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# Agile PM 101: The Project Schedule

Michelle Russo  
June 2012

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# The Agile Project Schedule



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## *Savage Chickens*

by Doug Savage



# The Agile Project Schedule

As compared to Traditional PMBOK® Schedules

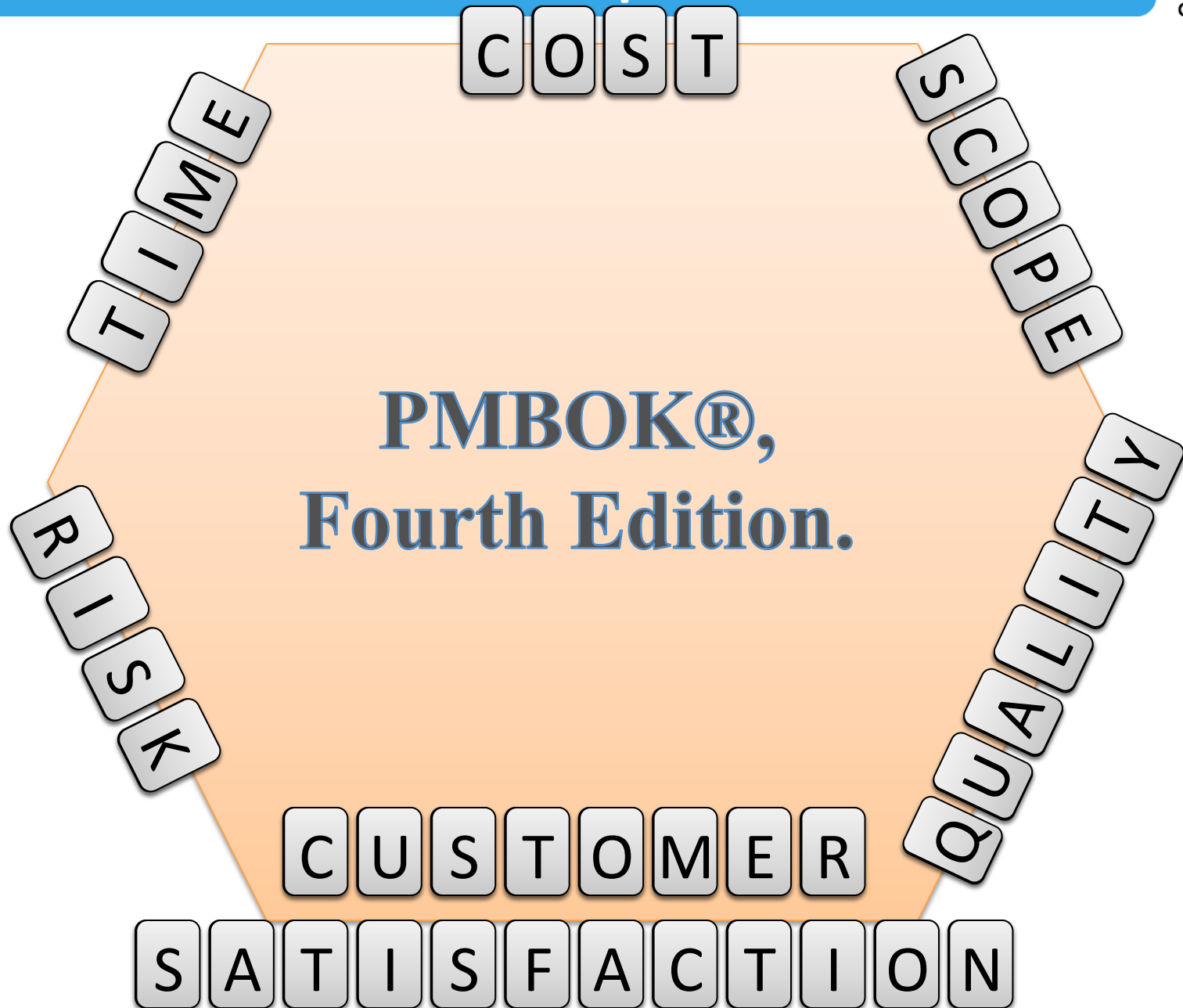
- Who's Responsible?
- What Does Schedule Look Like?
- How Is Schedule Developed?
- How Is Schedule Managed?



