Evolution of the Velocity Raptors

Implementing Agile at Boeing
(User Experience)

Matt House & Jordan Salazar

The Boeing Company

Raptor Sightings

Product Owner & Customers are located throughout the United States

Traditional Development

Agenda

- ☐ Before the Velocity Raptors
- ☐ Hatching the Velocity Raptors – Sprint 0
- ☐ Growing & Learning – Sprint 1
- ☐ Maturing & Evolving – Current Sprint (12)
- ☐ Our Sprint Board
- ☐ After Agile
- ☐ Lessons Learned & Obstacles
- ☐ Next Steps in Our Evolution
- ☐ Panel Questions

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Before the Velocity Raptors

Communication Barriers	Statement of Work Visibility	Feedback	Long Range Planning	Silo Teams

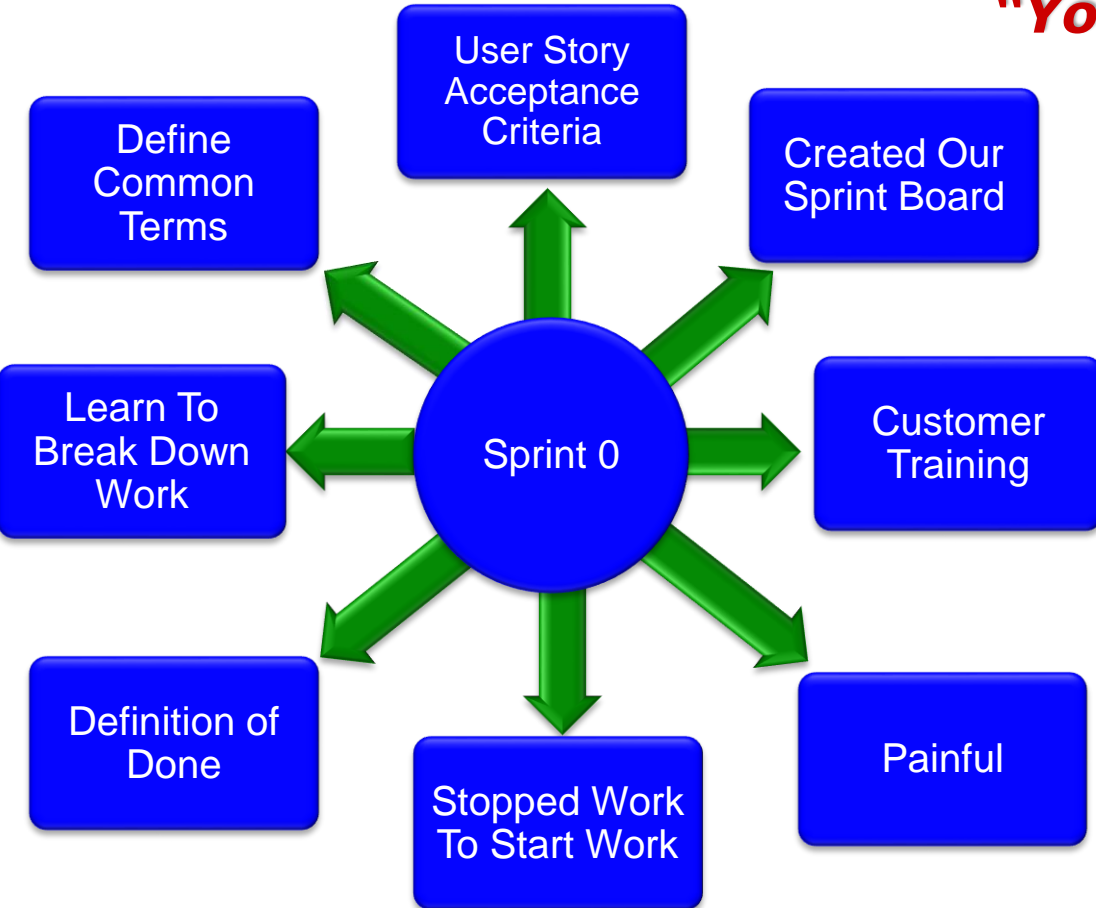Traditional CR development with waterfall

