



LESS is **MORE**

Seb Rose

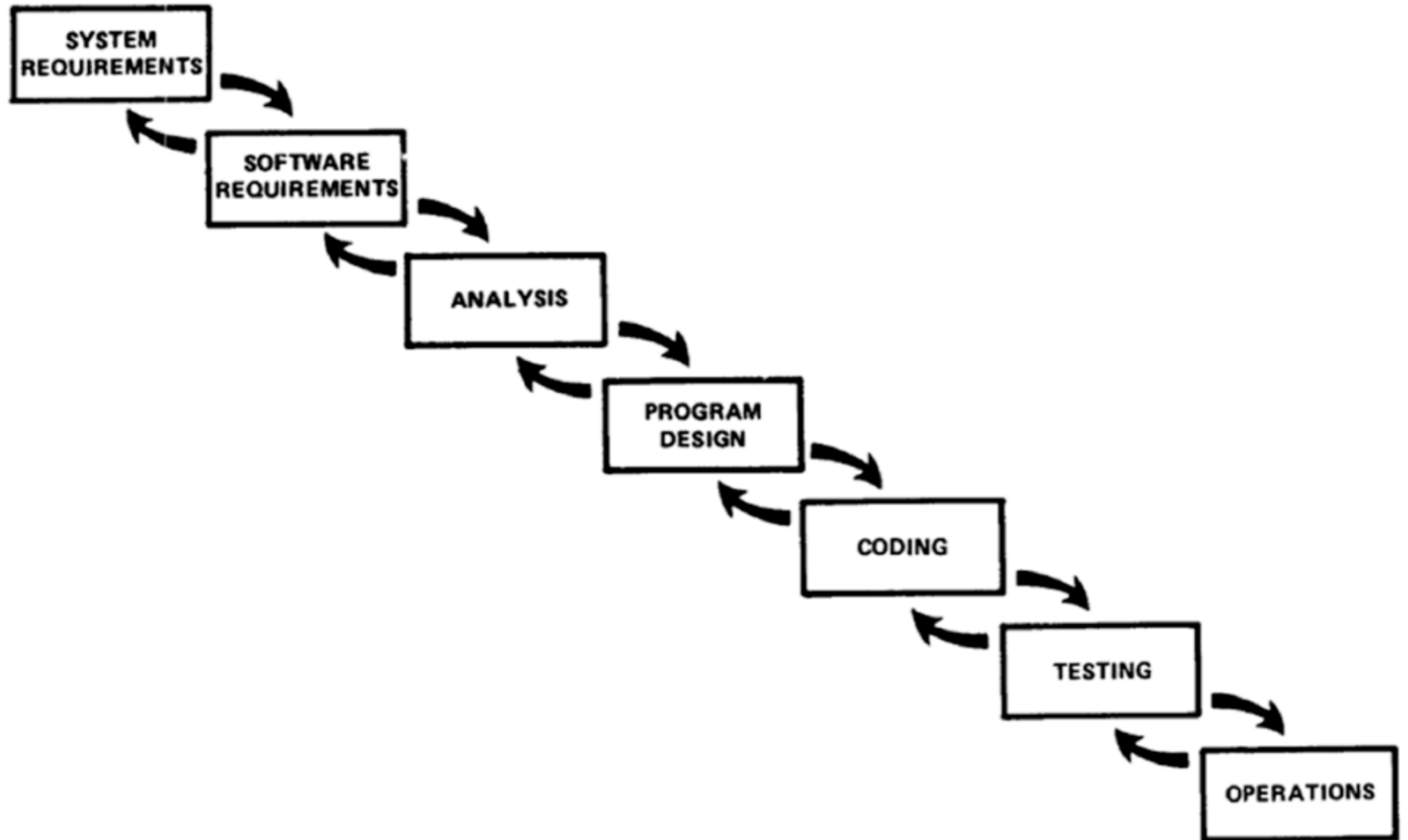
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Last century?



http://leadinganswers.typepad.com/leading_answers/files/original_waterfall_paper_winston_royce.pdf