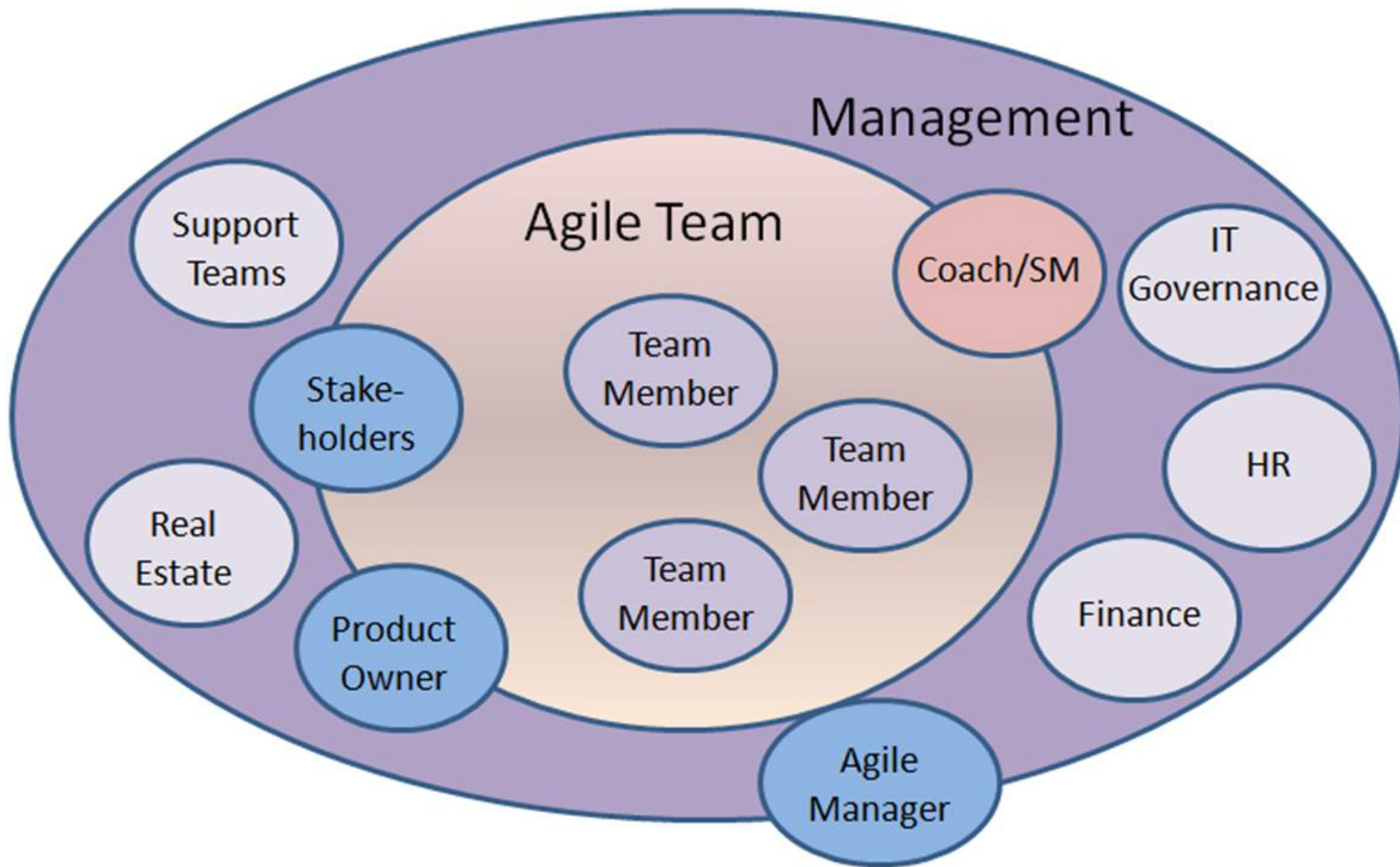
# Traditional PM Responsibilities



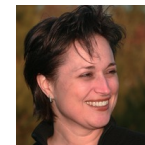
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# The Manager's Role in Agile



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# Agile Roles & Responsibilities

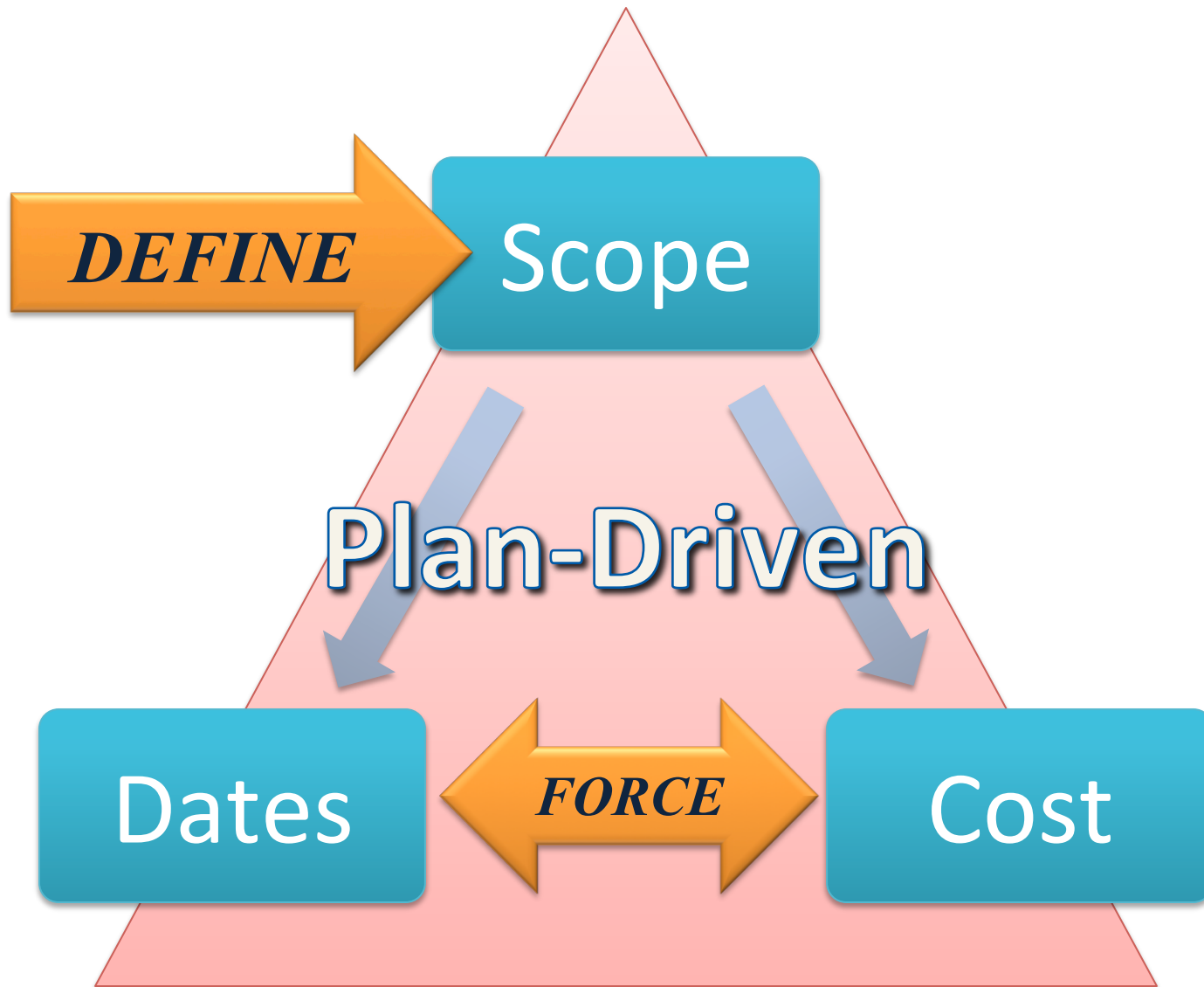
	Time	Cost	Scope	Quality	Customer Satisfaction	Risk
Product Owner	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Coach / ScrumMaster	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Delivery Team	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Project Manager		<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>

