



Easy things to be just a bit more Agile



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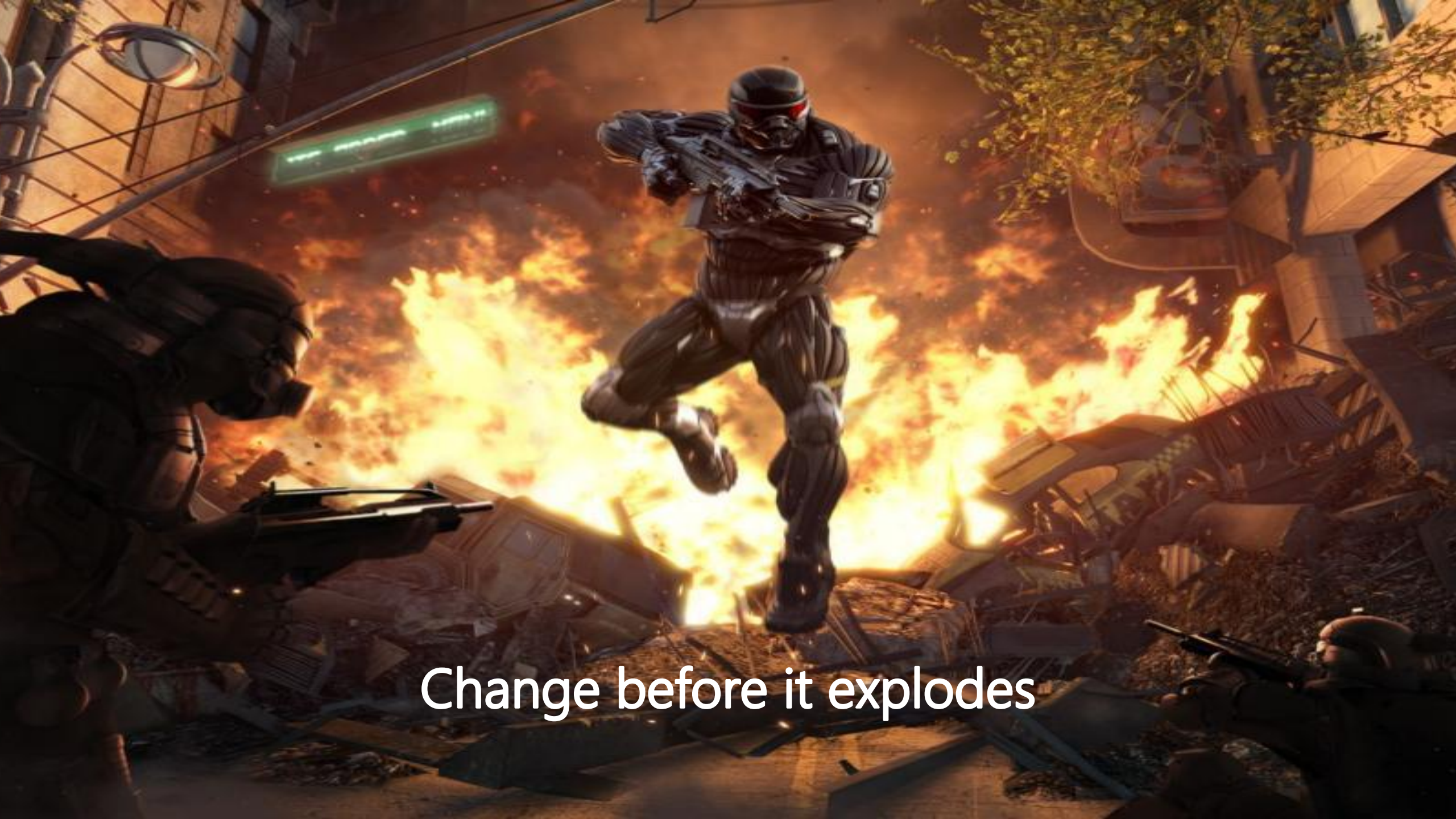
## GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

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I could be  
more Agile...



Change before it explodes

**“the only thing harder than starting something new is stopping something old.”**

**-Russell L. Ackoff**

“projects using agile  
always ship on time”

“endless development”

“management fad”

“endless meetings”



So what are we going to do?

