

INNOVATION
WITHOUT LIMITATION

Techniques for Gathering Agile Requirements

Objective

- Engage participants in Agile requirements gathering so that they understand current practices
- Prospects know what to expect in discovery or consulting engagement
- Partners are encouraged to adopt similar practices

Agenda

- 7 minutes, overview of Agile, User Stories with examples from Aras Dad
- 5 minutes, explain the exercise rules
- 30 minutes, conduct exercise
 - 1 or 2 teams of up to 20 participants
 - 2 facilitators, Jon and Neil
- 3 minutes, Results, a list of requirements in order of value
 - The Voice of the Customer

The Agile Manifesto

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

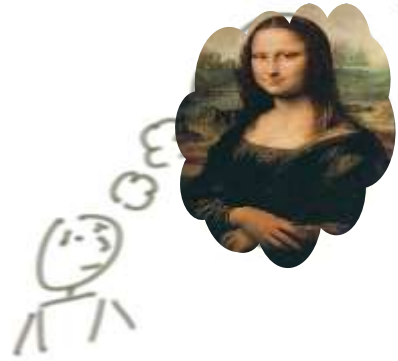
That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck	James Grenning	Robert C. Martin
Mike Beedle	Jim Highsmith	Steve Mellor
Arie van Bennekum	Andrew Hunt	Ken Schwaber
Alistair Cockburn	Ron Jeffries	Jeff Sutherland
Ward Cunningham	Jon Kern	Dave Thomas
Martin Fowler	Brian Marick	

Disciplined Agile Delivery

Traditional Approach

Calls for a fully formed idea



That is built a bit at a time



Aras AIM Approach

Allows you to move from a vague idea to realization

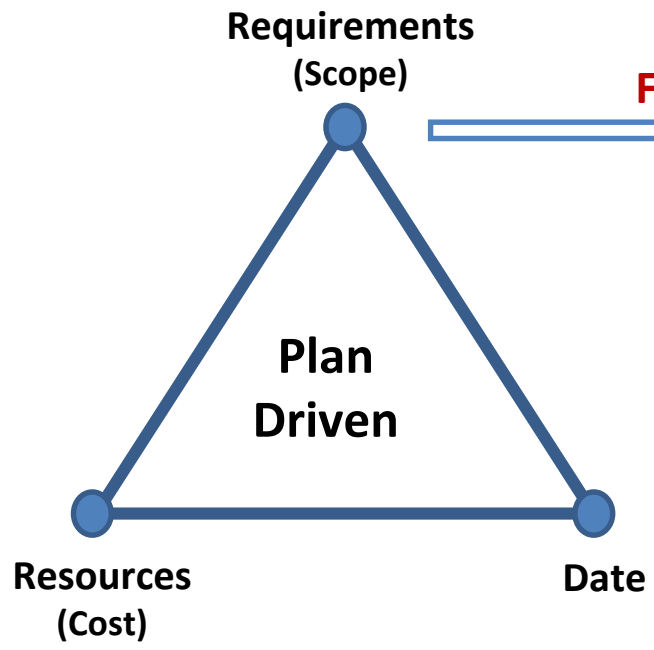


By building a rough version and adding features and quality over time

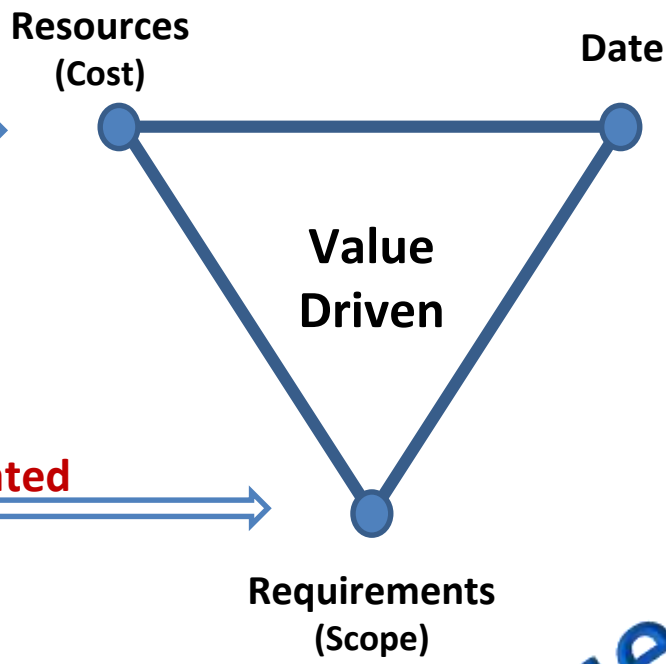


Compare Approaches

Traditional Approaches



Iterative Approaches



Fixed

Estimated

Value Driven Delivery

Exercise



1. Divide participants into 2 groups (each half of the room), [2]
2. Ask for 2 volunteers from each group to act as Product Owners [1]
3. Distribute postcards and pen/pencil to all [2]
4. Ask all to write on postcard At ACE I want to ... so that [2]

Each team independently

5. Pin / tape cards to wall / board [1]
6. Product owners group like cards [3]
7. Facilitator asks participants to rate “value” of each group 1 to 4 by holding up fingers. [15]
8. Facilitator asks outliers to explain why they vote low or high
9. Revote, record consensus on board
10. Product Owners order cards on board [2]
11. Result: Voice of the Customer in descending value for ACE

Result