*\*Mapping by Michelle Russo, based on numerous sources*

# Traditional PMBOK®



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# Agile Assumptions



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Scope in terms of  
Vision & Goals

Dates

*DEFINE*

Cost

Value-Driven

*Emergent*

Scope



# Agile Execution & Control



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# Agile Planning Onion



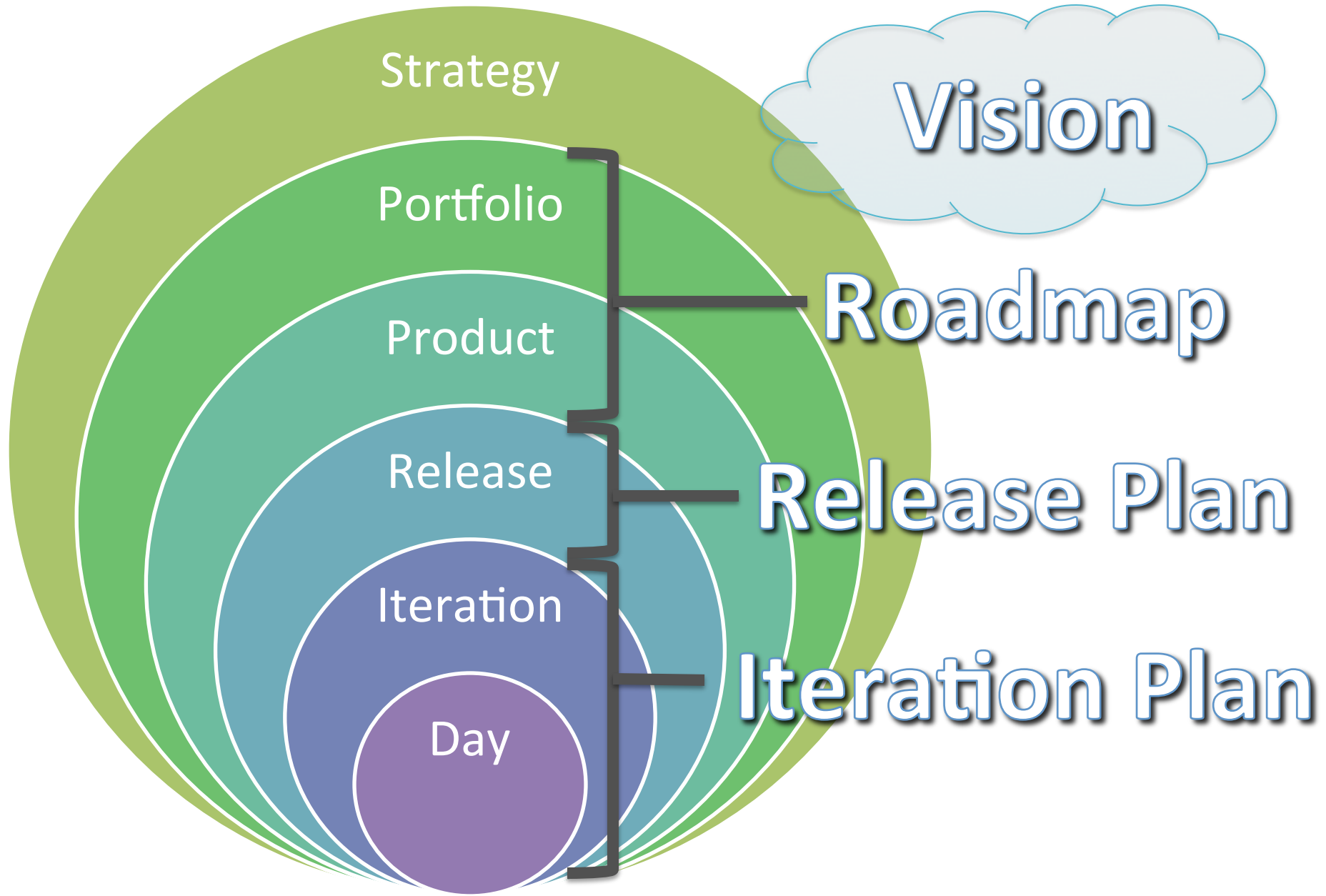
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# Agile Schedule Timeboxes