...we are going to *infiltrate*



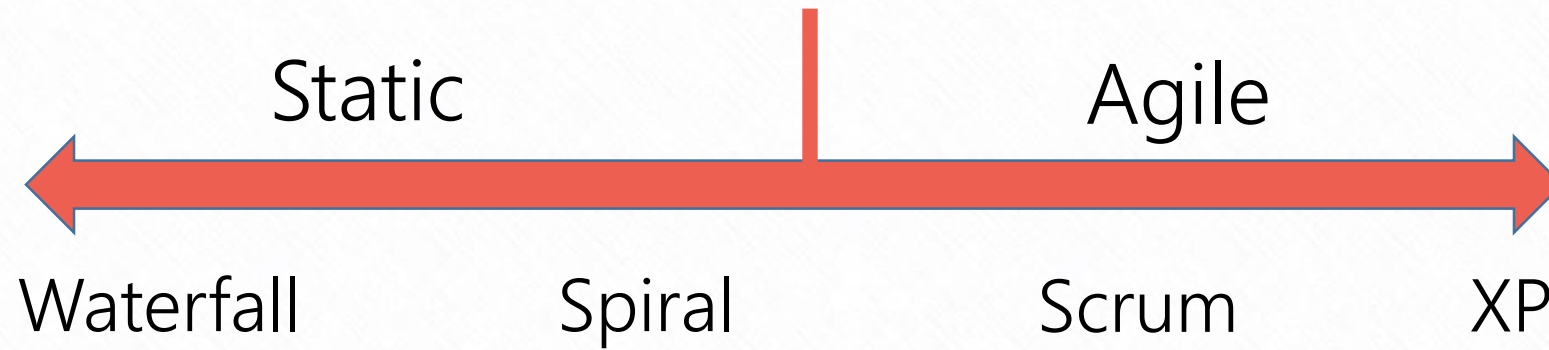
# Agile in a Nutshell



(A quick primer for those with too many hours in WoW.)



# Agile vs Static





# Agile is...

- ✓ optimized for delivering value
- ✓ adaptive
- ✓ continuous planning
- ✓ tight communication and feedback loops
- ✓ awareness of reality



There are many paths.





# Agile is a custom menu of practices.

- Pair programming
- User stories
- Show & Tells
- Continuous Integration, Testing, Deployment





Do more of what works,  
and less of what doesn't.





# 5 things to be a bit more Agile

1. Stand up meetings
2. Retrospectives
3. Quality & Prioritizing
4. Keep roles in the loop
5. Use planning walls





# 1. Stand Up Meetings





# The Beginner's Guide to Stand Ups

- Only cover:
  - What I did yesterday.
  - What I am doing today.
  - What my roadblocks are.
- Same time everyday
- Time < 13 minutes.
- Have a speaking token





Yes, you literally need to stand!

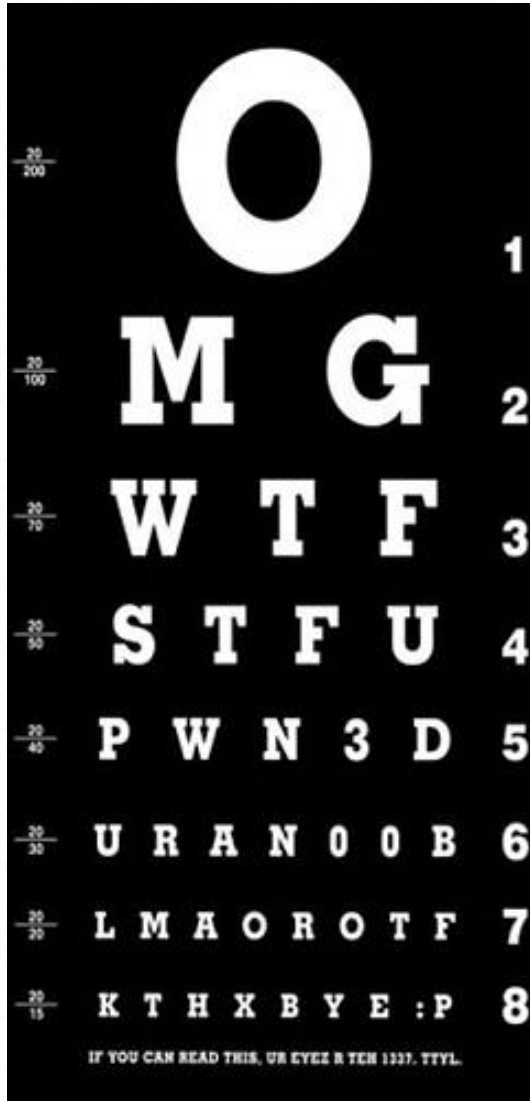




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2.  
Keep.  
Stop.  
Start.