Agile manifesto signatories

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

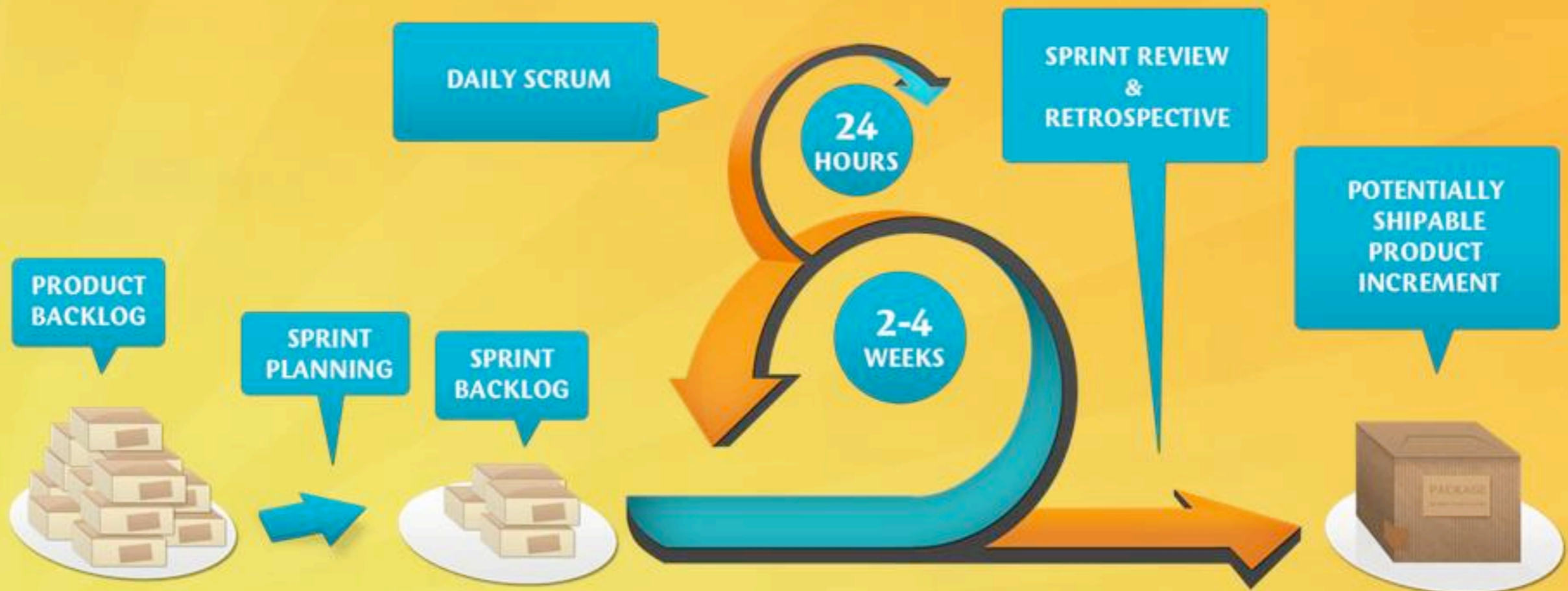
Jon Kern

Dave Thomas

Martin Fowler

Brian Marick

Overview



<http://www.developersurvivalguide.com/tag/agile/>

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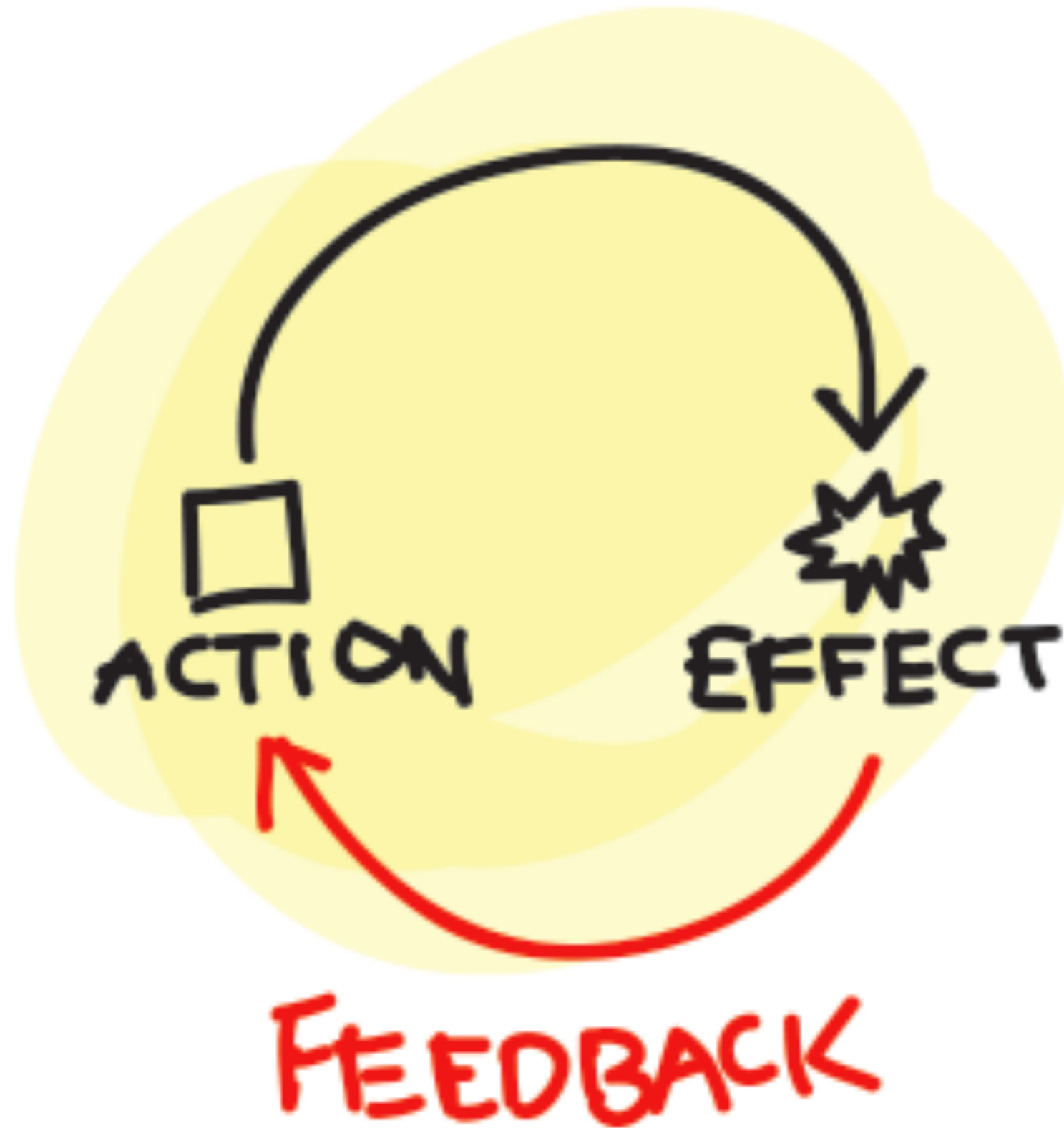


