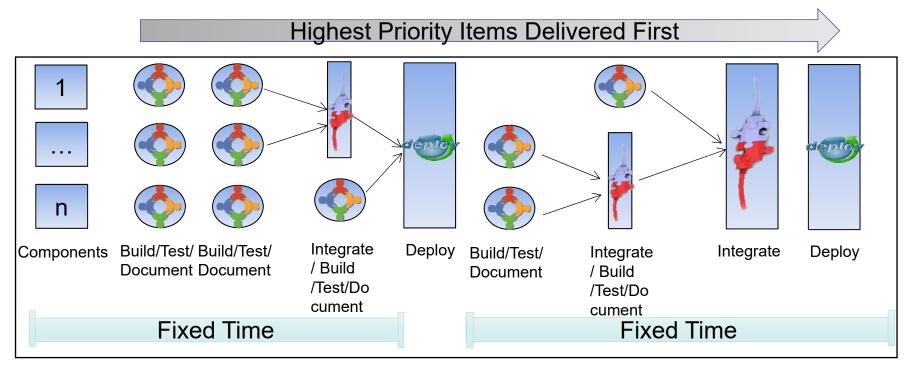


#### "Traditional" Project Management



The average ACAT I development programs develop schedules for **five years**, lasting from Milestones B to C. (DSB, 2018)

## "Agile" Project Management

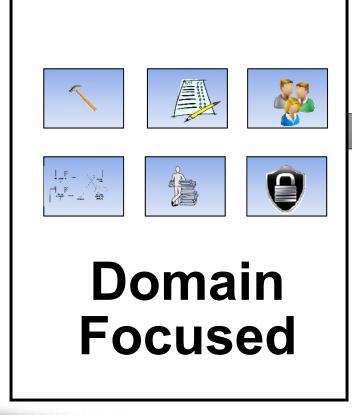


Amazon deploys to production every 11.6 second

#### Agile Uses Multidisciplinary Teams

#### **Traditional**

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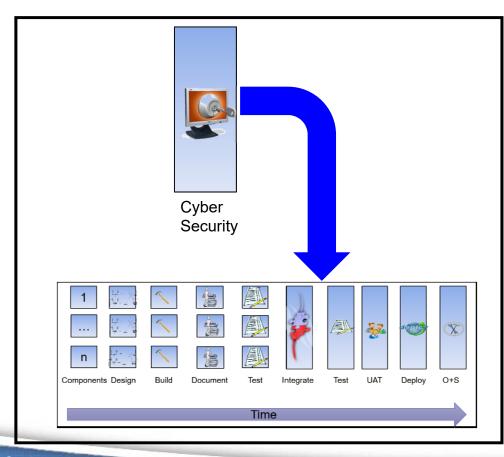
#### **Agile**

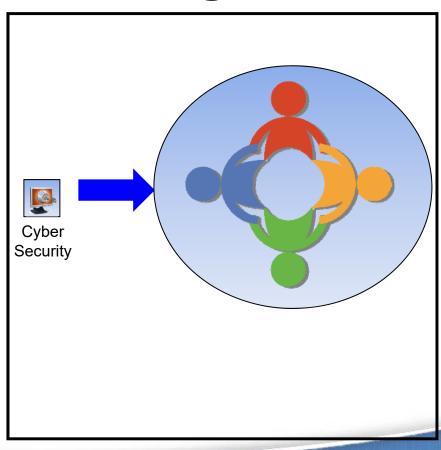


#### Responding to a new "Domain"

#### **Traditional**

#### **Agile**





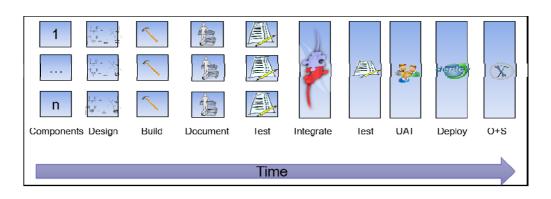
## Similar Terminology\*

- Iteration
- Increment
- Milestones
- Version Control
- Acceptance Testing
   Risk