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# Rough Equivalents



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## AGILE

## Traditional

Vision

Roadmap ----- Program Plan

Release Plan ..... Project Plan

Iteration Plan

\*

# Fundamental Difference

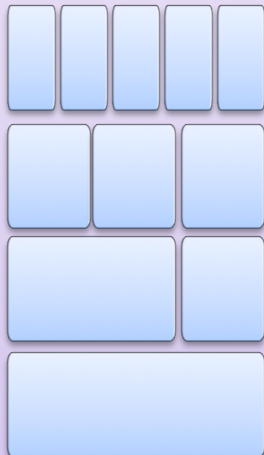


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## AGILE

### Roadmap

- Release Plan
  - Iteration Plan



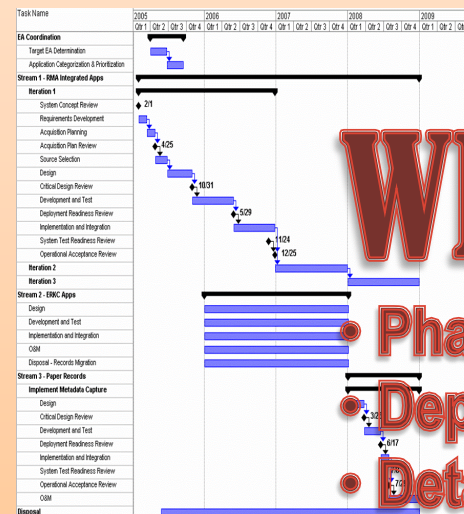
## PRODUCT BACKLOG

- Prioritized
- Atomic
- Just in Time, Just Enough

## Traditional

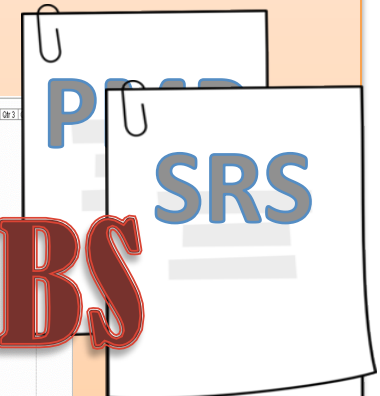
### Program Plan

- Project Plan



## WBS

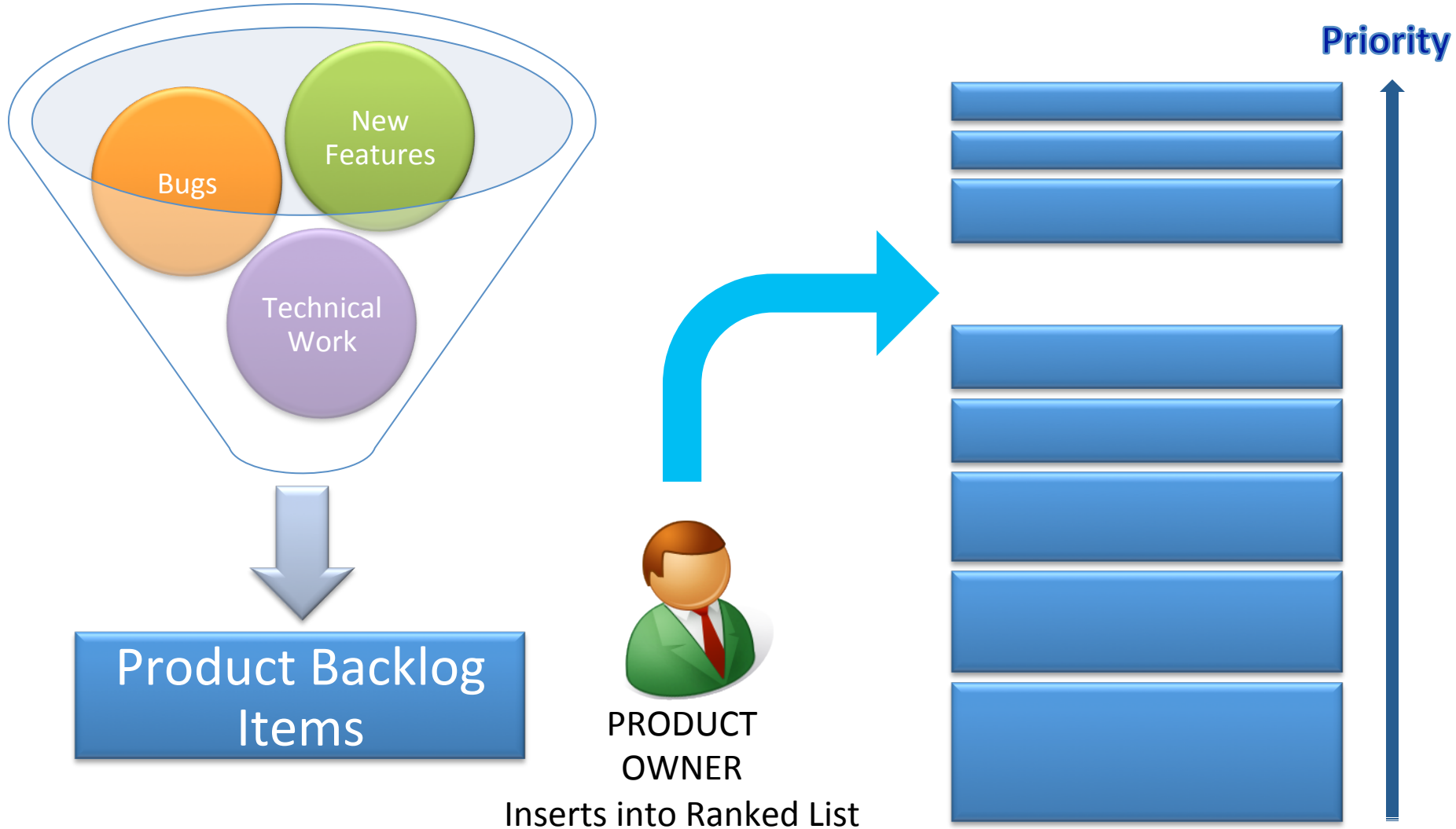
- Phases
- Dependencies
- Detailed Reqmts



# Product Backlog



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User Story = a brief statement of functionality told from the user's perspective

- Card (the actual artifact)

*“As a [user type],  
I want to [goal]  
so that [reason].”*

- Conversation
- Confirmation (Acceptance criteria)



## Sample user stories

As a student, I want to see what classes will be offered next semester.