# Retrospectives

- Can be about anything whether technical or process related.
- Everyone says what needs to be said in a time box of ~1hr.
- Occur every 2 weeks at the end of every **sprint**.
- Do a postmortem at the end of each **milestone** or **release**.

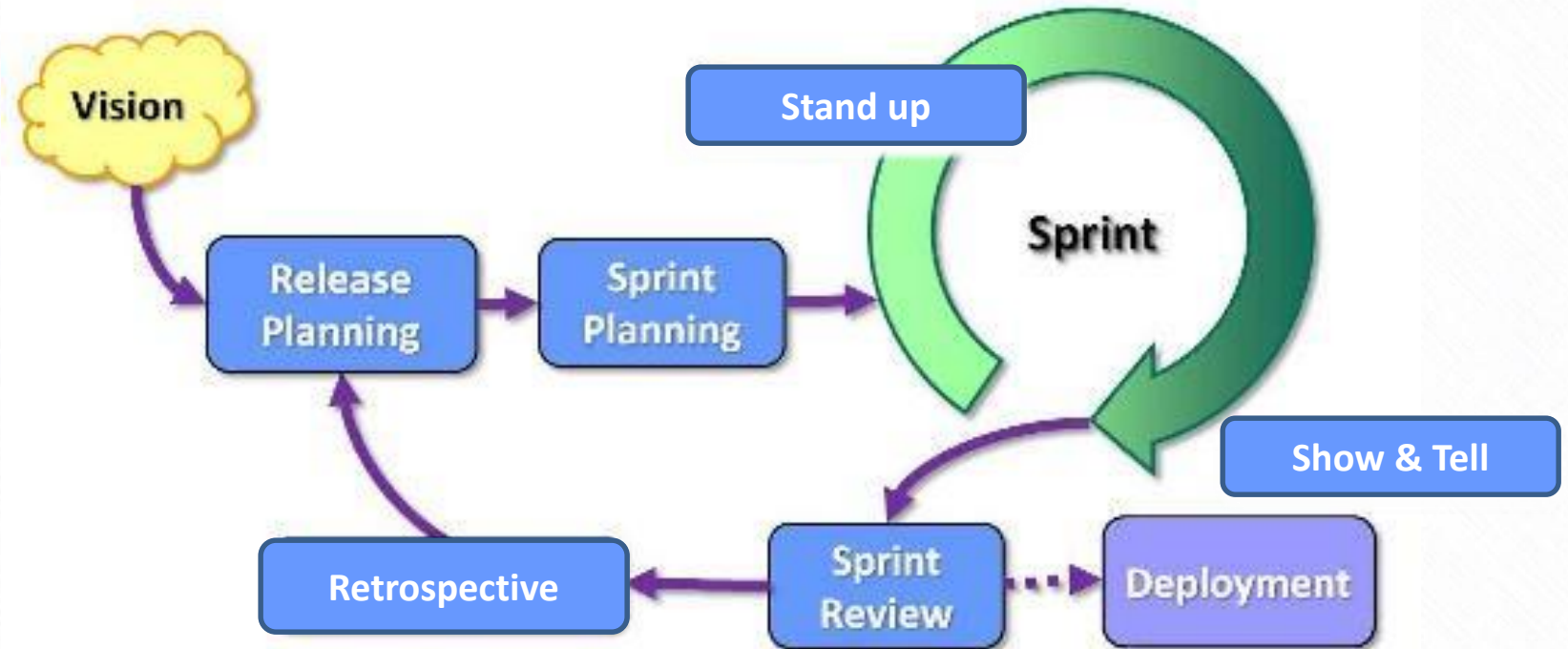
It looks like you want to know what some of these words mean. Can I help you with that?





## Vocab Recap

- Sprint
- Milestone
- Release
- Stand up
- Retrospective





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### 3. Keep Quality and Priority in the picture



"1 of top 10 worst games ever"

"worst game ever"

"it was awesome...because I like terrible games"



# M.oS.C.oW.

Must

Should

Could

Won't





Letter	Meaning	Description
M	MUST	Requirement that must be satisfied for product to be considered a success.
S	SHOULD	High-priority item that should be included if possible.
C	COULD	Item that is desirable but not necessary. Include if time and resources permit.
W	WON'T	Requirement that stakeholders have agreed will not be implemented in a given release, but may be considered for the future.