<https://markkolier.files.wordpress.com/2012/12/feedback.png?w=300>

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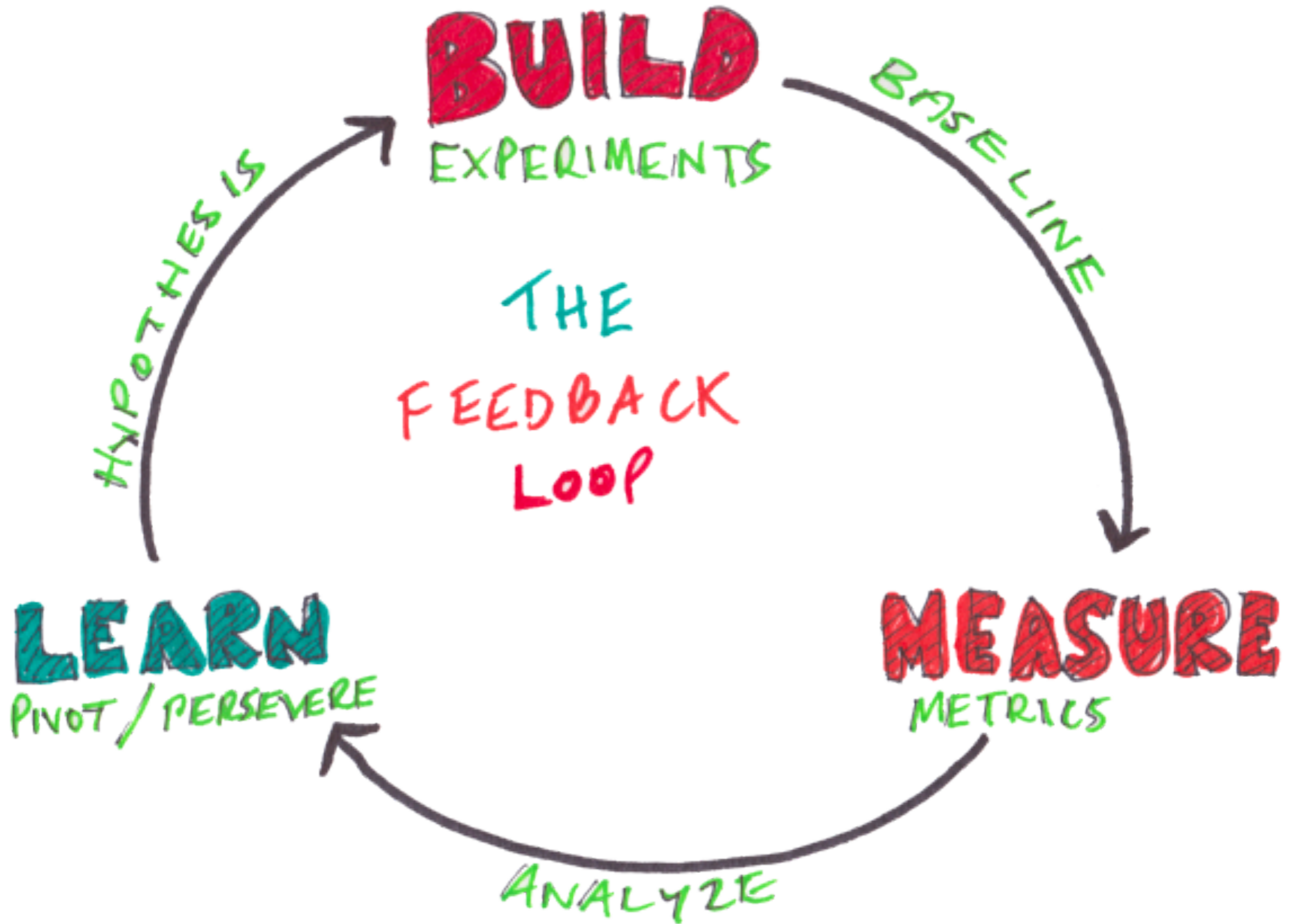
Friday, 24 April 15



http://media.mediatemple.netdna-cdn.com/wp-content/uploads/2013/01/floops_loops.png

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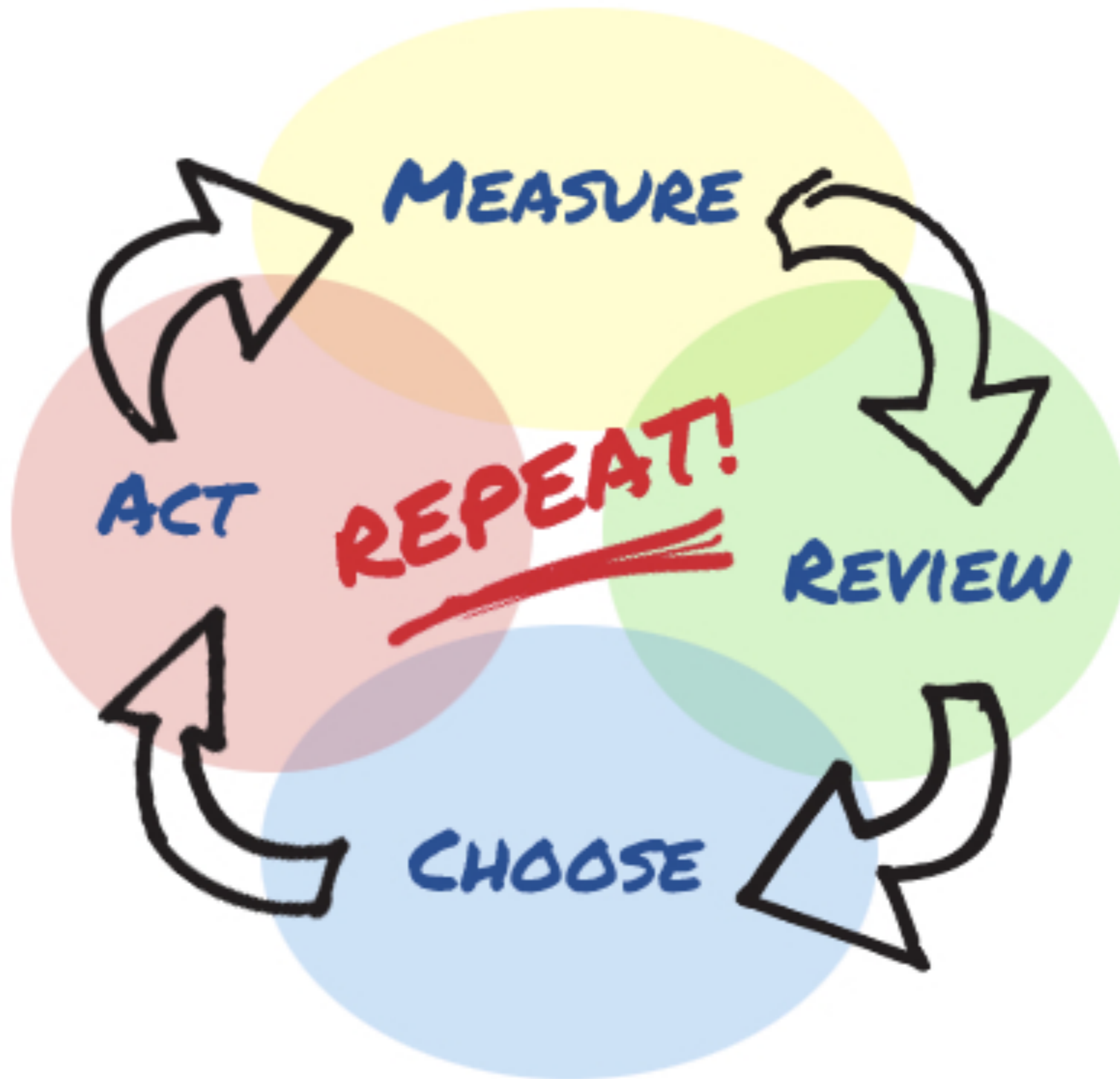
<http://claysnow.co.uk>



<http://conversionxl.com/wp-content/uploads/2014/05/3.png>

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<http://blog.rescuetime.com/wp-content/uploads/2012/08/feedback-loop-graphic-1.jpg>

