

#### IBM Global Business Services

# **Agile Planning with RTC**

April 2011 Thomas Byrdal



#### Introduction

- My name is Thomas Byrdal
- I have been with IBM for > 6 years
- I am a project manager for the in GBS part of IBM
- I work as an Agile Coach helping teams use Scrum & RTC
- I have worked with agile development for more than 5 years, and I am certified scrum master



### **Agenda**

Agile planning with RTC.

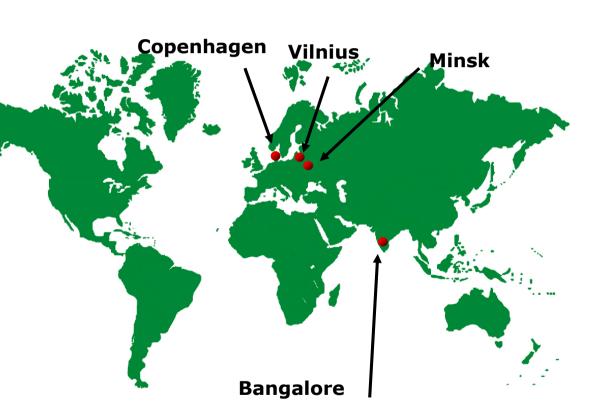
- Introduction to my project
- Short introduction to the development method used (scrum)
- How we use RTC to plan and manage our project



### The global team

#### Our team consists of

- Developers from Denmark
- Developers from Lithuania
- Developers/testers from India.
- Developers from Belarus
- •IT architect from Lithuania
- •IT architects from Denmark





### Organization of the project

- We use a release based approach
  - A single business project is split into a few releases
  - Each release have a duration of about 2-4 months
- Each release consists of concept, development, and User Acceptance Test
  - There is an overlap of each release to maximize utilization of resources.
- Each release contains 5-6 sprints depending on content.
  - Release content and priority is documented in the Release backlog.
- If possible, each sprint is completed with a delivery.
  - Either on development system or on test system
  - Enables customer to check functionality before production
- We have 4 development teams
  - Most teams are mixed both onshore and offshore resources
  - All teams use the same Release backlog, but have their own sprint backlog.



#### Release model

### A graphical representation of our release model

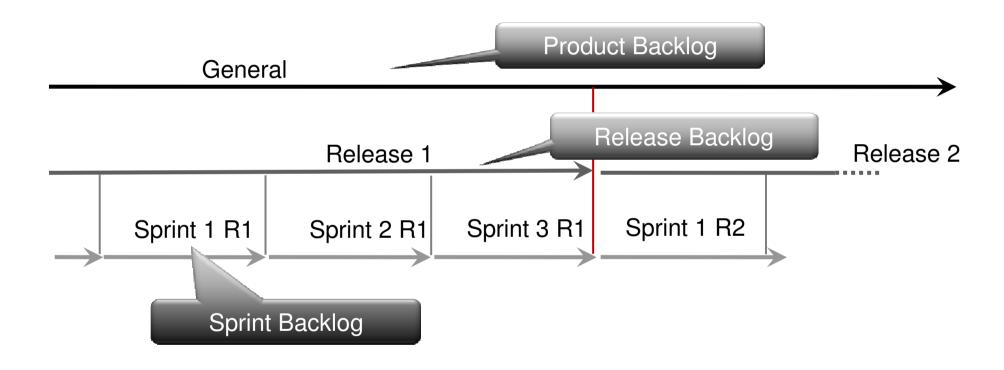
	Busir	ness project 1						
		Business project 2						
					Business project 3			
Release 1	Kickoff		MTT					
	Concept Sp	rint 1, sprint 2, sprint 3,	UAT					
		, <mark>K</mark>	ickoff	N	MTT M	TP		
Release 2		Concept	Sprint 1, sp	rint 2, sprint 3,	· UAT			
Release 3				Kicl	koff	MTT	MTP	
				Concept	Sprint 1, sprint 2, sp	orint 3, UAT		
	Time							
							_	

