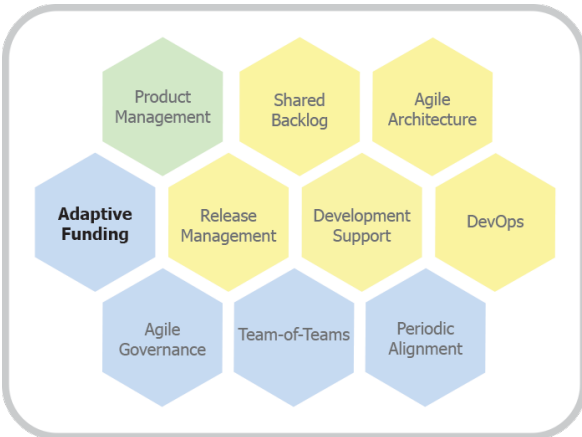




Adaptive Funding Essentials

Part of the IJI Agile at Scale Practice Pack



Agile at Scale practices provide a starter kit that describes key common aspects of scaled agile development. Each practice contains cards that provide succinct advice on how to adopt and apply the practice

Practice Overview

Add value to a product by incrementally extending it, ensuring it is usable, releasable and maintainable.

Activities – the things we do

- **Evolve a Releasable Product:** Increase the value of a product by one small increment while ensuring that it remains usable, maintainable and of production quality.

Alphas – the essential elements that we progress

- **Product Backlog Item:** Something to build into the product to enhance its value.
- **Software Change:** A change to the code made for a known purpose and tested before it is integrated.

Work Products – the concrete things that we work with

- **Test Case:** Defines test inputs and expected results to evaluate whether the system works correctly.

Patterns - supporting practice guidance

- **Cross-Functional Team:** The team contains all the specialist skills needed to get the whole job done.
- **Minimal Design:** Agile development teams think hard about design, but focus on adopting the simplest approach possible to achieving the known things that must be achieved next.
- **Fast Feedback Loops:** Key to agile development is getting as much feedback as possible early, as possible, in order to converge on an accurate solution.
- **Shared Ownership:** The team takes shared responsibility for the product, and no parts of the software system can be considered “no go areas” for any team members.
- **Build Quality In:** Quality is planned, designed and built in.
- **Manage Technical Debt:** Each such item of technical debt should be logged, and its subsequent removal prioritized against the adding of more user-requested value into the product.
- **Automate as Much as Possible:** If a software system is evolved one increment at a time, while ensuring its quality, many actions need to be repeated frequently and should therefore be automated.

Resources - referenced external sources of information and content

- This practice description uses the OMG Essence standard, with key concepts like Activities, Work Products, Alphas and Patterns being defined by this standard (<http://www.omg.org/spec/Essence/>).
- **Build Quality In** is in Mary & Tom Poppendieck’s Lean Software Development (Addison Wesley 2003).
- **Automating as much as possible** is based on is the Continuous Delivery principle “Automate Everything” (see for example <http://devopsnet.com/2011/08/04/continuous-delivery/>).
- **Technical Debt** is a term coined by Ward Cunningham (see http://en.wikipedia.org/wiki/Technical_debt)
- On **Minimal Design** see for example <http://guide.agilealliance.org/guide/simple-design.html>.

Creating winning teams.