# Sorting tasks to avoid analysis paralysis

- "I must get 50 story missions done"
- "I should get 10 side missions done"
- "I could get bonus levels done"
- "I won't have time for Easter eggs"





## Work Items

- Level 1
- Level 2
- Level 3
- Voice over
- Score
- Start Menu
- Credits
- End screen UI
- Gun shoot
- Explosion effect
- Diff colored butterflies
- Sky day to night
- Submit to W8 app store
- Xbox controller support
- Ship to phone

### Must

- Level 1
- Gun shoot
- Explosion effect
- Credit
- Score
- Submit to W8 app store

### Should

- Sky day to night
- Start Menu
- End screen UI

### Could

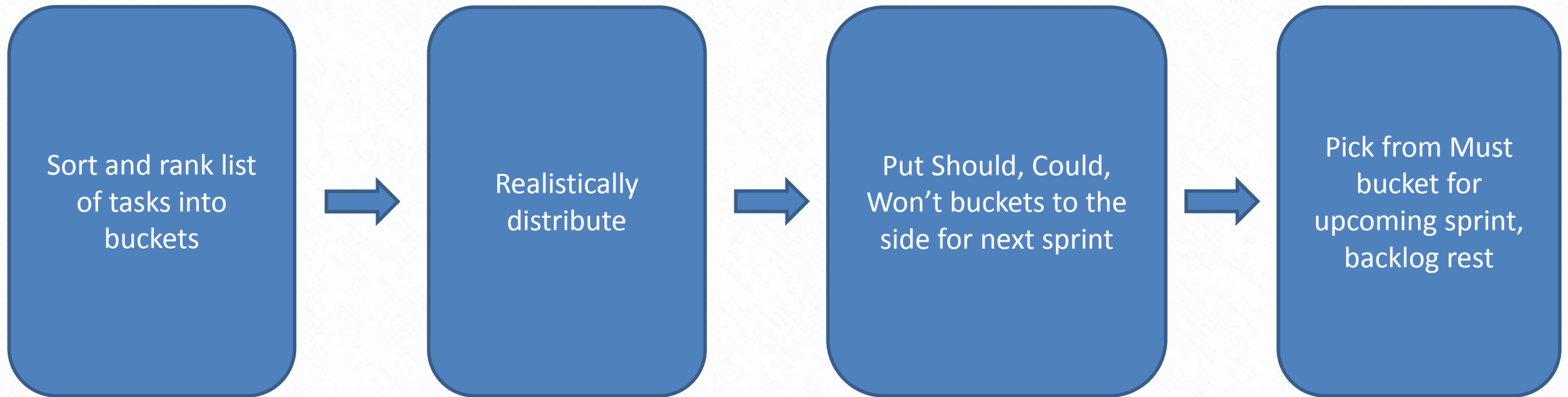
- Ship to phone
- Xbox controller support

### Won't

- Level 2
- Level 3
- Diff colored butterflies
- Voice over



# "How do I sort through a million tasks?"





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## 4. Keep roles in the loop





# RACI charts:

Responsible

Accountable

Consulted

Informed



Action	Description	Executive Sponsor	Steering Group	Business Architect	Technical Architect	Project Sponsor	Project Manager	Producer	Program Manager	Product Manager	Biz Sys Analyst	Process Analyst	Engineering Lead	PMO Manager	UX Designer	QA Lead	QA Manager
1	Estimate duration of development work	I	I	I	C/I	C/I	C/I	A/R		C/I	C		R	I		C/I	C/I
2	Coordinate software development activity				C	I	I	A/R		C	C/I		C			C/I	C/I
3	Evaluate business technology	C/I	I	C/I	A/R	C/I	I	C/I	C/I	C	C	I	R/C	C		I	I
4	Select business technology	A	R	C	C	C	I	I	I	I	I	I	I	C	I	I	I
5	Define & document functional specifications		I	C/I	C/I	C/I	I	A	C	C	R	C/I	C/I			C/I	C/I
6	Draft UAT test plan					I	I	A			R	C			C/I		
7	Draft QA test plan						I	A					C		C/I	R	A
8	Create/update technical specification						I	A					C			I	I
9	Coordinate User Acceptance Testing						R	A			C		I		I	C/I	I
10	Coordinate Quality Assurance Testing						I	A			C		I		I	R	R
11	Create solution wireframes			C/I	I	C/I	I	A	C/I	C/I	C/I	I	C/I		R	I	I
12	Draft and maintain project Work Breakdown Structure			I	C/I	C/I	A/R	C		C/I	C			I			I
13	Draft and maintain software dev workstream schedule							A/R								C	
14	Coordinate overall project activity		I	I	I	I	A/R	C	C	I	I			C/I			I
15	Maintain project schedule	I	I	I	I	C/I	A/R	R/C	I	I	I			C/I			
15	Coordinate communication and organizational change management		I			A	R	C/I	I					C		C	I
17	Manage interdependencies across programs	C/I	I	A	I	C/I		C/I	C					R/C			
18	Manage interdependencies and resource availability for portfolio	C/I	C	I	I	I	C/I	C/I	R/C					A/R			