MTT: Move to Test

MTP: Move to Production UAT: User acceptance test



#### **Timeline & iterations**





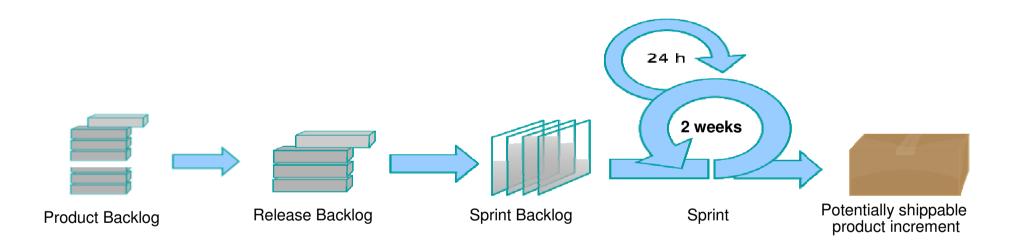
## Scrum





#### **Scrum overview**

Differences from industry defined scrum: Added a release backlog





## Roles

Product Owner	Product Owner:
Scrum Master	Set priorities  ScrumMaster:  Manage process,  remove blocks
Scrum Team	Team: Develop product
Stakeholders	Stakeholders: observe & advise



### **Key ceremonies**

Sprint Planning Meeting

**Daily Scrum** 

Sprint
Demo &
Review
Meeting

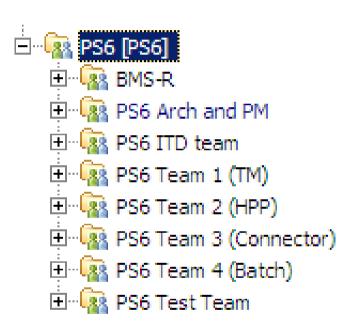


So - how does RTC handle these project requirements?

- Multible teams (globally located)
- Support of different roles on the project
- Iterations, Product- release- and sprintbacklogs
- Sprintplanning meetings
- Workitems (Epics, User stories, Tasks, defects...)
- Daily scrum meetings
- Progress tracking/reporting



Multible teams (globally located)





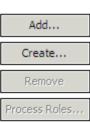
### Support of different roles on the project

#### Members



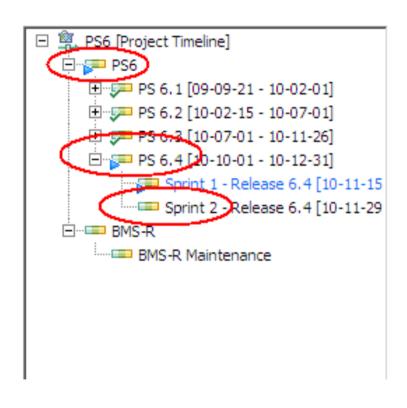
Roles determine a user's permissions as well as any preconditions and follow-up actions that are run for team operations. The roles assignments below are also valid in all child team areas. Unless configured otherwise, all users in the repository play the 'default' role.

Name	Process Roles
□ Antanas Kaziliunas	Team Member
⊖ Darius Zabiela	Team Member
☐ Gediminas Rudaitis	Team Member
☐ Gintaras Barisevicius	Team Member
⊖ Jan Paulli	Team Member, Product Owner
⊟ Mik Fuhrmann	Team Member
☐ Pavel Blazevic ☐	Team Member