- Quality
- Schedule
- Integration
- Cost

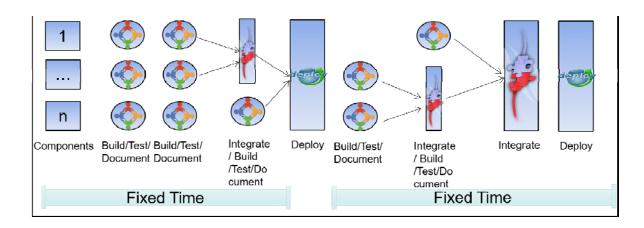
<sup>\*</sup> Not a complete list

## Terms Can Be Applied Differently



Where would we use "Milestones" in both models?

How confident are we in it's accuracy in measuring our progress?



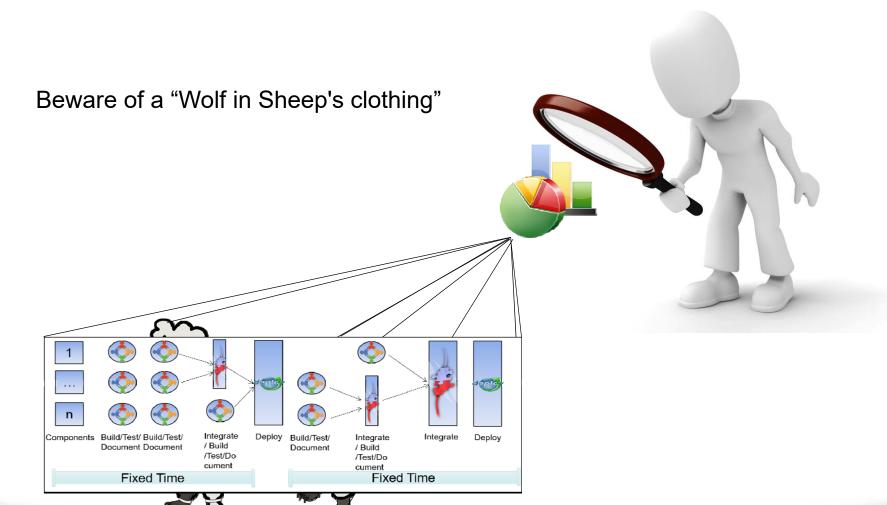
#### **New Terminology**

- Velocity
- User Story
- Sprint Burndown / Burnup chart
- Release Burndown / Burnup chart
- Epic
- Sprint
- Backlog

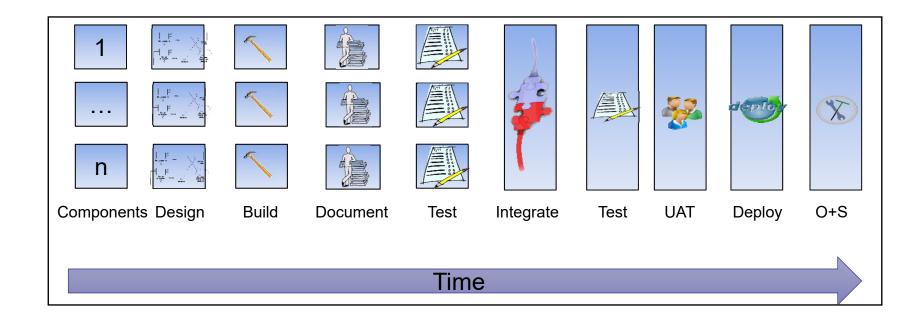
- Definition of Done (DoD)
- Acceptance Criteria
- Personas
- Scrum Master
- Sprint Planning
- Story mapping
- Backlog Grooming
- Daily Meeting