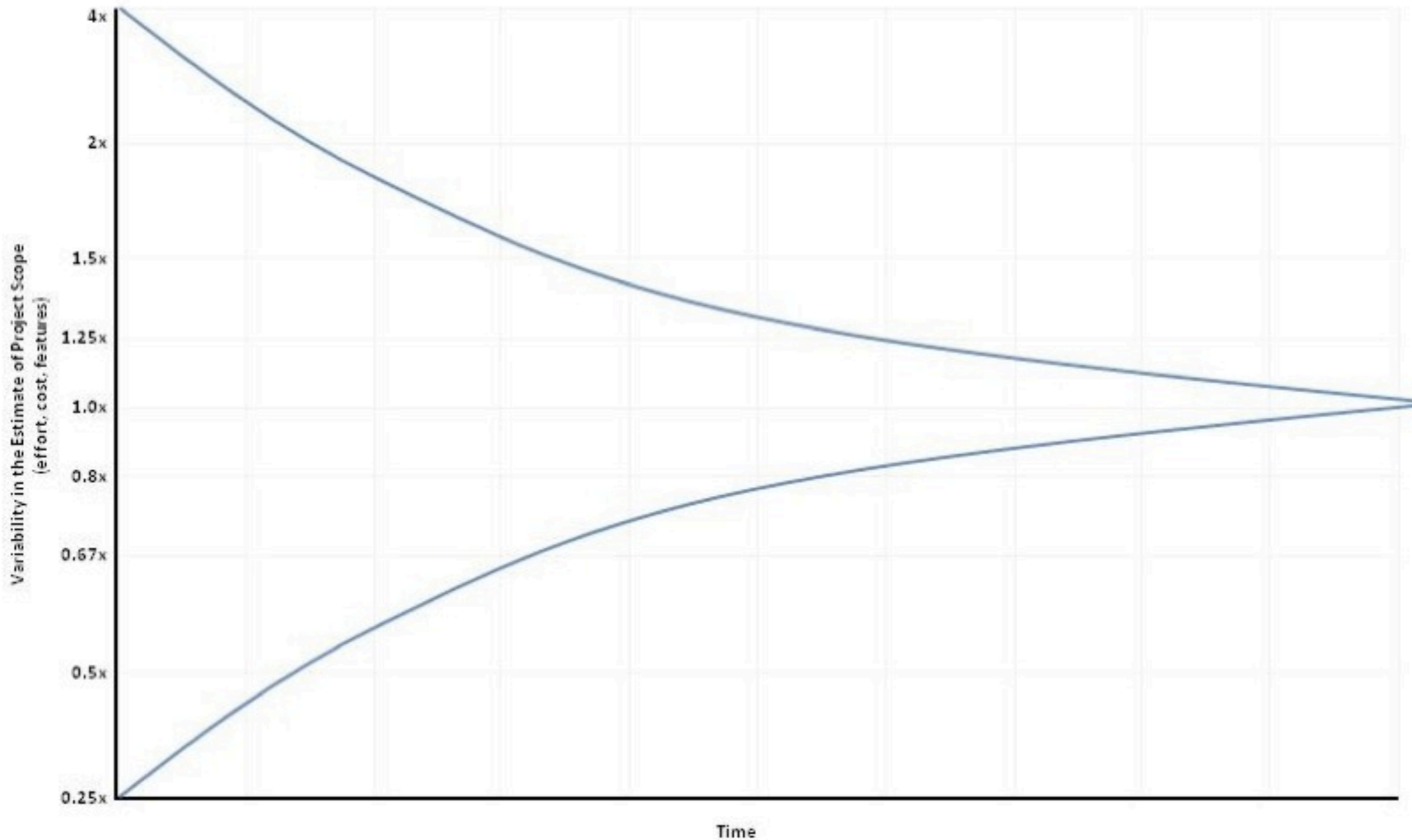
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Is it small,
or just far away?



The Cone of Uncertainty in Project Management



“Ignorance is the single greatest impediment to throughput.”

<http://dannorth.net/2010/08/30/introducing-deliberate-discovery/>

ASSUME

YOU'RE

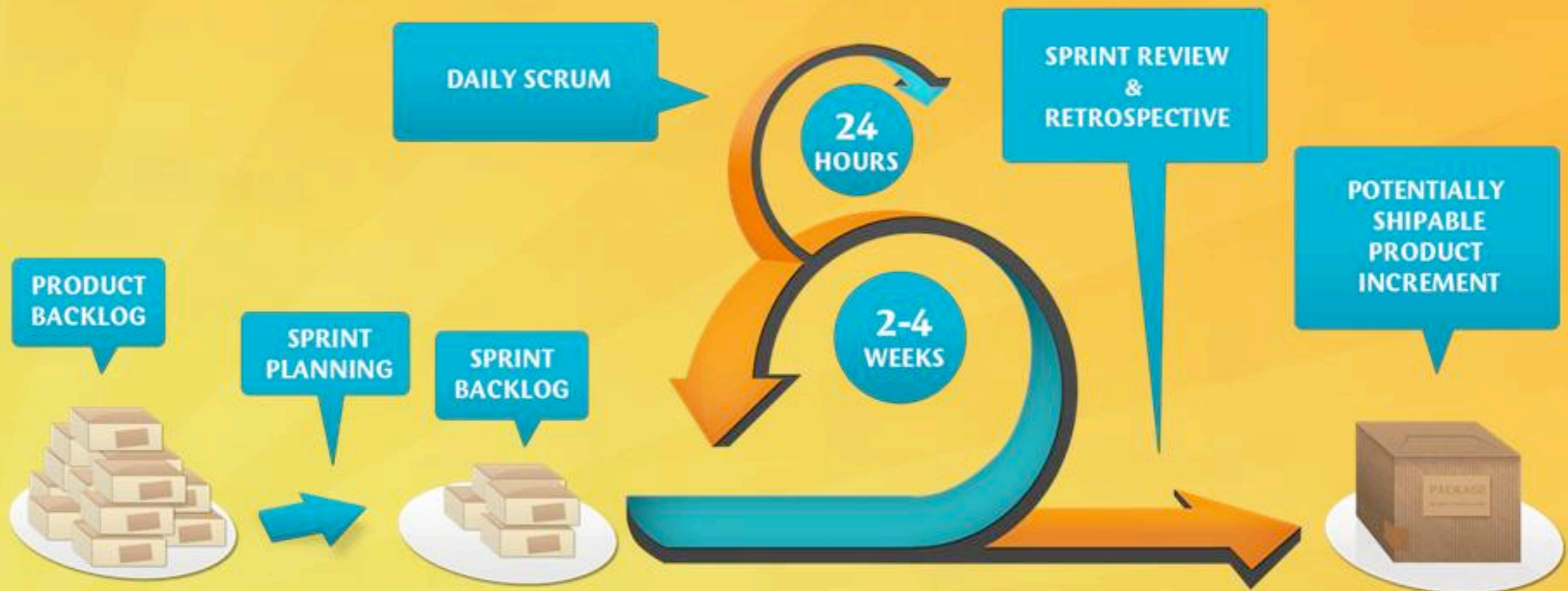
IGNORANT

CHANGE OF PLAN

Outside-in: user stories, then TDD

User Stories

Overview



<http://www.developersurvivalguide.com/tag/agile/>

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User Story Coupon

JBRAINS.CA

This coupon entitles the team to talk to

about

Already have some examples in mind? Turn this over.

