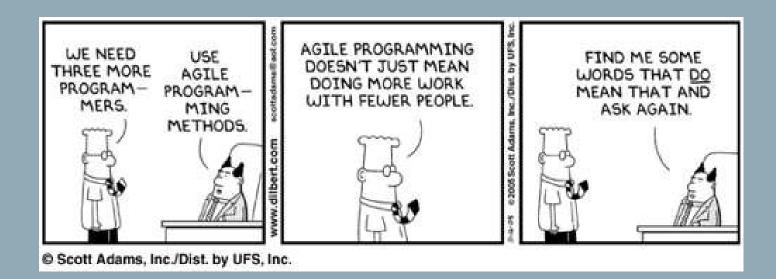






What Can Scrum Do for Me?



Scrum Training

- •Not everyone can implement Scrum because of various corporate constraints.
- •In studying Scrum, a few things struck me as useful to focus on no matter what Project Management methodologies you use:
- * 7 Wastes of Software Development
- * Process Efficiency

7 Wastes of Software Development

Toyota Production System 7 wastes in manufacturing:

- In-process Inventory
- Over-Production
- Extra Processing
- Transportation
- Motion
- Waiting
- Defects

7 wastes in Software Development:

- Partially Done Work
- Extra Features
- Relearning
- Handoffs
- Task Switching
- Delays
- Bugs

7 Wastes of Software Development

Partially Done Work

 Until "Done Done" you don't know if it meets customer needs, has bugs, can integrate and run. Needs to be reviewed and documented.

Extra Features

2/3 of features are rarely or never used

Relearning

 Failure to document code, long delays between writing and addressing bugs, poor documentation.

7 Wastes of Software Dev

Handoffs

- From one developer/group to another
- From development to QA, as opposed to working together from the start
- To deployment teams or customers

Task Switching

- Multitasking is lousy for developers
- One study found that when someone was interrupted, it took an average of 25 minutes to cycle back to the original task.

Delays

Project approvals, change management, waiting on other resources. All increase
 WIP and decrease Process Efficiency

Bugs

Avoid through small stories, clear acceptance test criteria, Product Manager involvement

Story Process Efficiency

Process Efficiency=

Value Added Time Calendar time

- If a project with 3 months of work is spread out over 25 calendar months, Process
 Efficiency= 3/25= 12%
- "Systematic Software Engineering, a CMMI Maturity Level 5 company, has extensive data showing that teams that drive story process efficiency to over 50% will double their velocity systematically for every team."
- Lower process efficiency means:
- More multi-tasking
- Longer time between coding and QA