

Box-Clever Overview: Play the Development Game to Win

Win consistently and repeatedly with BoxClever

This overview covers the essentials of BoxClever - the object of the game, how to play to win and how to chart and track success.

The Object of the Game

The target audience for BoxClever is development teams. The object of the game is to successfully deliver value to the business as rapidly as possible by ensuring that what is delivered is what is actually needed and is fit for its business purpose. Along the way, you must ensure that you are not derailed by predictable or foreseeable events.

Playing the Game

Every sporting activity passes through some recognised periods. This section briefly describes the lifecycle that your team will always pass through as you move from being asked to produce something, to producing it and delivering it.

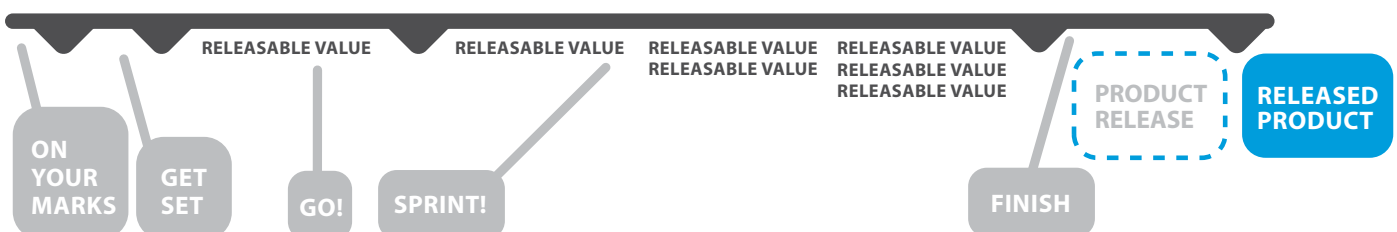
On Your Marks In the beginning, someone (a Sponsor) asks someone else (a Work Lead) to achieve something (a Mission) by organising a piece of work (a Project) to produce something (a Product Release) for use by someone (the business, as represented by a Customer Representative). Before you start you need to quickly make sure that you know who has asked you to do what and how it will be funded and controlled, i.e. you need to be sure that you know who the Sponsor of your Project is and that you agree with them; as well as the mission, funding model and governance context.

Get Set Next you need to get ready to go by making sure you understand enough about what you need to produce, when by and how (technical approach / architecture). You need to understand enough so you can agree that it looks doable and that you want to go ahead and invest in starting it. You also need to know what the customer wants you to build first and make sure you've got the tools you need to start doing the job.

Go! As soon as you possibly can, you need to start delivering value by producing and demonstrating valuable subsets of the product ready for release. But initially it will take you a little time to get up to speed, as you are still assembling and bedding in the tools (environments, architecture, infrastructure) that you need to get your "value production line" up to full speed.

Sprint! Now you drive through at full speed to the finishing line by delivering valuable bits of the final product release in business priority order.

Finish To finish the job you need to get the valuable thing you have produced into the hands of the people that need it and get responsibility for servicing and maintaining it handed over to the teams that will be responsible for it.



Communicating and Collaborating

As you progress, you need to capture, agree and communicate what you are doing and how. This section describes the work products in BoxClever that enable you to do this. (BoxClever comes with an “out of the box”, “oven ready” reference set of Wiki templates to support this process).

■ **Home Page** This tells the world who you are (project name) and what you are about (mission statement).

■ **Project Box** This sets out the project’s governance context, funding model and release plan for the next release.

■ **Team Box** Who is collectively responsible for achieving project success and how they will work together.

■ **Way of Working Box** Describes how you will work, including the process and practices you will follow and the tools you need.

■ **Risks Box** What events might cause you to fail and how you will prevent it from happening.

■ **Work Box** The objectives you are currently focused on achieving and the tasks you are doing to achieve them.

■ **Problem Box** What value you will deliver by solving a business problem and meeting the needs of your stakeholders.

■ **Product Box** How value will be delivered over time by delivering frequent, valuable releases of a product over time.

■ **Requirements Box** The agreed scope, context and release-defining features and constraints for the next product release.

■ **Release Box** What things of value you will build into the next release and how much is “done” and ready for release.

■ **Tests Box** How are you making sure that what you are producing is fit-for-purpose and ready for release.

Charting Progress

BoxClever can be used “to play to win” by pretty much any piece of work to deliver something new and valuable, from one-man, one-week endeavours to complex team-based software development projects.

Inside BoxClever is the Essential Kernel – a proven, agile and scalable, Unified Process compliant process engine. This works “under the hood” to drive and track progress in a controlled way that enables compliance with even the most rigorous quality, compliance and process maturity frameworks, such as CMMI.

Part of this scalable kernel is some simple standard checkpoints to provide the visibility and control necessary to ensure that adequate progress is being made towards an acceptable outcome and that project risks are being properly managed. These checkpoints correspond to the identifiable periods of the development game as described below.

Start Up (*On Your Marks*)

Is the project real – does it have a sponsor, funding model, governance context and mission?

Objectives (*Get Set*)

Are you ready to invest in producing a solution – do you have a credible and acceptable high-level plan?

Approach (*Go!*)

Have you done enough to prove that you are doing this right and should press on with this approach?

Release Ready (*Sprint!*)

Have you got exactly what is wanted and needed to meet your target release date?

Handover (*Finish!*)

Have you transitioned the product release from the development team to supported live operation?