As a prospective student, I want to see how to arrange a tour, so that I can decide if this is the university for me.

As a prospective student, I want to see what it costs to attend this university.

### A template

“As a <user role>, I want/can/am able to <goal> so that <reason>.”



## Non-functional user stories

As one of 10,000 concurrent users, I want the system to perform adequately.

As a first-time user, I can complete common operations without using the help system.

**“Story Points”** used as measure of the relative size of a Feature / User Story

- Influenced by Complexity, Risk, Volume of work, as well as Duration/Effort

**Every project sets their own point scale, then uses that scale through the duration of the project regardless of staffing changes**

- Each Backlog Item (User Story) is sized in Story Points by the Team
- Velocity = the sum of all Story Points completed by a Team in a single Sprint
- Average Velocity provides a predictable metric for Release Planning
  - How many Sprints it will take to complete a set of features desired for Production Release



# Product Backlog

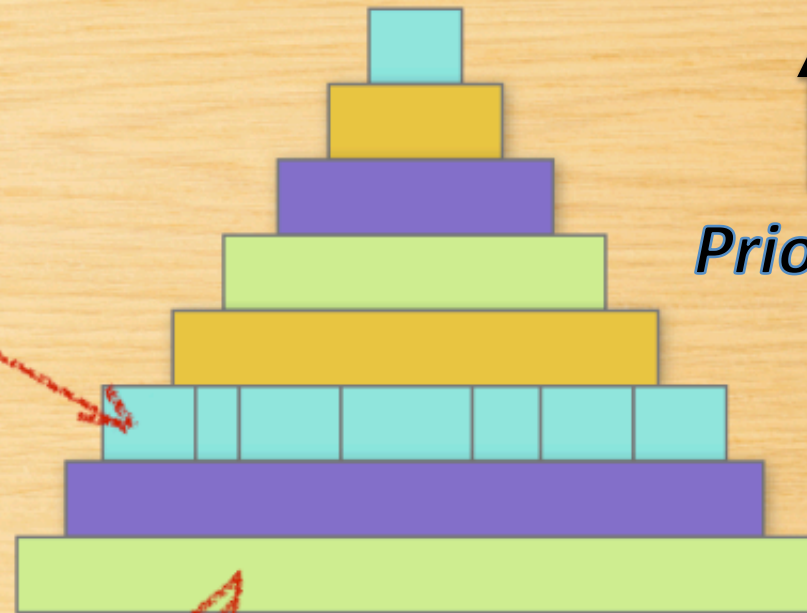


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## Some additional useful terms