Requirements	Development	Testing

Agile CR development with small user stories

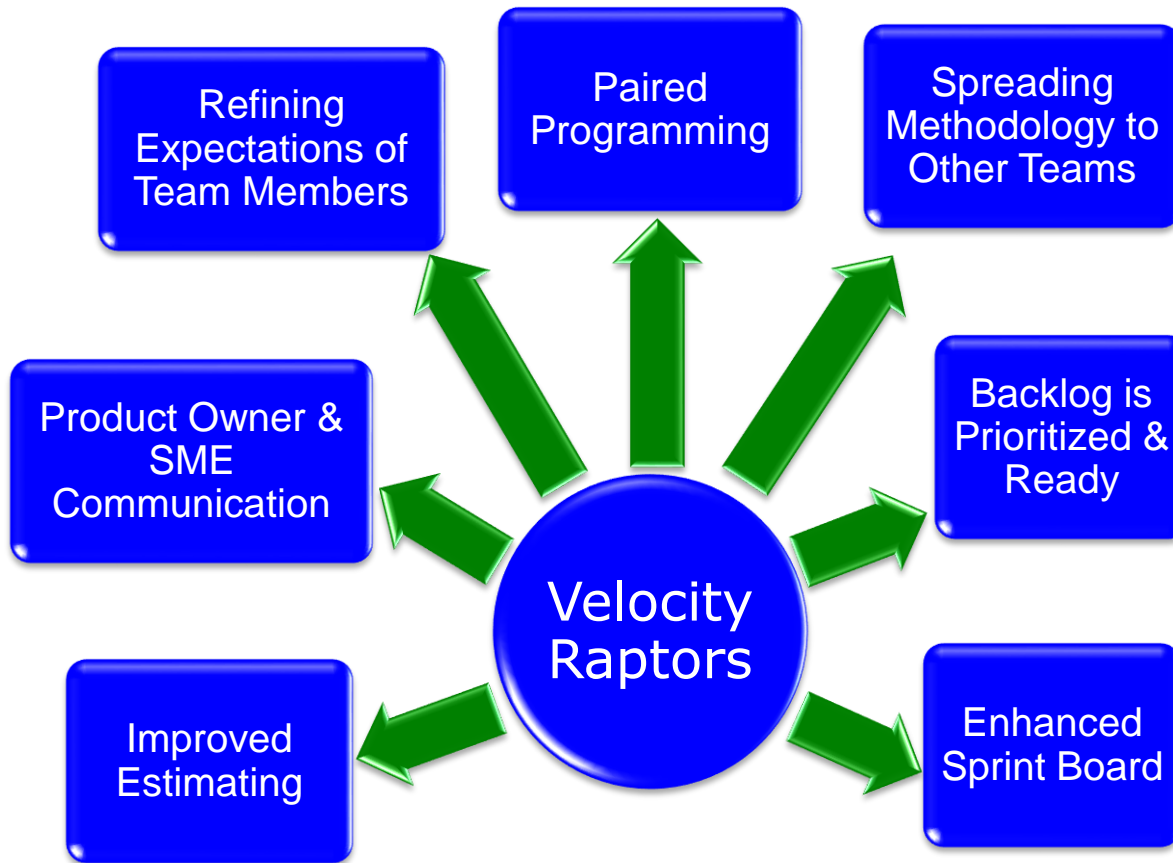# Hatching the Velocity Raptors

"*You Bred Velocity Raptors?*"

User Story Acceptance Criteria

Define Common Terms

Created Our Sprint Board

Learn To Break Down Work

Sprint 0

Customer Training

Definition of Done

Stopped Work To Start Work

Painful

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Growing & Learning

Existing Boeing IT Processes & Tools

Adopting Agile on a Waterfall Project

Large Projects

Sprint 1

Maintaining Defined Backlog

Changing the Culture

"Having an open door before you, means having an opportunity before you"

"Learning to open the door"