# Committed or involved?



By Clark & Vizdos

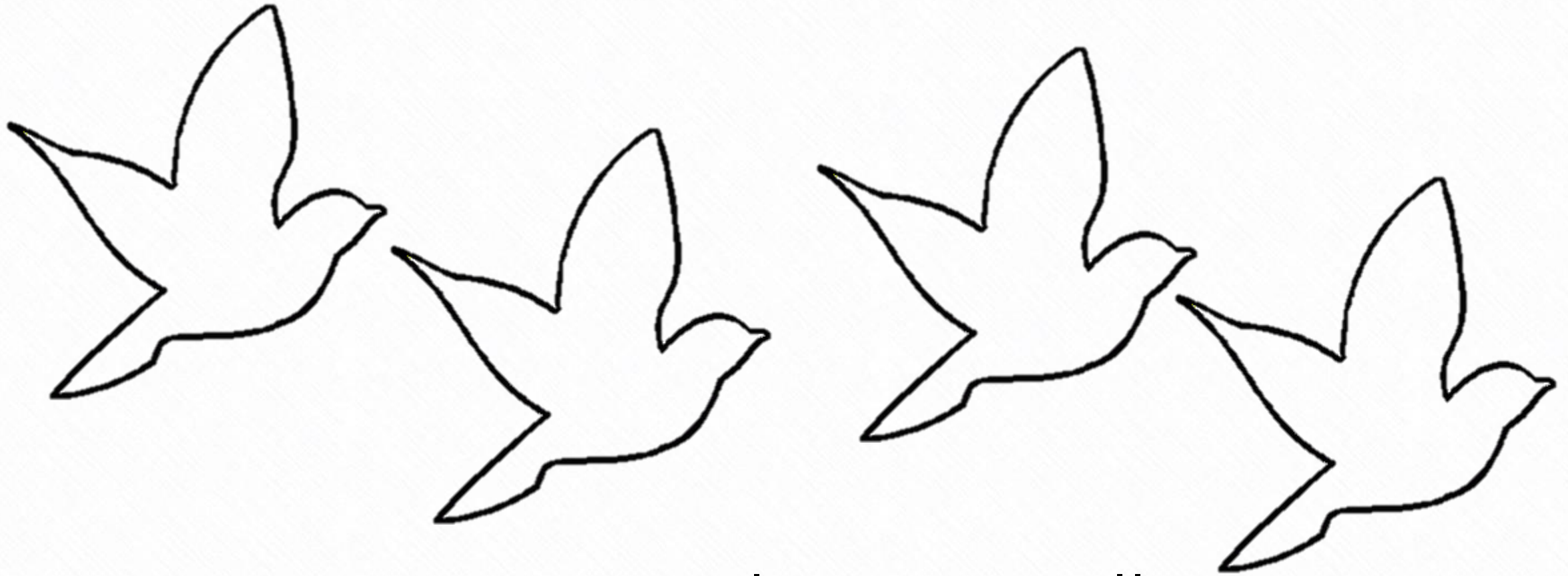
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5. Use planning walls



