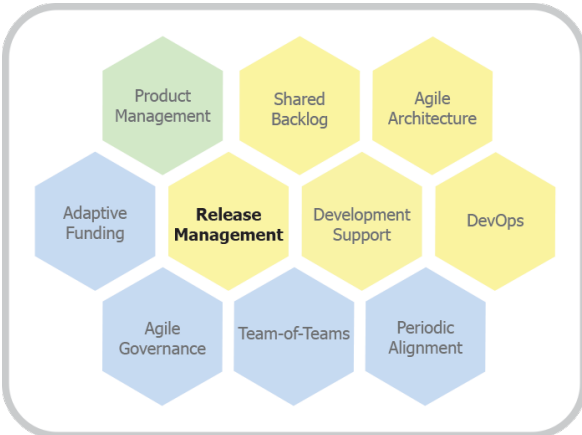# Release Management Essentials
Part of the IJI Agile at Scale Practice Pack

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
Evolve and enact a strategy to enable releases to be made in a frequent, fast, safe and timely way.

Activities – the things we do

- **Evolve Release Strategy:** Evolve a release strategy to maximize responsiveness to business need, enable value to be delivered frequently, and minimize release lead-time, delay and risk.
- **Clear the Road to Live:** Ensure that what is being developed can be released quickly and safely.
- **Go Live:** A new live release is made, such that users can access new or changed functionality.

Alphas – the essential elements that we progress

- **Product Release:** An increment of the product that is usable and adds new value.

Work Products – the things that we work with

- **Release Strategy:** Describes the planned releases (including internal, limited, full etc.), covering goals, timing and release process, including quality, security and other checks that are needed.

Patterns - supporting practice guidance

- **Release Management:** A single point of responsibility for ensuring that an optimized release strategy is evolved and executed.
- **Release On Demand:** Make releases in response to business demand, e.g. of an agreed Minimum Viable Product (MVP) within the timescales needed to meet business needs.
- **Release Train:** The Release Train metaphor involves frequent, regular releases, e.g. daily, or even many times daily, to minimize the time that business value spends waiting for the next release.

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/).
- **Release Train:** This term for a series of regular releases is part of Henrik Kniberg's description of the Spotify Engineering Culture – https://labs.spotify.com/2014/03/27/spotify-engineering-culture-part-1/.
- **Minimum Viable Product (MVP):** The term was coined and defined by Frank Robinson, and popularized by Steve Blank and Eric Ries – see https://en.wikipedia.org/wiki/Minimum_viable_product and *The Lean Startup* by Eric Reis [Penguin 2011].
- **Release Management:** This is a concept with a long history. Dean Leffingwell describes on approach to release managent within an agile delivery model with a Release Management Team in P.73-74 of *Agile Software Requirements* [Addison-Wesley 2011].

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