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Maturing & Evolving

Refining Expectations of Team Members

Paired Programming

Spreading Methodology to Other Teams

Product Owner & SME Communication

Velocity Raptors

Backlog is Prioritized & Ready

Improved Estimating

Enhanced Sprint Board

Work together as a team

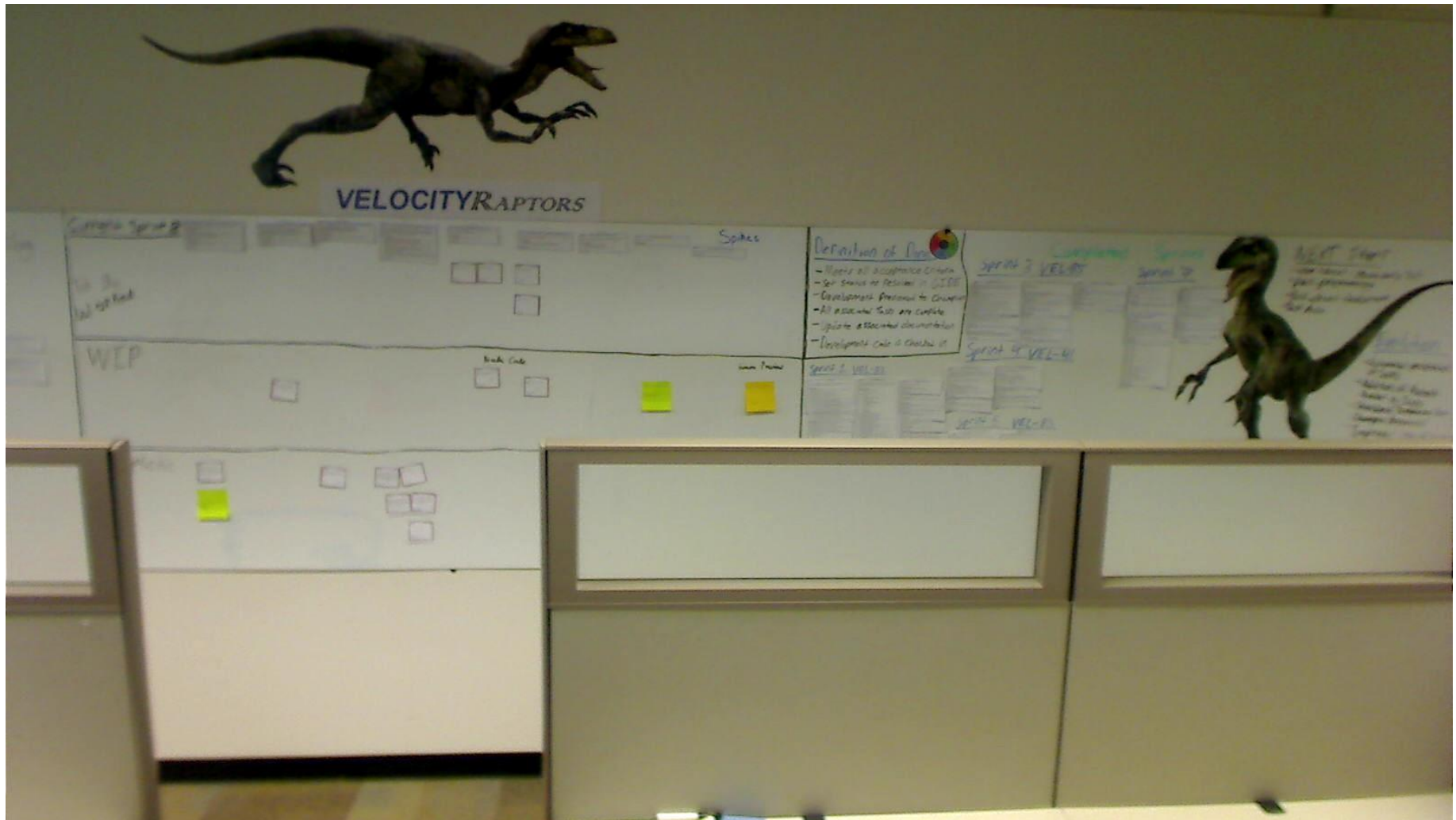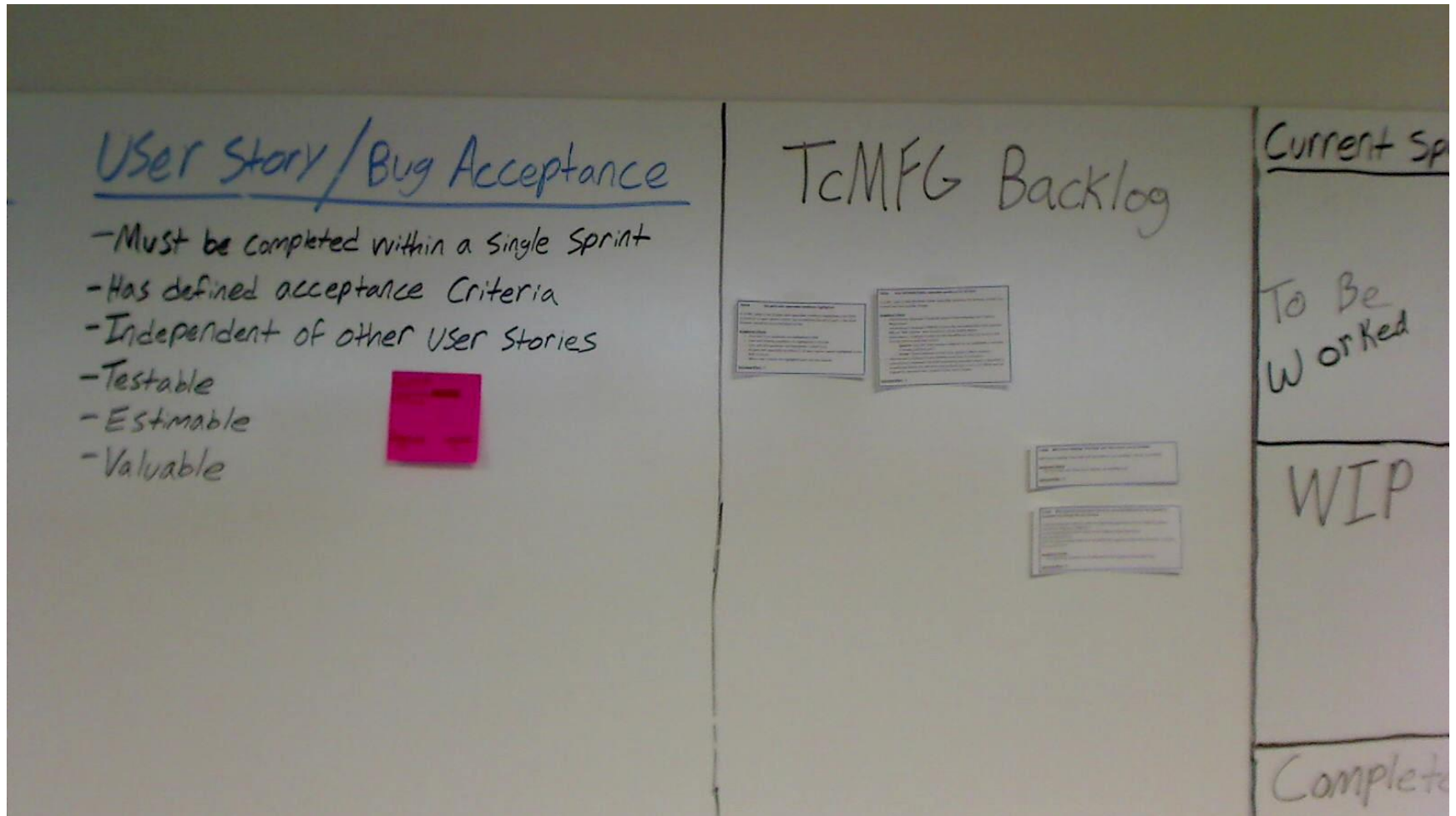*"Product Owner & Subject Matter Experts (SMEs) are treated as part of the team"*