<sup>\*</sup> Not a complete list

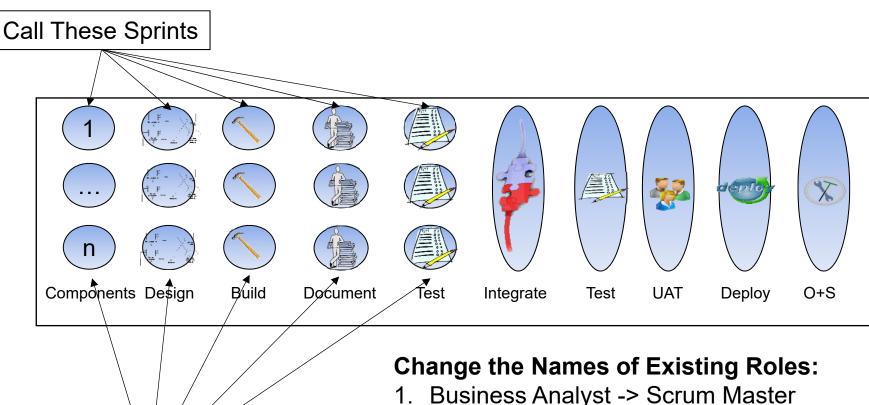
## Measures are our "Eyes" into the Process



#### "FrAgile" Project Management



#### "FrAgile" Project Management



**Estimate in Story Points** 

- 1. Business Analyst -> Scrum Master
- 2. Project Manager -> Product Owner

#### **Change Terms:**

1. Requirements -> Epic, User Story

### How do you Assess your Project

- Agile Maturity Models
- Periodic Inspection
  - Agile Coach



# Step 2: Select the Appropriate Measures

### Measuring Agile Projects

- Similar Challenges
  - Finding the "right" thing to measure
  - Ensuring a measure is used for the "right" purpose

Unintended consequences



## Finding the Right Measures

- Practical Software and Systems Measurement
- Goal-Question-Metric Approach
- Market Research



## Finding the Right Measures (Example)

#### **Sample Questions**

- 1. Does it **currently** apply to our program?
- 2. Does it inform good decision making?
- 3. Can we get this information from a metric already being collected?
- 4. What aspect should it be tracked?
- 5. How are other aspects going to track this?
- 6. What is the cost of collection?
- 7. How can we collect it? Can it be automated?
- 8. ...

|    |   | Target value (by software type)                             |                                   |   | Typical                         |                         |
|----|---|---|-----------------------------------|---|---------------------------------|-------------------------|
| #  | Metric  | COTS <sup>II</sup> apps                                     | Custom<br>-ized SW <sup>iii</sup> | COTS<br>HW/OSiv   | Real-time<br>HW/SW <sup>v</sup> | DoD<br>values<br>for SW |
| 1  | Time from program launch to deployment of simplest useful functionality   | <1 mo   | <3 mo                             | <6 mo   | <1 yr                           | 3-5 yrs                 |
| 2  | Time to field high priority fcn (spec $\rightarrow$ ops) or fix newly found security hole (find $\rightarrow$ ops) $^{\text{vi}}$ | N/A<br><1 wk  | <1 mo<br><1 wk                    | <3 mo<br><1 wk  | <3 mo<br><1 wk                  | 1-5 yrs<br>1-18 m       |
| 3  | Time from code committed to code in use   | <1 wk   | <1 hr                             | <1 da   | <1 mo                           | 1-18 m                  |
| 4  | Time req'd for full regression test (automat'd) and cybersecurity audit/penetration testing <sup>vii</sup>                        | N/A<br><1 mo  | <1 da<br><1 mo                    | <1 da<br><1 mo  | <1 wk<br><3 mo                  | 2 yrs<br>2 yrs          |
| 5  | Time required to restore service after outage   | <1 hr   | <6 hr                             | <1 day  | N/A                             | ?                       |
| 6  | Automated test coverage of specs / code   | N/A   | >90%                              | >90%  | 100%                            | ?                       |
| 7  | Number of bugs caught in testing vs field use   | N/A   | >75%                              | >75%  | >90%                            | ?                       |
| 8  | Change failure rate (rollback deployed code)  | <1%   | <5%                               | <10%  | <1%                             | ?                       |
| 9  | % code available to DoD for inspection/rebuild  | N/A   | 100%                              | 100%  | 100%                            | 0%                      |
| 10 | Complexity metrics  | #/type of specs<br>structure of code<br>#/type of platforms |                                   | # programmers<br>#/skill level of teams<br>#/type deployments |                                 | Partial/                |
| 11 | Development plan/environment metrics  |   |                                   |   |                                 | manual<br>tracking      |
| 12 | "Nunn-McCurdy" threshold (for any metric)   | 1.1X  | 1.25X                             | 1.5X  | 1.5X each<br>effort             | 1.25X<br>Total \$       |

Defense Innovation Board Metrics for Software Development (July 2018)

# Step 3: Modify and Adapt Frequently

## **Expect Change**

 Agile delivers capability in small chunks allowing us to assess not only the quality of our system, but the quality of our metrics.

