



# Agile Journey Index

“Climbing to Success”

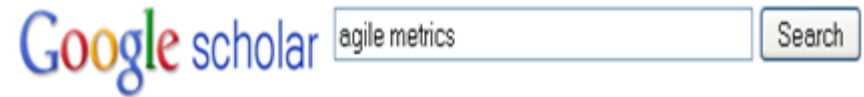


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# History

- 2000 XP Radar (Wake)
- 2001 Shodan (Krebs)
- 2004 XP:EF (Williams, et al)
- 2006
  - SAMI
  - Comparative Agility Survey
  - Agile Evaluation Framework (Krebs, Kroll)
  - IBM Rational Self-check for Software Teams <sup>TM</sup>
- **2011 Agile Journey Index** (Krebs)



## [Turning the knobs: A coaching pattern for XP through agile metrics](#)

W Krebs - *Extreme Programming and Agile Methods—XP/Agile ...*, 2002 - Springer

Abstract. I want to turn the knobs to 10, but my job position doesn't allow me to dictate that my team do so. Even if it did, forcing XP may serve only to cause resentment and backlash. Though I've been learning XP for over a year, it's still new to the rest of our team, and we're used ...

[Cited by 25](#) - [Related articles](#) - [BL Direct](#) - [All 5 versions](#)

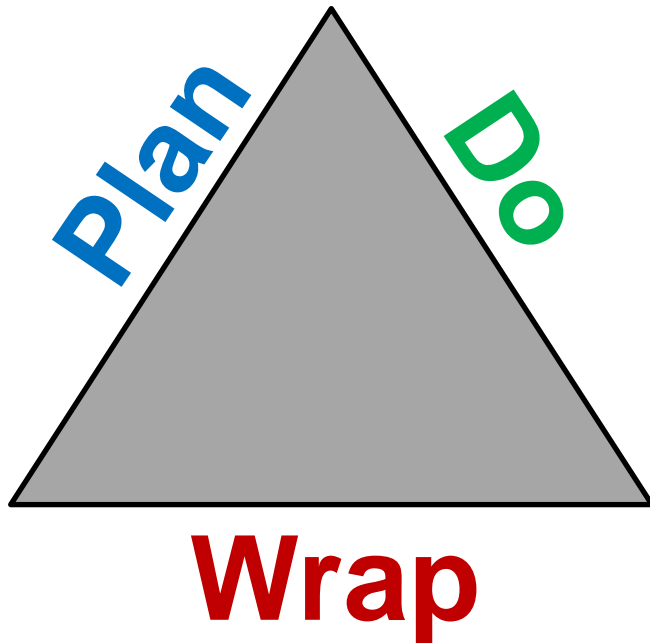
## [Agile metrics at the israeli air force](#)

Y Dubinsky, D Talby, O Hazzan... - 2005 - computer.org

Page 1. **Agile Metrics** at the Israeli Air Force ... Among several themes this research is concerned with, we focus on **agile metrics** and provide a **metrics** mechanism that was established and refined along the release development. 1. Introduction ...

[Cited by 17](#) - [Related articles](#) - [All 10 versions](#)

# Three Categories



- The “Agile Journey Index”
  - 3 Categories
  - 19 practices
  - 10 steps
  - Helps teams transition
  - Helps the organization see how far we have come
  - Compliments existing SDLC
- Simple
- Based on a rich History

# Scale of 1-10. Do in order.

			<b>Advanced</b>	<b>9 - All</b>	<b>10 - Peer</b>
			<b>7 - High</b>		
		<b>5 - Mid</b>			
<b>Beginner</b>	<b>3 - Low</b>				
<b>1 - None</b>					

Do the basic practices before advanced. No credit for 6 if you have not done 3.