### Theme

A collection of related user stories



### Epic

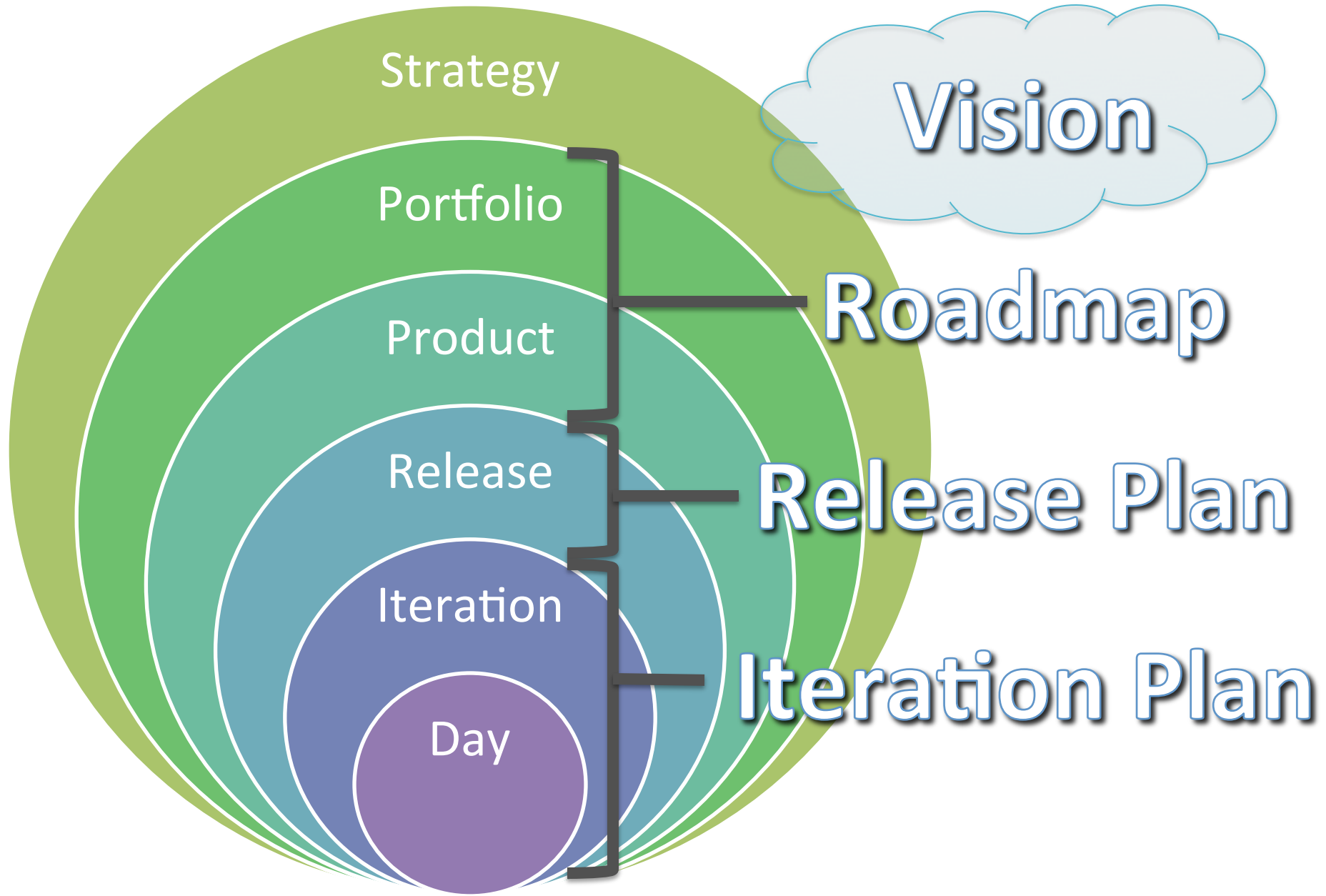
A large user story



# Agile Schedule Timeboxes



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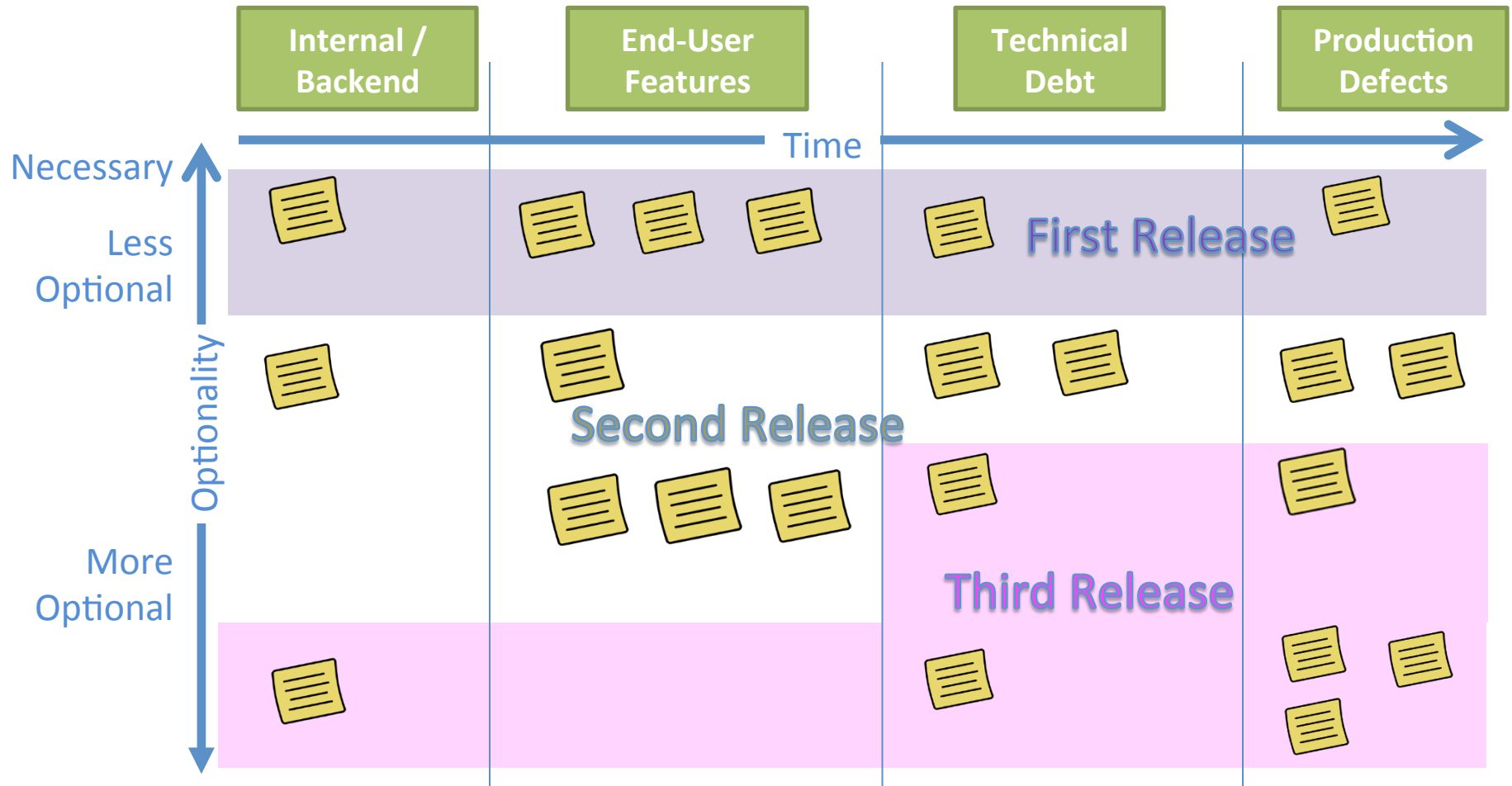




# Release Roadmapping



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# Highest Level Timebox



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## Roadmap

Release

1

- Feature
- Feature
- Feature
- Feature

Release

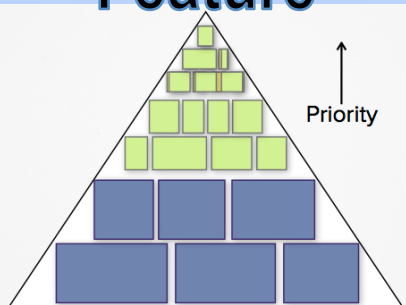
2

- Feature
- Feature
- ...