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Our Sprint Board

Our Sprint Board

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Our Sprint Board

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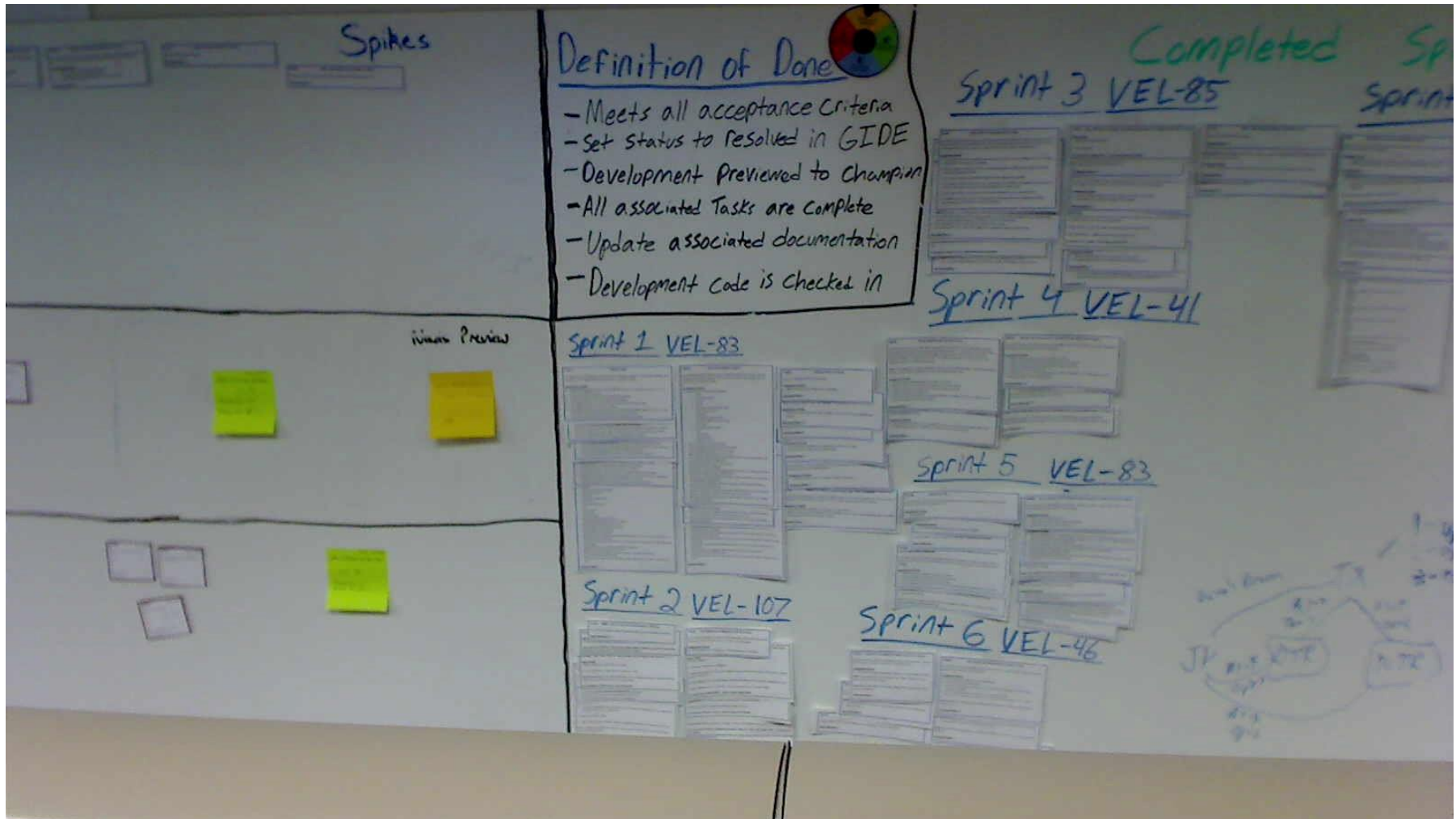# Our Sprint Board