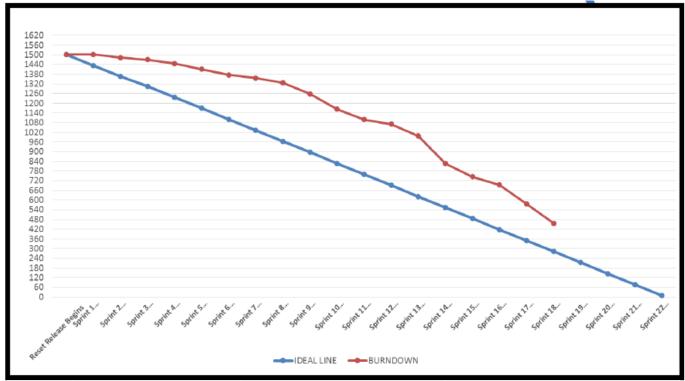
NOTHING IS PERMANENT EXCEPT

CHANGE

## Example Project Measures

(At the Project Aspect)

#### Release Health



| Sprint | SP Planned | SP Accepted | SP Remaining |
|--------|------------|-------------|--------------|
| 17     | 118 SP     | 118 SP      | 497 SP       |
| 18     | 119 SP     | 119 SP      | 378 SP       |
| 19     | 108 SP     | 95          | 283          |
| 20     | 95         | 95          | 188          |
| 21     | 94         | 94          | 94           |
| 22     | 94         | 94          | 0            |

#### Release Summary

Release Date: XX/XX/XXXX UAT Date: XX/XX/XXXX UAT Date: XX/XX/XXXX

- Feature 1 (100)
- Feature 2 (75/60)
- Feature 3 (300/320)
- Feature 4 (450)
- Feature 5 (300) MVP
- Feature 6 (75)

MVP

- Feature 7 (100)
- Feature 8 (100)

#### System Quality

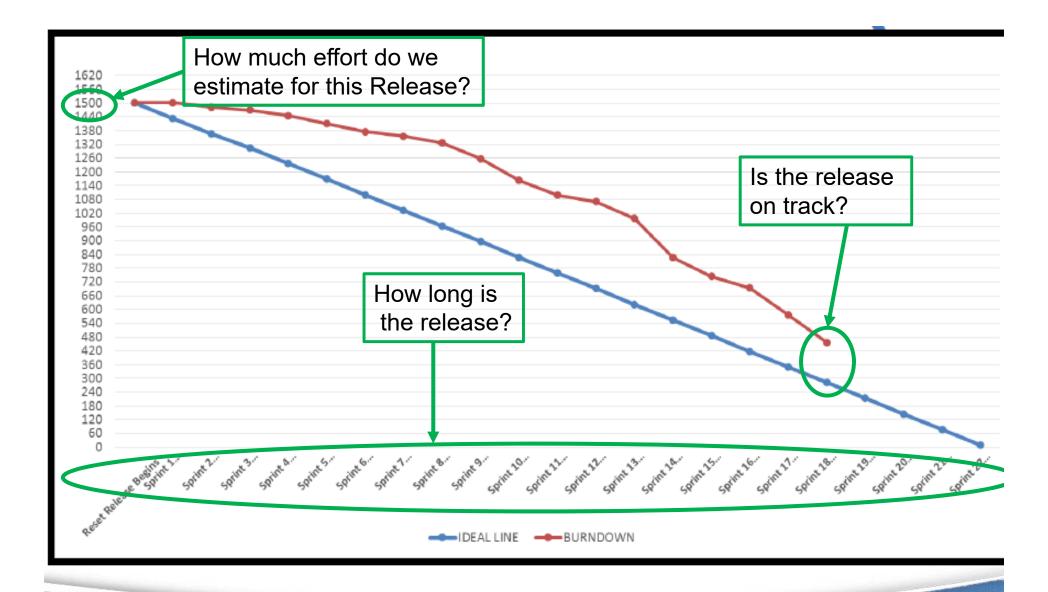
Total Escaped Defects: 5 Remaining Defects: 5