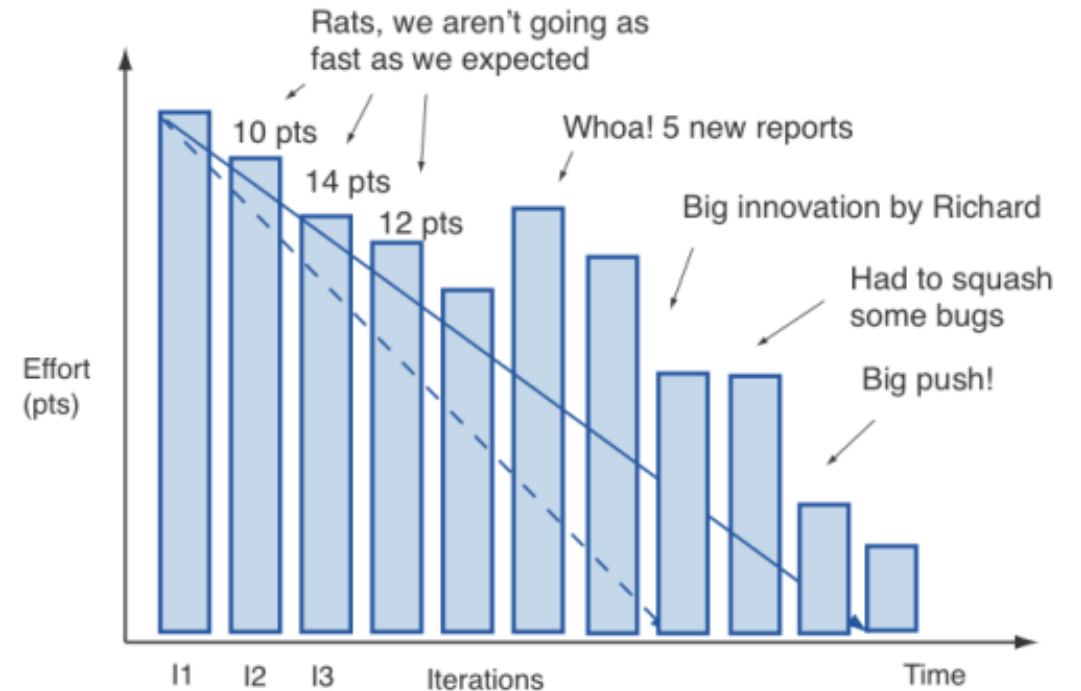
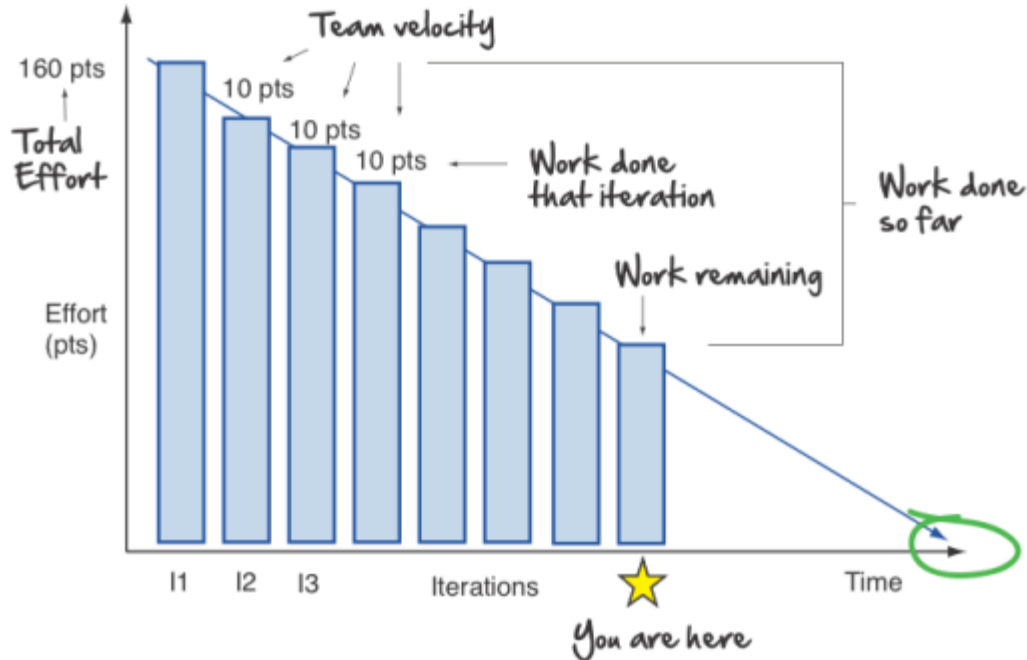


# Scrum Board





# Burndown Charts





# The importance of time

- ✓ Awareness of team capabilities.
- ✓ Appropriate amount of work for each sprint assigned.
- ✓ Aids in future planning.





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# Common pitfalls to avoid


- Communication silos
- Hour estimation of completing work
- Not reporting roadblocks
- "Not done yet" syndrome
- Attempting to replace the daily stand up with a software tool
- Falling back on old habits





# Key takeaways

- 1) Meetings done properly improve communication
- 2) Be aware of all roles, not just your own
- 3) Physical planning walls lead to greater project visibility



Thank you! Questions?

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