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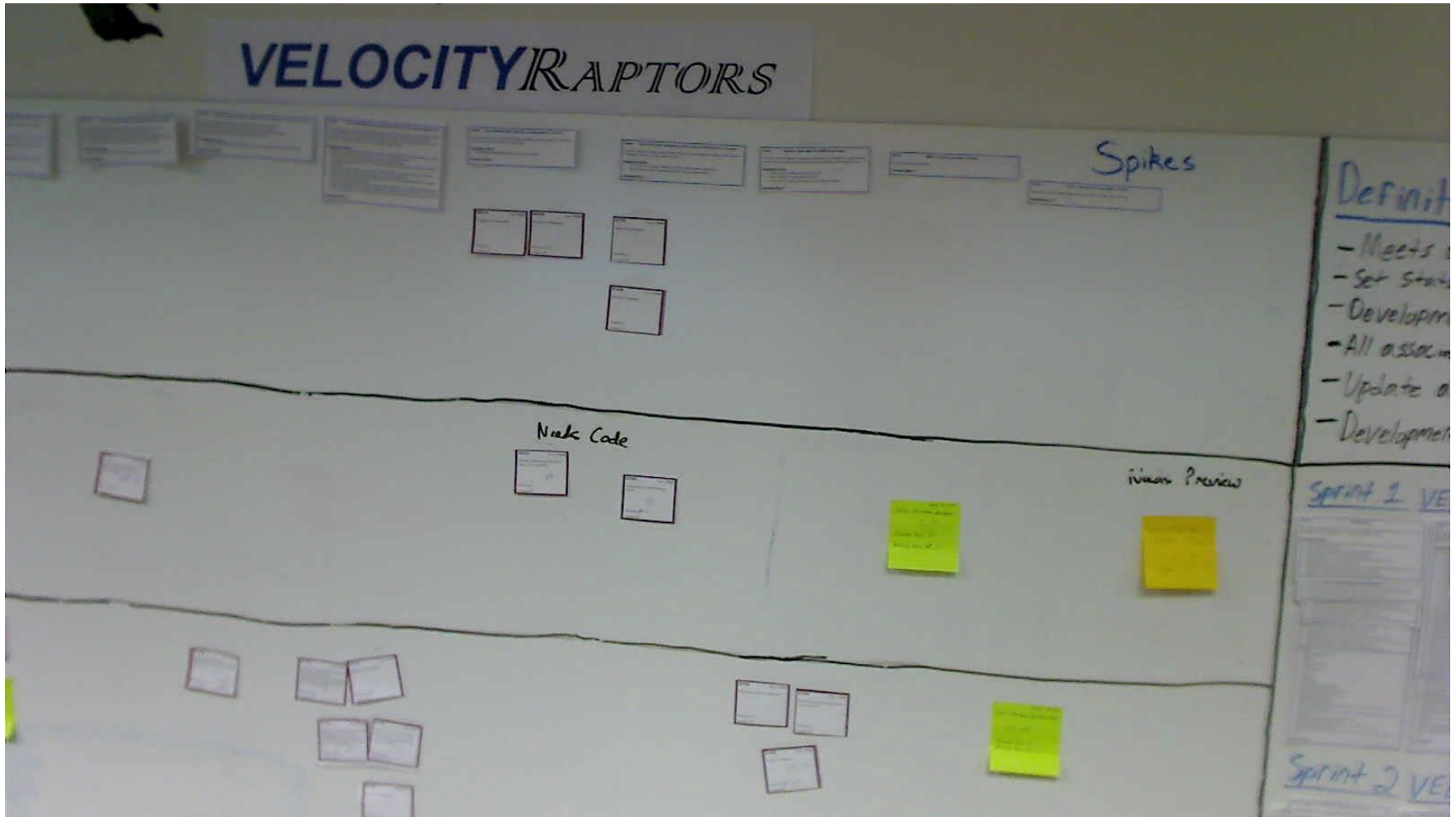
Our Sprint Board

After Agile

| Communication Barriers | Statement of Work Visibility | Feedback | Long Range Planning | Silo Teams |

Sprint Planning

Pair Programming

Backlog Refinement

SEMs & Dev Team

Impromptu Meetings

Knowledge Sharing

Sprint Reviews

Champion Previews

Velocity

Lessons Learned & Observed Obstacles

"Embracing Agile is necessary in order for it to work"
– Bill Scarry

Lessons Learned	Observed Obstacles
Common Vision	Production Ready Code Sits On Shelf
Don't Stop Sprinting	Production Ready Code Sits On Shelf
New Perspective on Performing Work	Resources / Materials
Outside Training (SIUE)	Issues Beyond Team's Control