# Big Picture (eye chart)

Plan	Score		1	3	5	7	9	10
Vision, Roadmap, Personae, Storyboard Requirements / User Stories Product Backlog Estimation Release Plan Sprint Plans Iteration Modes	7	None	Have 1 of 4	Have 2 of 4	Have 3 of 4	Use them	Peer+Coach	
	7	None	Have	3 C's, RGB	INVEST	Sized well	Peer+Coach	
	7	None	Have	Prioritized	Enough	Updated	Peer+Coach	
	9	None	Some	PP. <10min	Estimated	Priority	Peer+Coach	
					Use '?' to defer if necessary	Analysis info	Peer+Coach	
					Supplemental Specifications			
	7	None	Sketch	(security, 508)	Stetch Goals		Peer+Coach	
	7	None	Have	Optimal 56	Vac Tasked	< 15% added	Peer+Coach	
	8	None	1 Inception	5 Production	2 Elaboration	3 Transition	Peer+Coach	
Do			1	3	5	7	9	10
Standup Task Board Burndown Code Review Unit Test Automated Test QA Build Done Done Done	7	None	"ABCs" weekly	Stand Up	Finish in under 15 minutes	"ABC's" are common	Peer+Coach	
	7	None	Have	Organized	Remote	Limit WIP	Peer+Coach	
	6	None	Have	Update	In 1 sigma	Decide	Peer+Coach	
	1	None	Some	Common	Efficient	Styles	Peer+Coach	
	3	None	Do	Auto	In Build	Tandem	Peer+Coach	
	1	None	Have	Use	Sufficient	Meas Cov	Peer+Coach	
	3	After Sprint	In Sprint	Early and Often	Info flow	Automation	Peer+Coach	
						On demand & Visible	Peer+Coach	
	1	None	Automation	"Daily"	AutoTests	Always	Peer+Coach	
	2	None	Defined	Common	No leftovers		Peer+Coach	
Wrap			1	3	5	7	9	10
Demo Retro Kaizen	9	None	Have	Gather	Use	Improve Product	Peer+Coach	
	4	None	Have	Do Actions	Measure	Share	Peer+Coach, CA & AEF	
	8	None	Learn	Think	Try	Share	Peer+Coach	

# Share

- To move from 9 to 10 you have to review your work with both an Agile Coach and a peer project manager.
- This is part like a thesis defense, but is useful in promoting sharing between teams.

# My Current Results

18 Teams	Min	Average	Max
Plan	4.6	5.9	<u>8.1</u>
Do	<u>3.2</u>	5.4	7.4
Wrap	6.0	6.7	7.3

Average	4.7	<u>5.8</u>	7.6
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LET'S TRY IT



# Abbreviations

## AgileBill's "ABC"s of Scrum Meetings

A	Assist Others
B	Call out Blockers
C	Cheer team members
D	Look at Delta compared to burn-down
E	Take it off-line
F	Focus and Finish

## "INVEST" (Bill Wake)

Independent, Negotiable, Valuable,  
Estimatable, Small, Testable

**PP** Planning Poker

## 3 "C"s

C Card  
C Conversation  
C Confirmation

## RGB

R ole  
G oal  
B enefit

<b>Planning</b>	<b>Score</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>Vision, Roadmap, Personae, Story-map</b>		None	<b>Have 1 of 4</b>	Have 2 of 4	<b>Have 3 of 4</b>	Use 'em
<b>User Stories</b>		None	<b>Have</b>	3 C's, RGB	<b>INVEST</b>	Sized well
<b>Product Backlog</b>		None	<b>Have</b>	Prioritized	<b>Enough Estimated</b>	Updated Priority
<b>Estimation</b>		None	<b>Some</b>	PP. <10m each	<b>Use '?' to defer if necessary</b>	Analysis info
<b>Release Plan</b>		None	<b>Sketch</b>	Sup Spec	<b>Stretch Goals</b>	
<b>Sprint Plans</b>		None	<b>Have</b>	Optimal 56 h	<b>Vac Tasked</b>	< 15% added
<b>Iteration Flavors</b>		None	<b>Inception 1</b>	Production 5	<b>Elaboration 2</b>	Transition 4

<b>Do</b>	<b>Score</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>Standup</b>		None	<b>"ABCs" weekly</b>	Stand Up	<b>Finish in under 15 minutes</b>	"ABC's" are common
<b>Task Board</b>		None	<b>Have</b>	Organized	<b>Remote</b>	Limit WIP
<b>Burn-down</b>		None	<b>Have</b>	Update	<b>In 1 sigma</b>	Decide
<b>Code Review</b>		None	<b>Some</b>	Common	<b>Efficient</b>	Styles
<b>Dev Unit Test</b>		None	<b>Do</b>	Auto	<b>In Build</b>	Tandem
<b>Automated QA Test</b>		None	<b>Have</b>	Use	<b>Sufficient</b>	Meas Cov
<b>QA</b>		None	<b>Chunks</b>	TETO	<b>Exploratory</b>	"ility" testing
<b>Build</b>		None	<b>Automation</b>	"Daily"	<b>AutoTests</b>	On demand & Visible
<b>done, Done, DONE!</b>		None	<b>Defined</b>	Common	<b>No leftovers</b>	Always

<b>Wrap</b>	<b>Score</b>	1	3	5	7	9
<b>Demo</b>		None	<b>Have</b>	Gather	<b>Use</b>	Improve Product
<b>Retro</b>		None	<b>Have</b>	Do Actions	<b>Measure</b>	Share
<b>Kaizen</b>		None	<b>Learn</b>	Think	<b>Try</b>	Share

What would you change ?