To Do

Story A

As a

I want

So that

13 points

Story B

As a

I want

So that

8 points

In Progress



Done



<https://intranet.5amsolutions.com/display/process/Playing+Planning+Poker>

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<http://claysnow.co.uk>

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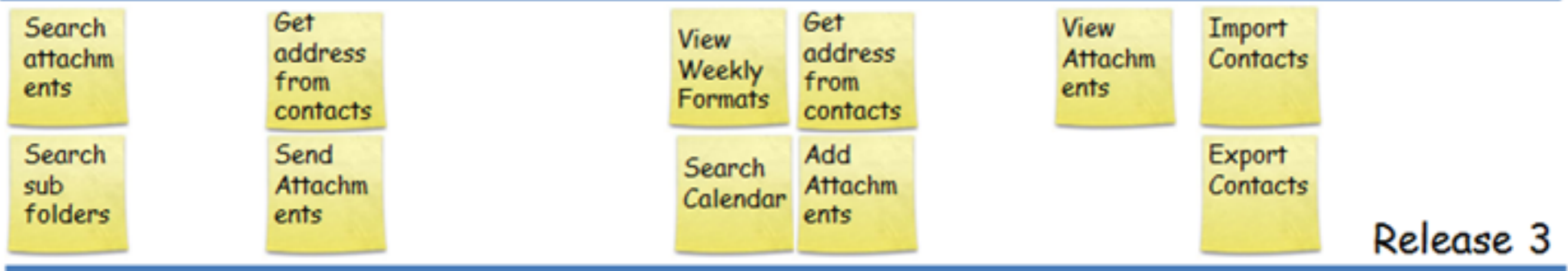
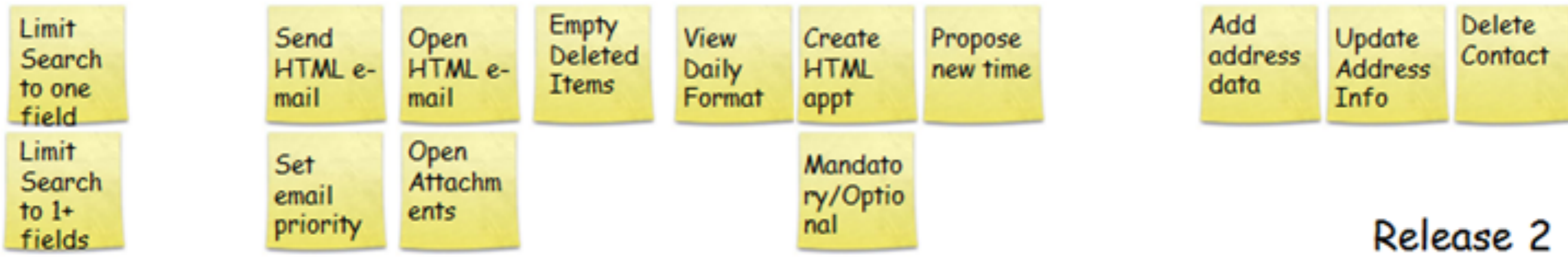
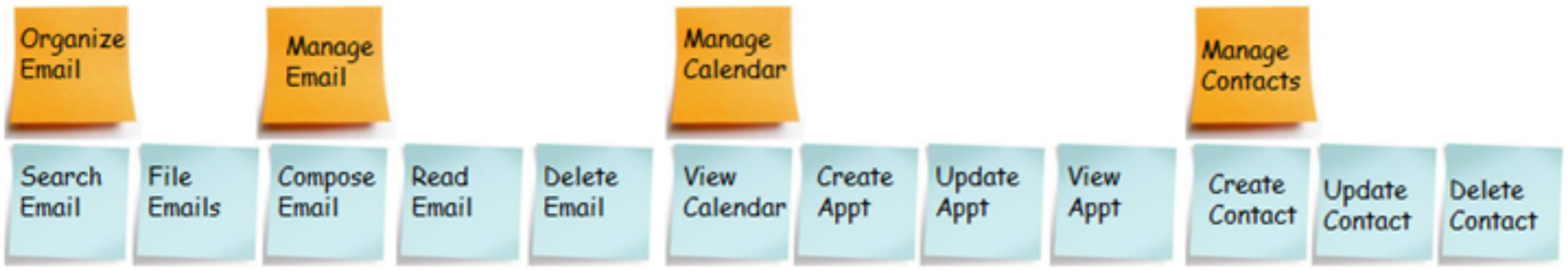


<https://estimation.lunarlogic.io/assets/cards-range-8fc41b2e3fd282125f4602a712020204.png>