Lessons Learned

Observed Obstacles

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Next Steps in Our Evolution

Show, Don't Tell User Stories

Test-Driven Development

Next Steps

Automated Testing

Promotion to Other Dev Teams

TDD circle of life

Test fails

Test passes

Refactor

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Questions?
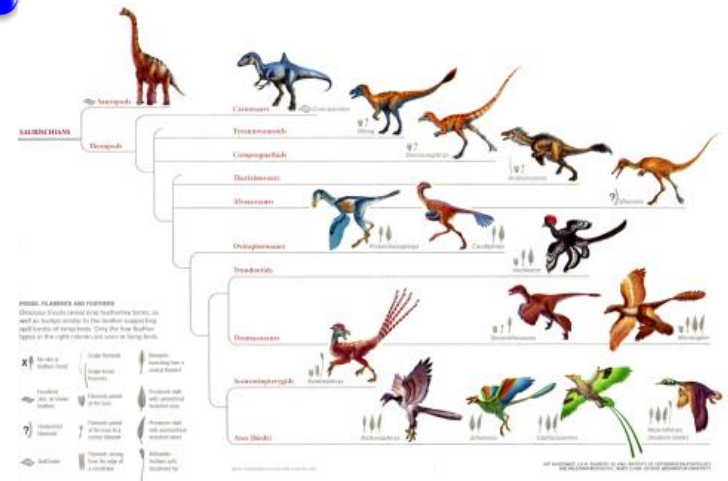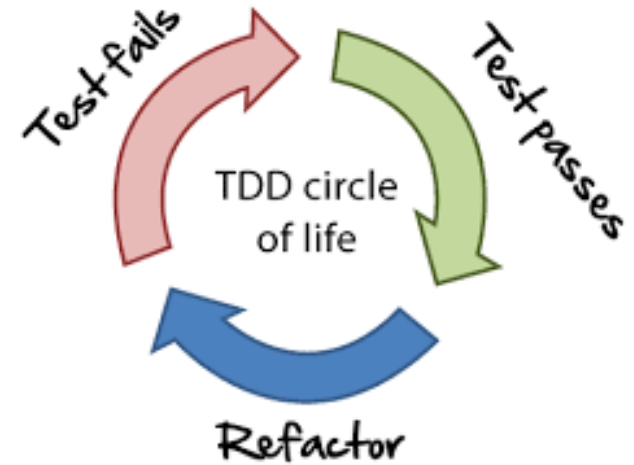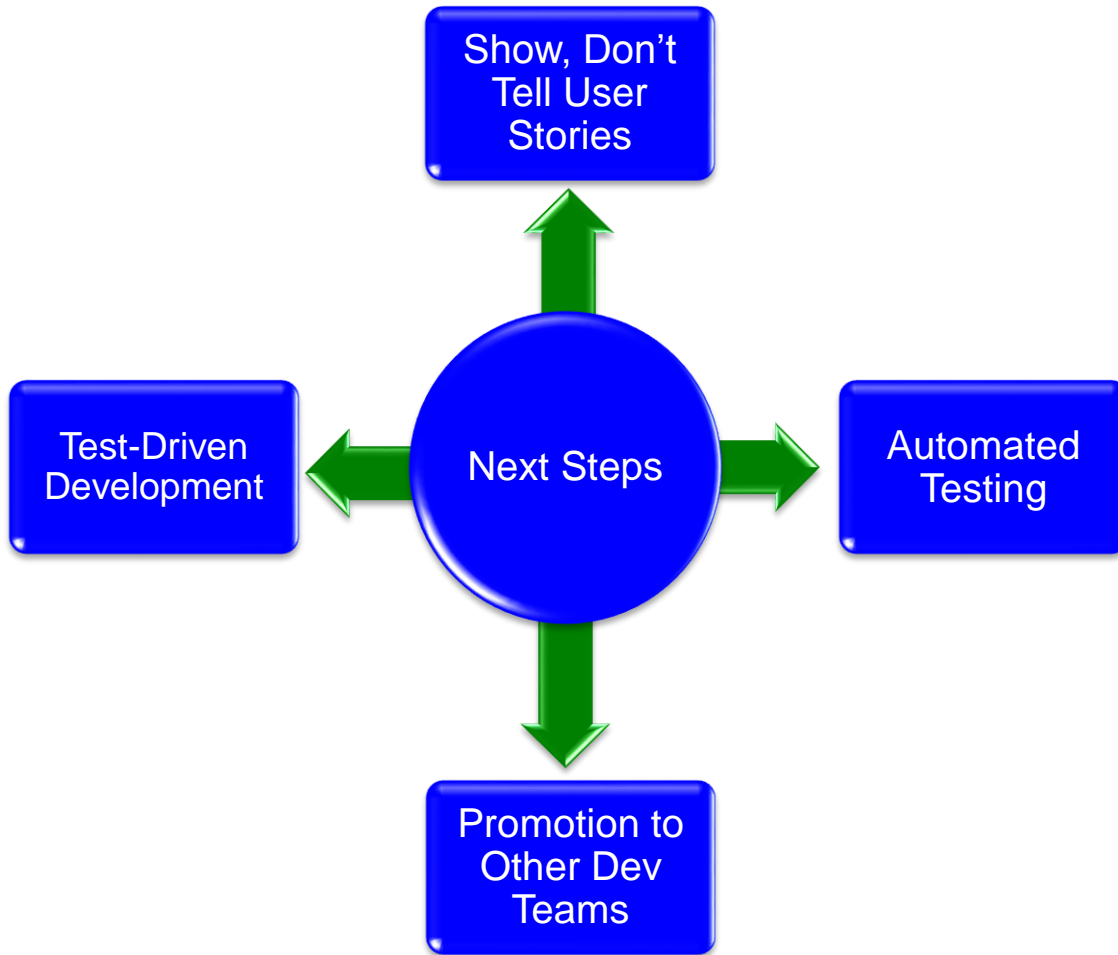
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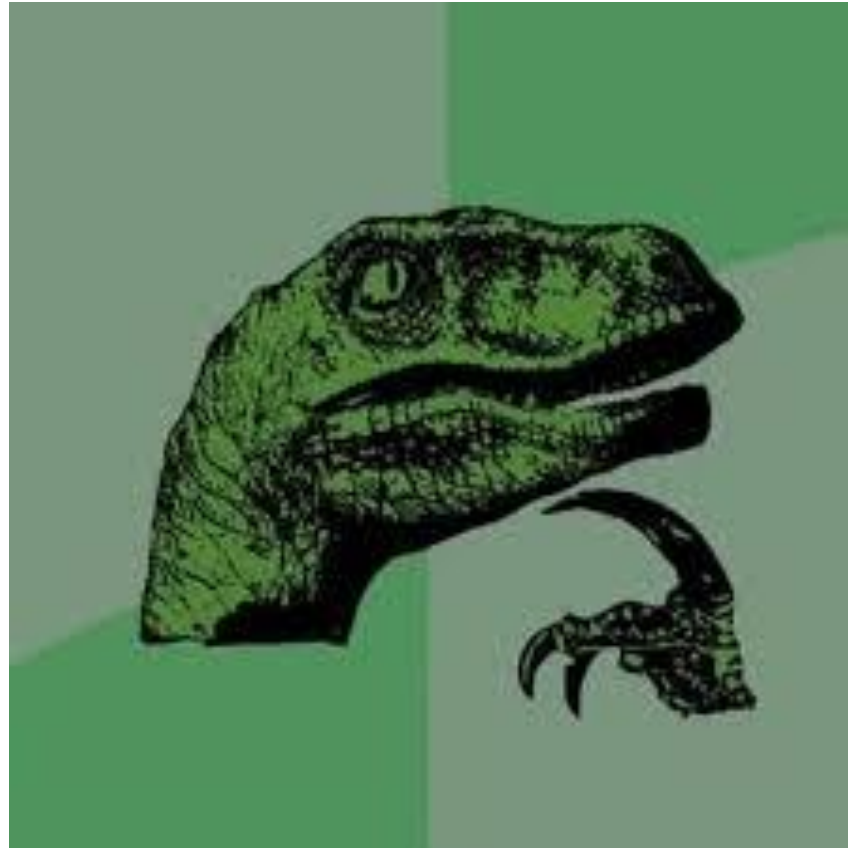
The Velocity Raptors

- ☐ Tonya Munger   Manager
- ☐ Matt House   Project Manager
- ☐ Jordan Salazar   Scrum Master
- ☐ Chris Marshall   Dev Team
- ☐ Bill Scarry   Dev Team
- ☐ Cristina Boyer   Dev Team
- ☐ Enrico Baysic   Dev Team
- ☐ Max Baldwin   Dev Team
- ☐ Tyler Gennarelli   Dev Team
- ☐ Joshua Huels   Dev Team

Acknowledgements

- *Jurassic Park*. Dir. Steven Spielberg. Perf. Sam Neill and Laura Dern. Universal Studios, 1993. Film.
- *Jurassic World*. Dir. Colin Trevorrow. Perf. Chris Pratt and Bryce Dallas Howard. Universal Studios, 2015. Film.

Back-Up Slides