#### **Team Quality**

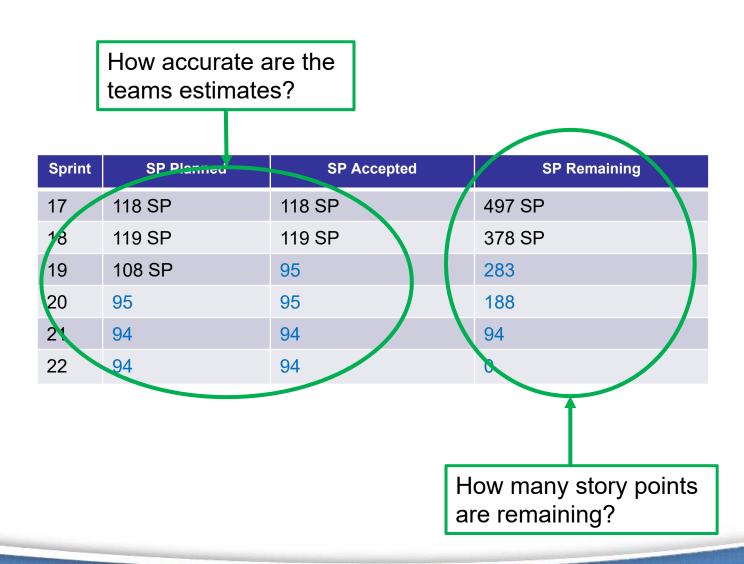
Turnover Rate: 11%

Morale: ??

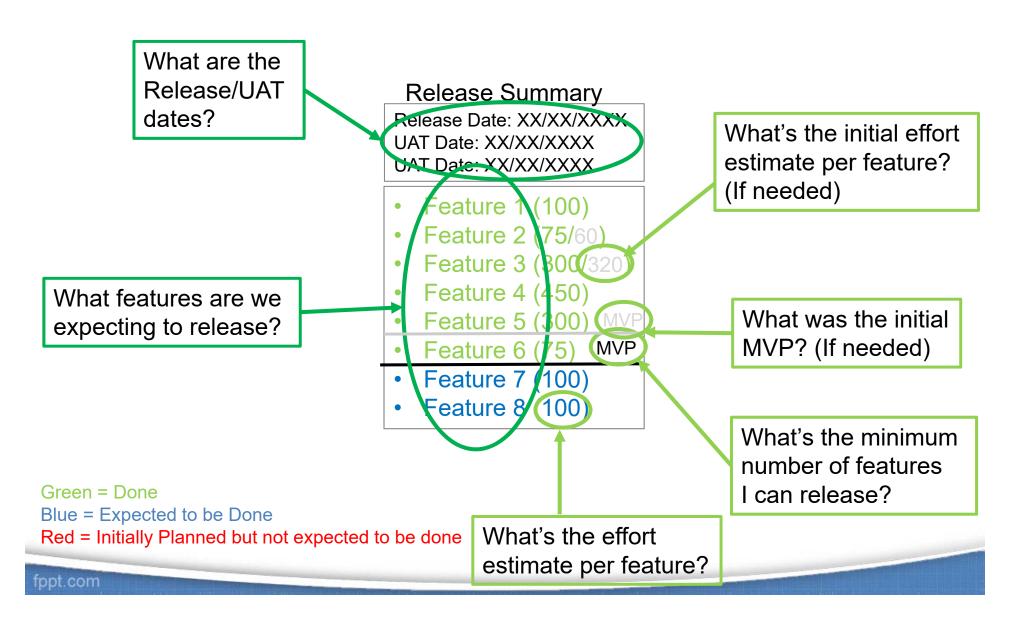
#### Release Burndown



## **Sprint Estimation**



#### Release Summary



## Quality

**System Quality** 

Total Escaped Defects 5
Remaining Defects: 5

**Team Quality** 

Turnover Rate: 11% Morale: ??