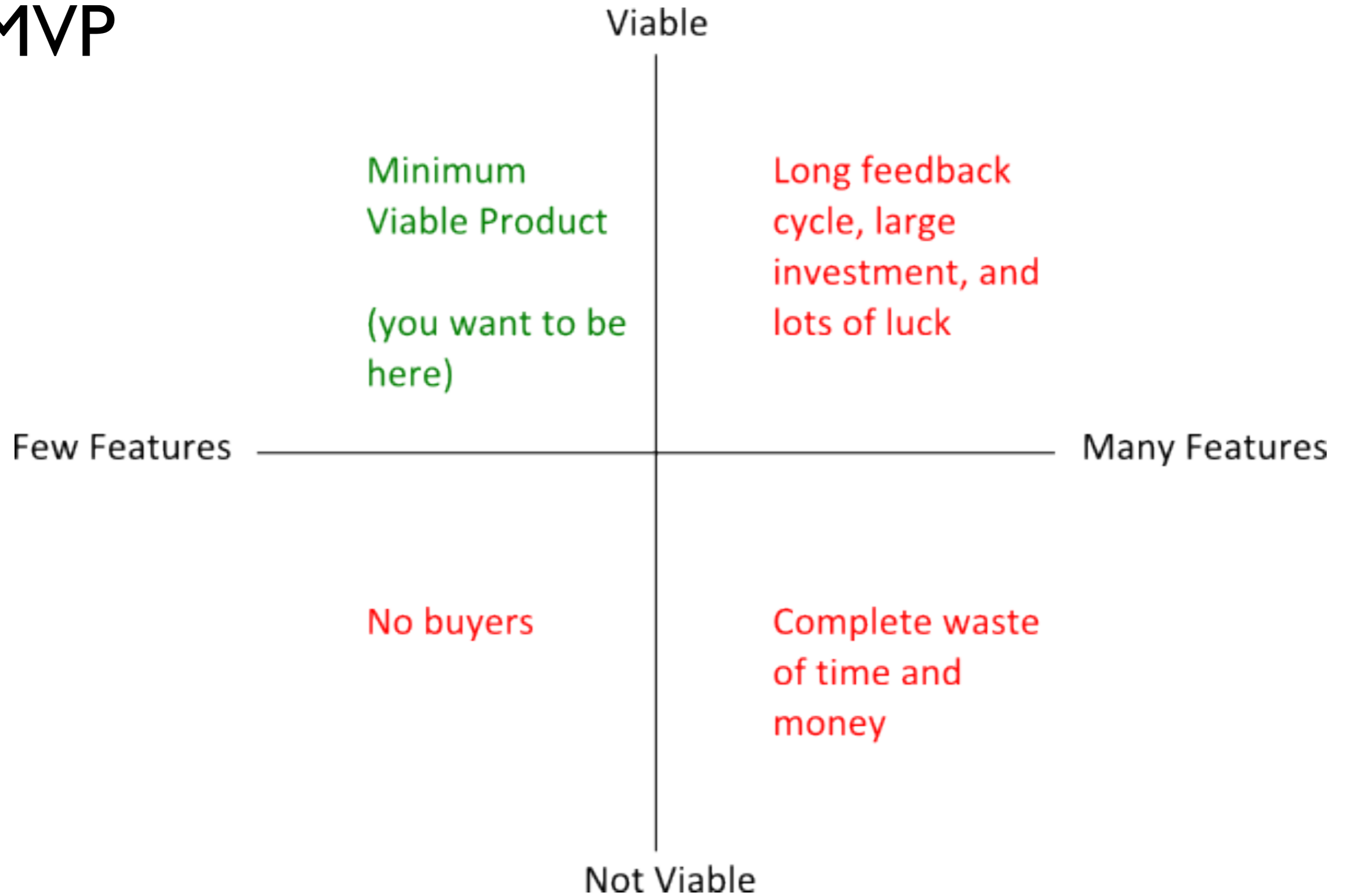
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Why split them?



MVP



<http://toolsforagile.com/blog/wp-content/uploads/2011/03/mvp.png>

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Independent

Negotiable

Valuable

Estimable

Small (Sized appropriately)

Testable

1. Just about everyone in the world has done this.
2. Lots of people have done this, including someone on our team.
3. Someone in our company has done this, or we have access to expertise.
4. Someone in the world did this, but not in our organisation (and probably at a competitor).
5. Nobody in the world has ever done this before.

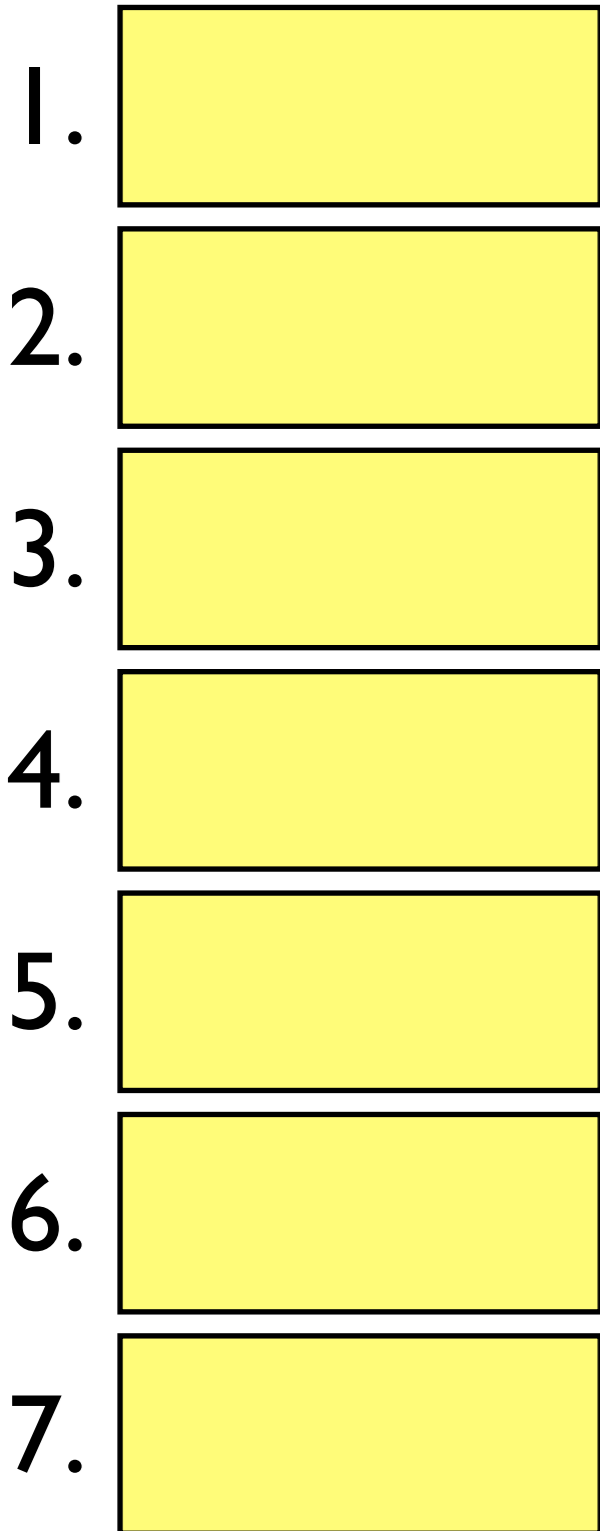
<http://lizkeogh.com/2013/07/21/estimating-complexity/>

