AGILE DELIVERY METHODOLOGY

Agile gives XRE the flexibility we need when dealing with change and it also gives project stakeholders more say in how systems are developed. By prioritising build items more often means that you get to focus on the changing needs of the business while reducing scope creep and budget overruns.

IMPROVED QUALITY OF DELIVERABLES

Agile uses an iterative approach to project management, meaning processes are improved upon each time an interval is repeated. This is a consistent focus on improvement and quality.

REDUCED RISK TO PROJECT OVERRRUNS

Developers have better visibility into the project and can spot potential obstacles quickly. These minor issues can be tackled before they escalate, creating an effective risk mitigation process and giving the project a greater chance of success.

TIGHTER CONTROL, VISIBILITY & ACCOUNTABILITY

Agile allows managers to have better control over the project due to its transparency, feedback integration, and quality-control features. Quality is ensured throughout the implementation phase of the project and all stakeholders are involved in the process with daily progress reports through advanced reporting tools and techniques.
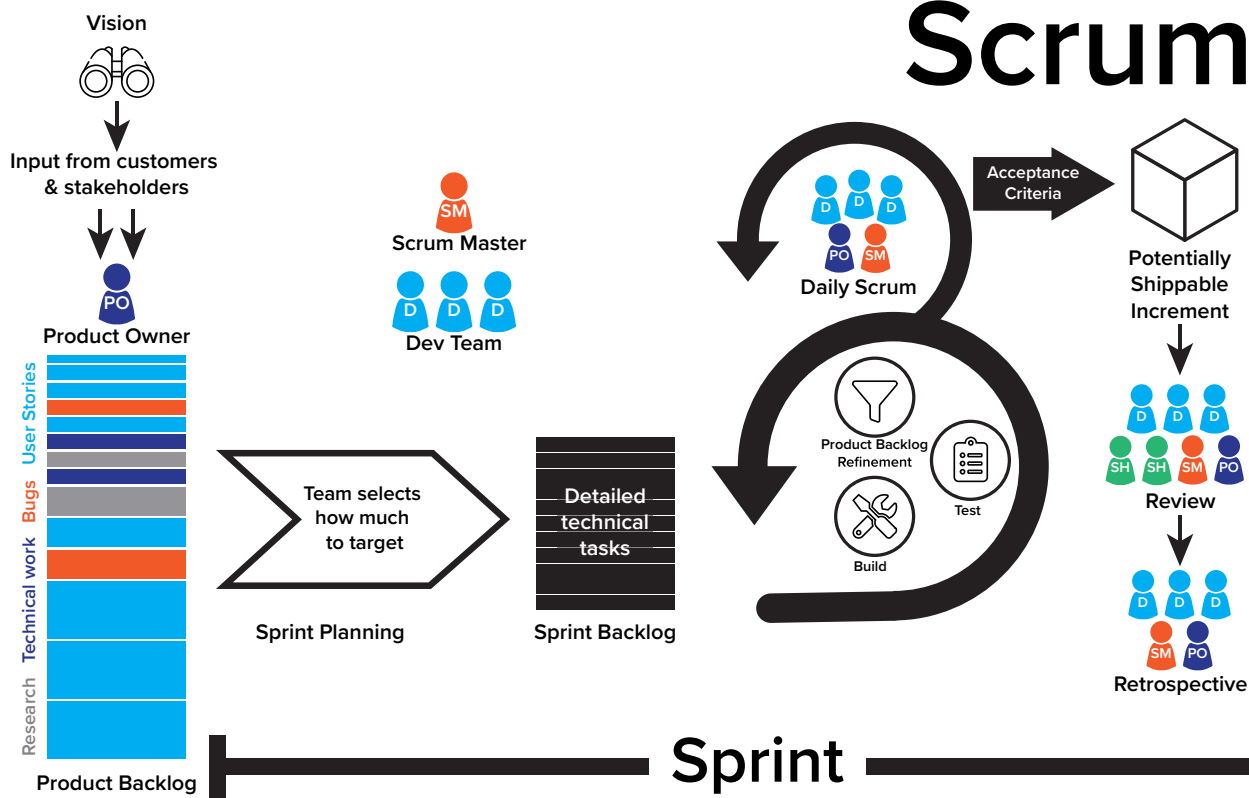
To better understand the diagram above key terms are explained below:

Vision – the vision in this case will be a brief statement that makes up the future state in relation to the creation and content of user stories & is provided by the client's stakeholders. A well-defined vision provides a definitive path that can best fulfil the project objectives.

Product Backlog – can range from specifications and requirements, to use cases, epics, user stories or even bugs, chores or timeboxed research tasks. Each Product Backlog Item contains the following:
   • Description: the goal of the PBI.
   • Acceptance criteria: a list of criteria the PBI must meet in order to pass testing. XRE will use the DoD to finalise the build of each in-scope item prior to releasing it to test for our client to test.
   • Value: the business value of the PBI as determined by the product owner.
   • Estimate: the XRE team will provide the relative effort required it will take to move the PBI to done.
   • Order/Priority: the product owner is required to prioritise PBIs by their relative value to the project, the XRE team will then move as many items as possible into the sprint to build.

Sprint planning – is an event in the Scrum framework where the team determines the PBI, they will work on during that sprint and discusses their initial plan for completing those PBI.

Sprint backlog – is a list of tasks identified by the Scrum team to be completed during the Scrum sprint. During the sprint planning meeting, the team selects some number of PBIs, usually in the form of user stories, and identifies the tasks necessary to complete each user story

Sprint – a sprint is a short, time-boxed period when a Scrum team works to complete a set amount of work. Sprints are at the heart of Scrum and Agile methodologies and getting sprints right will help to meet people's expectations.

Daily Scrum meetings – the daily Scrum is a 15-minute time-boxed event for the team to synchronise activities and create a plan for the next 24 hours.

Acceptance criteria – this is the acceptance criteria that each user story is tested prior to handing the system for UAT.

Potentially Shippable Increment – can be thought of as the deployment stage of the sprint, meaning users of the system start to see what it is that they have and can create bugs or have training conducted.

Review – the sprint review is an informal meeting that the development team, the Scrum master, the product owner, and the stakeholders will attend. The team gives a demo of the product and will determine what is finished and what isn't.

Retrospective – a meeting that's held at the end of a sprint. During the retrospective, the team reflects on what happened in the sprint and identifies actions for improvement going forward.