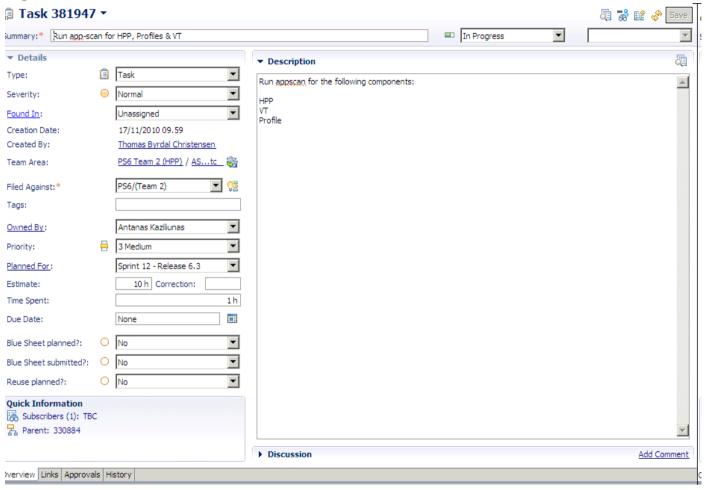
#### Product, release and sprint backlogs



```
🗄 🖟 Sprint 1 - Release 6.4 [PS6]
      Sprint 1 - ITD [Sprint 1 - Release 6.4]
      Sprint 1 - Team Batch [Sprint 1 - Release 6.4]
      Sprint 1 - Team Connectors [Sprint 1 - Release 6.4]
      Sprint 1 - Team HPP, VT, CM [Sprint 1 - Release 6.4]
      Sprint 1 - Team TM, Cross [Sprint 1 - Release 6.4]
      Sprint 1 - Team test [Sprint 1 - Release 6.4]
□ □ □ □ □ PS 6.4 [PS6]
    PS 6.4 product backlog [PS 6.4]
- PS6 ITA/PM backlog [PS6]
      - PS6 ITD uncommitted backlog [PS6]
      - PS6 Test Team backlog with tasks [PS6]
      - PS6 team 1 backlog with tasks [PS6]
      - PS6 team 2 backlog with tasks [PS6]
      PS6 team 3 backlog with tasks [PS6]
      PS6 team 4 backlog with tasks [PS6]
      PS6 uncommitted backlog [PS6]
```



### Sprintplanning Planning



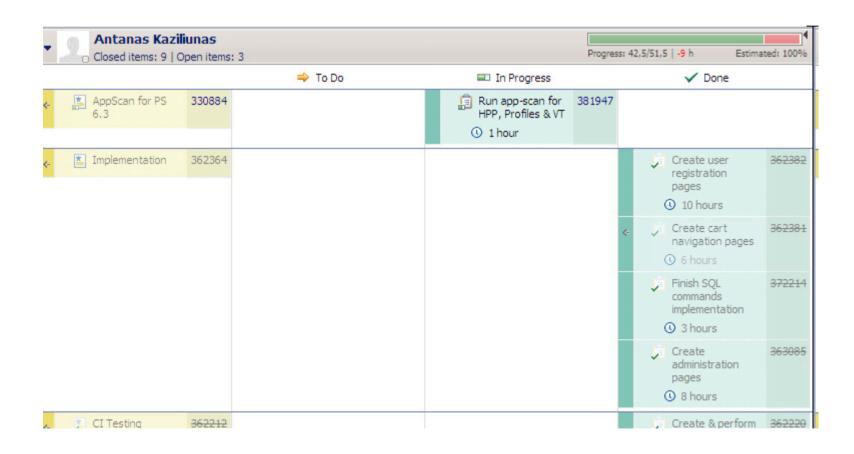


Workitems (Epics, User stories, Tasks, defects...)



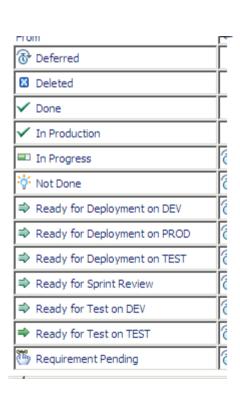


### Daily scrum meetings



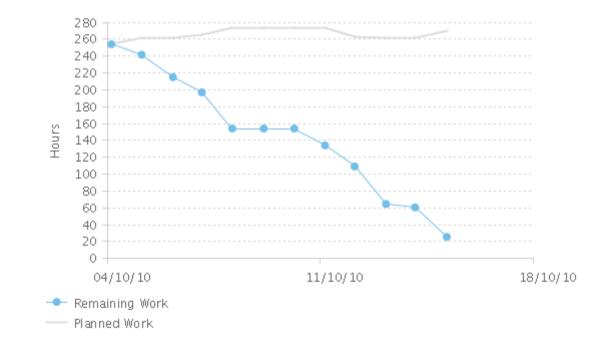


#### Progress tracking



#### Burndown sprint 10, 6.3, Team HPP

#### Burndown



Quality of Planning: good (74%)



Q/A

Questions?

You are welcome to contact me:

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