How many defects have escaped the sprints?

How many defects would be released to production?

How stable are the teams?

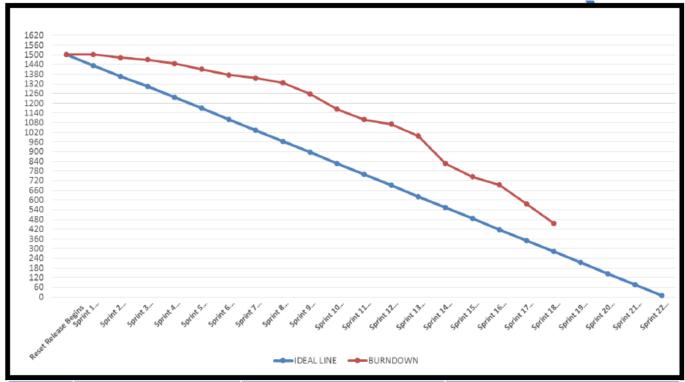
How is team morale? (Pending)

## What about Funding?

- We pay a FFP per team
- Easy to calculate the release cost
  - Team 1: 3-Month release = \$150
- Easy to calculate a feature costs
  - Team 1: 3-month release, if a feature is 1/3 of the effort... The feature costs \$50.

|        | Jan  | Feb  | Mar  | Apr  | May  | Jun  | Jul  | Aug  |      |
|--------|------|------|------|------|------|------|------|------|------|
| Team 1 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 |
| Team 2 | \$42 | \$42 | \$42 | \$42 | \$42 | \$42 | \$42 | \$42 | \$42 |
| Team n | \$45 | \$45 | \$45 | \$45 | \$45 | \$45 | \$45 | \$45 | \$45 |

#### Release Status



| Sprint | SP Planned | SP Accepted | SP Remaining |
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#### System Quality

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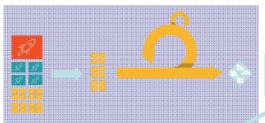
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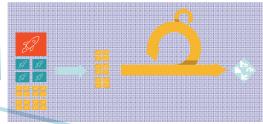
### Questions



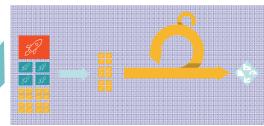
#### **EVALUATION AT RELEASE REVIEW**

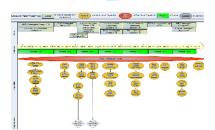






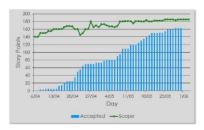






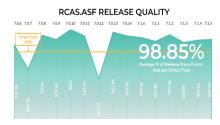
#### Roadmap

Did we deliver expected features? Is the roadmap still valid?



#### **Burn Up Chart**

Are we still on track to deliver all features per roadmap?
Are we adding more features?
Are our feature level estimates valid?



#### **Release Quality**

How many escaped defects? How much work (story points) escaped the release? Is the code coverage adequate?

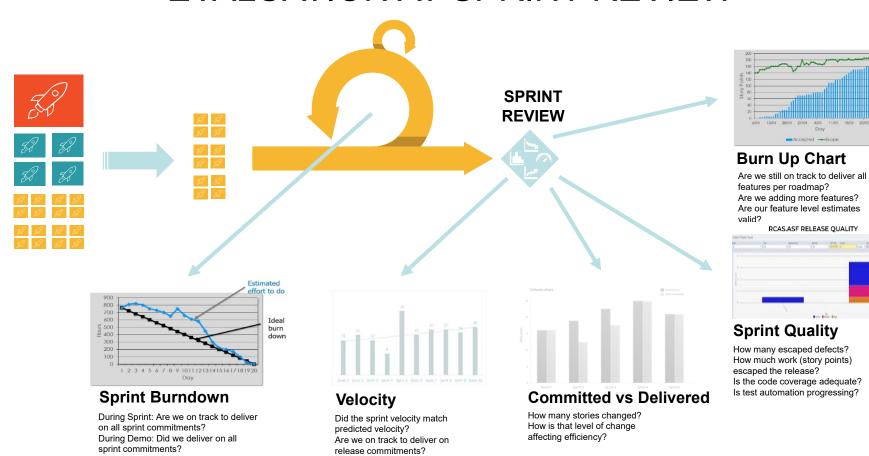
Is test automation progressing?