Release

3

- Feature
- ...
- ...



# Release Planning & Estimation

## Release Plan

1

- Feature A = 20 points
- Feature B = 40
- Feature C = 8
- Feature D = 4
- Feature E = 4
- Feature F = 10
- Feature G = 2



Date

# Release Timebox



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- Feature A = 20
- Feature B = 40
- Feature C = 8
- Feature D = 4
- Feature E = 4
- Feature F = 10
- Feature G = 2

## Release Plan

1



Deploy

Iteration  
1.0

Iteration  
1.1

Iteration  
1.2

Iteration  
1.3

- Estimation
- Grooming
- Training
- Prototype

- A = 20
- C = 8
- D = 4
- E = 4

- B = 40

- F = 10
- G = 2
- ?

EXPECTED VELOCITY  
(35-40 points):

**36 Points**

**40 Points**

**12 Points**

# Iterations



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## Roadmap

### Release 1 Plan

S 1.0

**S 1.1**

S 1.2

### Release 2 Plan

S 2.0

S 2.1

S 2.2

### Release 3 Plan

S 3.0

S 3.1

S 3.2

#### Story 1 – 10 Points

- Task 1.A – 2 hrs
- Task 1.B – 4 hrs
- Task 1.C – 1 hrs

#### Story 2 – 20 points

- Task 2.A – 1 hrs
- Task 2.B – 3 hrs
- Task 2.C – 4 hrs
- Task 2.D – 4 hrs

#### Story 3 – 8 points

- Tasks ...

# Feedback Loops

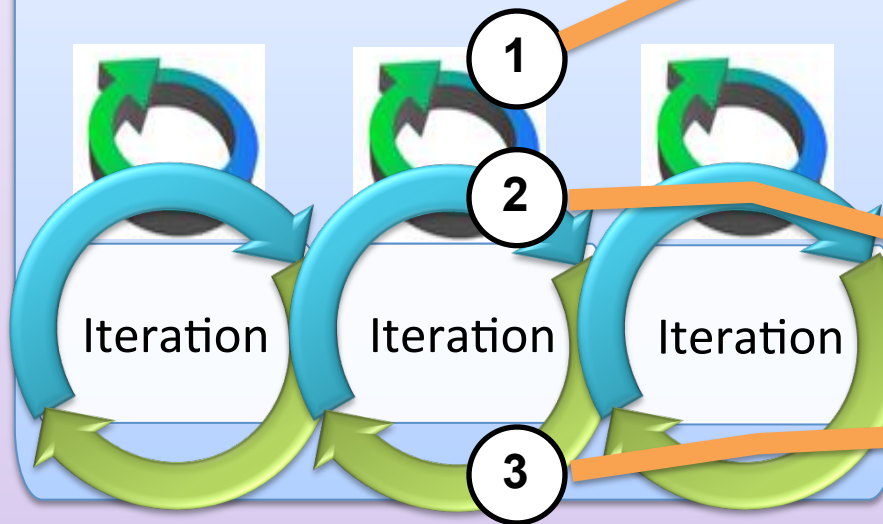


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## Roadmap

Release 1 Plan

Release 2 Plan



① Daily Standup – “PROGRESS”

② Sprint Review – “PRODUCT”

③ Retrospective – “PROCESS”