Naked Planning

MMFs

In progress

Urgent



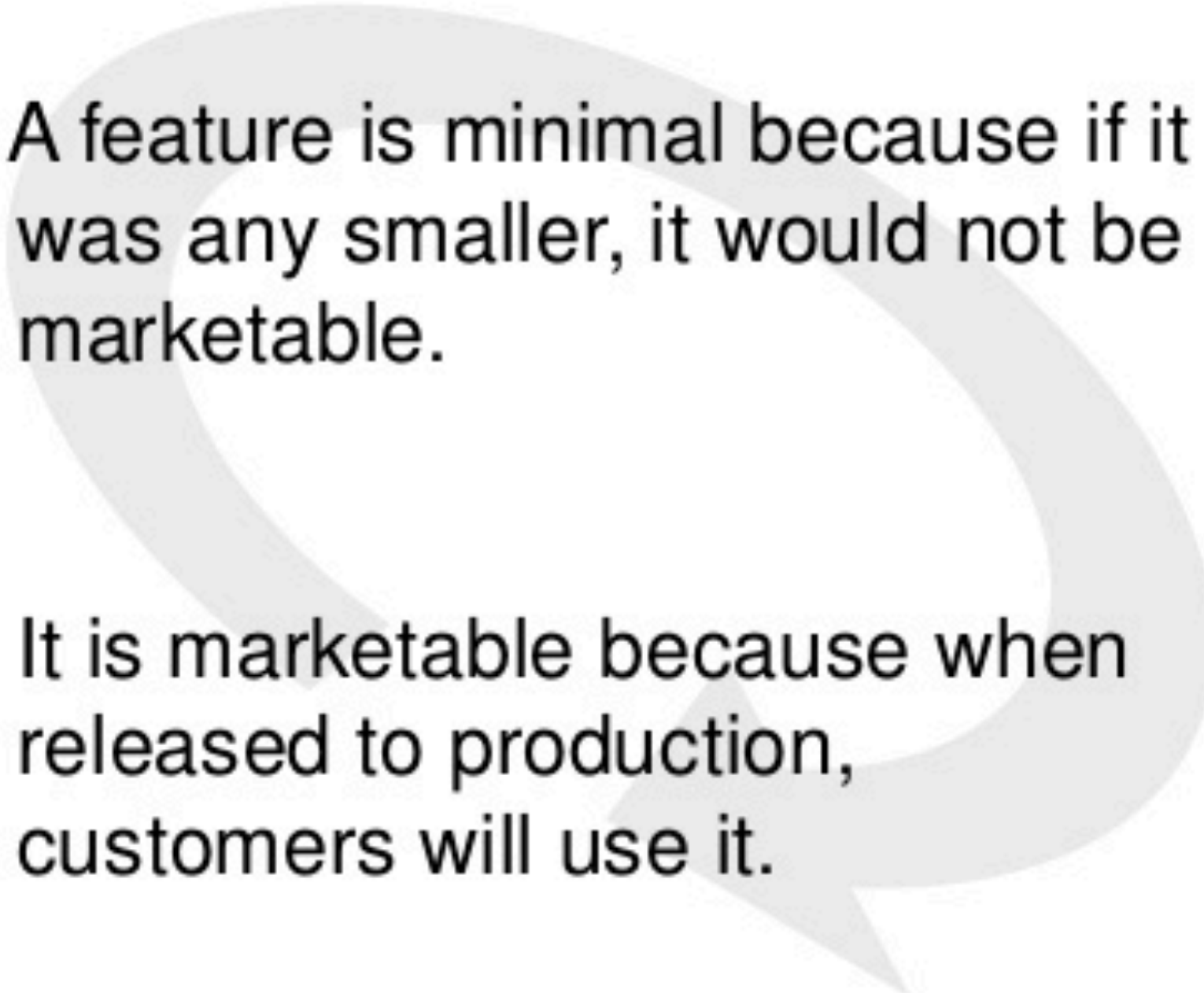
Average delivery
time from here:
?? days

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via @arlobelshee

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Minimal Marketable Feature



A feature is minimal because if it was any smaller, it would not be marketable.

It is marketable because when released to production, customers will use it.

<http://image.slidesharecdn.com/agilepm-140409183015-phpapp01/95/agile-product-owner-51-638.jpg>

How to split them?

HOW TO SPLIT A USER STORY

1 PREPARE THE INPUT STORY



3 EVALUATE THE SPLIT



WORKFLOW STEPS

DEFER PERFORMANCE

OPERATIONS

BUSINESS RULE VARIATIONS

2 APPLY THE SPLITTING PATTERNS

VARIATIONS IN DATA

SIMPLE/COMPLEX

BREAK OUT A SPIKE

MAJOR EFFORT

INTERFACE VARIATIONS

* INVEST - Stories should be:
 Independent
 Negotiable
 Valuable
 Estimable
 Small
 Testable



Visit <http://www.richardlawrence.info/splitting-user-stories/> for more info on the story splitting patterns
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Last updated 3/26/2013

1. Write out any, and I mean any, meaningful end-to-end scenario in detail with concrete values at every step.

2. Now that you've chosen one real scenario, go to each step in that scenario and ask the question, "What would I need to assume to eliminate this step?" If you find those assumptions make for a reasonable scenario, then use that assumption to simplify the scenario.
3. Repeat step 2 until exhausted or unable to come up with a simplifying assumption with five minutes' thought.

<http://www.jbrains.ca/permalink/how-youll-probably-learn-to-split-features>

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Shouty!

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Ruby

Shouty

Shouty is a social networking application for short physical distances. When someone shouts, only people within 500m can hear it.

Shouty doesn't exist yet - you will implement it yourself!

That is, if you're attending a BDD/Cucumber course.

<https://github.com/cucumber-ltd/shouty.rb>

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C#

Shouty

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Shouty doesn't exist yet - you will implement it yourself!

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<https://github.com/cucumber-ltd/shouty.net>

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Java

Shouty

Shouty is a social networking application for short physical distances. When someone shouts, only people within **1000m** can hear it.

Shouty doesn't exist yet - you will implement it yourself!

That is, if you're attending a BDD/Cucumber course.

<https://github.com/cucumber-ltd/shouty.java>

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Brainstorm capabilities

- Who are the main stakeholders?
- What can people do with the app?
- What are the main differentiators from other apps?