#### **Oversight**

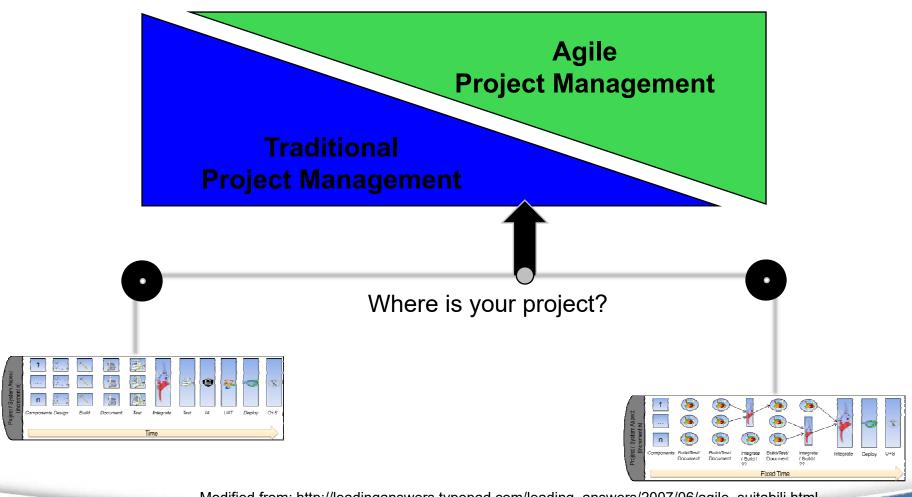
Based on metrics (empirical data) continue, stop or change?

#### **EVALUATION AT SPRINT REVIEW**

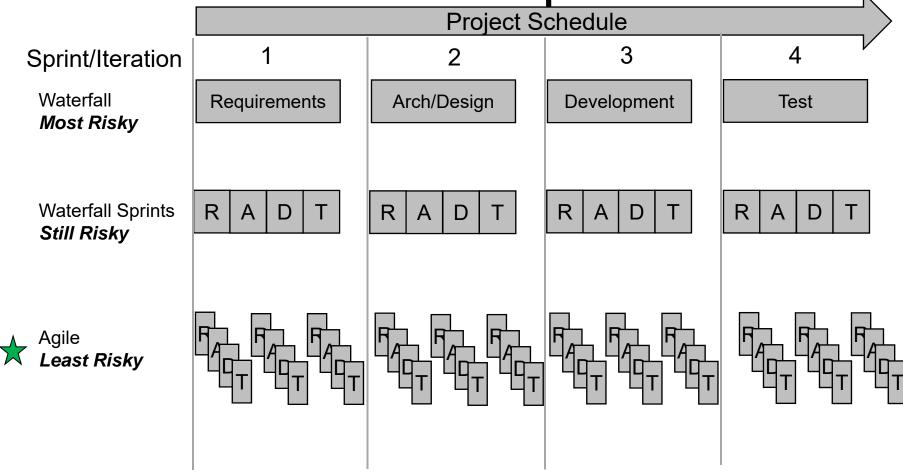


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#### The PM Spectrum



Decide Structure of Releases/Sprints



#### **Team Velocity**

- Team Velocity: is a measure of the amount of work a **Team** can complete during a single Sprint.
- Aspect: Team
- Warning:
  - Don't compare one team velocity to another
  - Don't use one teams velocity to benchmark a "new" team

### Calculating Velocity

| Sprint | SP Planned | SP Accepted | SP Remaining |
|--------|------------|-------------|--------------|
| 17     | 118 SP     | 118 SP      | 497 SP       |
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|        |            |             |              |

Why is Sprint 19 only 108?

What things may effect a Teams velocity?

What might the team estimate the Planned SP for Sprint 19 if we just used Sprint 17+18 data?

## Comparing Velocities Between Teams