# Iteration – Story Board



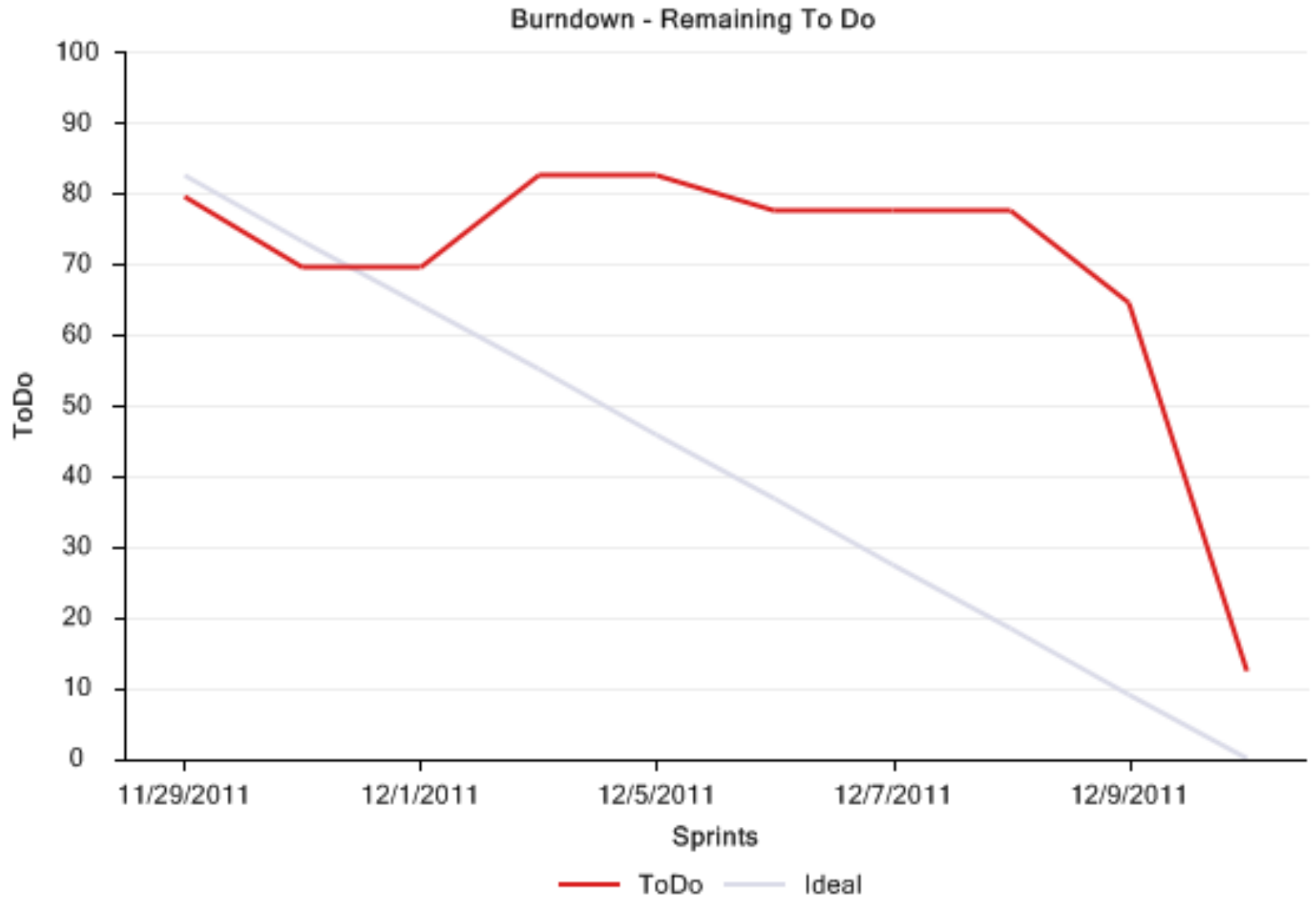
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Story	To Do		In Process	To Verify	Done
As a user, I... 8 points	Code the... 9	Test the... 8	Code the... DC 4	Test the... SC 6	Code the... D
	Code the... 2	Code the... 8	Test the... SC 8		Test the... SC 8
	Test the... 8	Test the... 4			Test the... SC
As a user, I... 5 points	Code the... 8	Test the... 8	Code the... DC 8		Test the... SC
	Code the... 4	Code the... 6			Test the... SC 6

# Iteration Execution & Control



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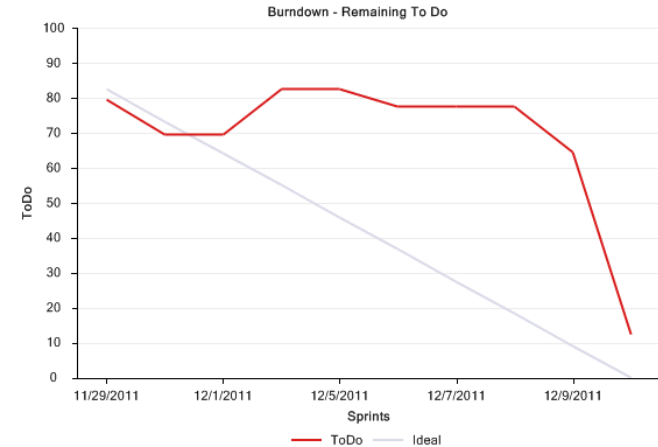
# Sprint Review - Milestone



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## User Stories Completed

## Burndown



## Incomplete User Stories

## User Stories Not Started

## Impediments/Support Required/Risks

# What's Not to Miss?



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# What's Not to Miss?



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- Illusion of False Precision
- Outdated Schedule
- Resource Over-allocation
- Critical Path Analysis
- Microsoft Project



THE END



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QUESTIONS ?



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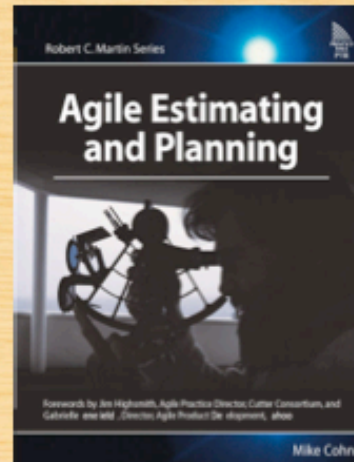
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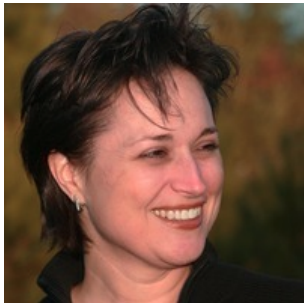
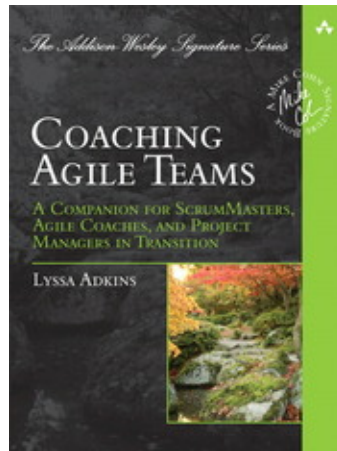


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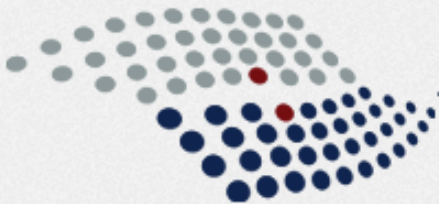


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