<https://github.com/cucumber-ltd/shouty.java>

Let's apply @jbrains approach:

1. Write out any, and I mean any, meaningful end-to-end scenario in detail with concrete values at every step.
2. Now that you've chosen one real scenario, go to each step in that scenario and ask the question, "What would I need to assume to eliminate this step?" If you find those assumptions make for a reasonable scenario, then use that assumption to simplify the scenario.
3. Repeat step 2 until exhausted or unable to come up with a simplifying assumption with five minutes' thought.

<http://www.jbrains.ca/permalink/how-youll-probably-learn-to-split-features>

What do you think of our story?

TDD

Print Diamond

Given a letter, print a diamond starting with 'A' with the supplied letter at the widest point.

For example: `print-diamond 'C'` prints:

```
  A
 B B
C   C
 B B
  A
```

<http://claysnow.co.uk/recycling-tests-in-tdd/>

Write a
failing
test

Make the
test pass

Refactor



[http://www.amazon.co.uk/Growing-Object-Oriented-Software-Addison-Wesley-Signature-ebook/dp/](http://www.amazon.co.uk/Growing-Object-Oriented-Software-Addison-Wesley-Signature-ebook/dp/B002TIOYVW)

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B002TIOYVW

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Write a
failing

test

.... or make an

existing test

fail



What do you think of these two approaches?

Transformation Priority Premise

- *Transformations* are simple operations that change the behaviour of code.
- Transformations can be used as the sole means for passing the currently failing test in the red/green/refactor cycle.
- *Transformations* have a priority, or a preferred ordering,
 - prevent impasses, or long outages in the red/green/refactor cycle.

<http://blog.8thlight.com/uncle-bob/2013/05/27/TheTransformationPriorityPremise.html>

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- **({}->nil)** no code at all->code that employs nil
- **(nil->constant)**
- **(constant->constant+)** a simple constant to a more complex constant
- **(constant->scalar)** replacing a constant with a variable or an argument
- **(statement->statements)** adding more unconditional statements.
- **(unconditional->if)** splitting the execution path
- **(scalar->array)**
- **(array->container)**
- **(statement->recursion)**
- **(if->while)**
- **(expression->function)** replacing an expression with a function or algorithm
- **(variable->assignment)** replacing the value of a variable.

<http://blog.8thlight.com/uncle-bob/2013/05/27/TheTransformationPriorityPremise.html>

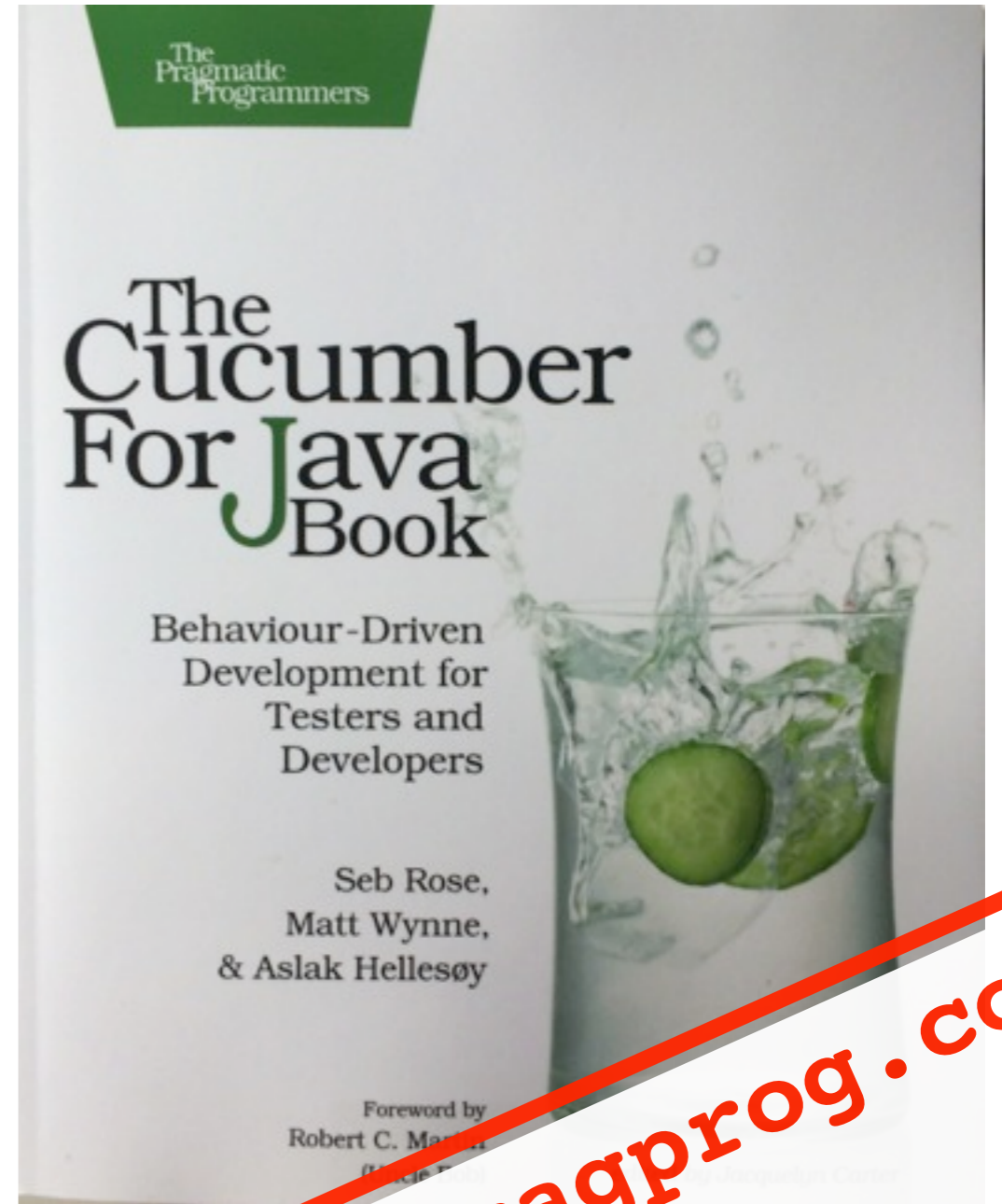
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Deliver early to get
FAST FEEDBACK

Deliver increments to
MANAGE RISK

Deliver less to
LEARN MORE



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*"The size of a work item or its complexity has **no correlation** on [sic] the time it takes to deliver the work."*

<http://scrumprouk.tumblr.com/post/74824285728/kanban-work-items-to-slice-or-not-to-slice>

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