

Release More Frequently

Assembla Approach and followup resources

Continuousagile.com/unblock

www.assembla.com

From Andy Singleton, <http://andysingleton.com>

What is Continuous Agile?

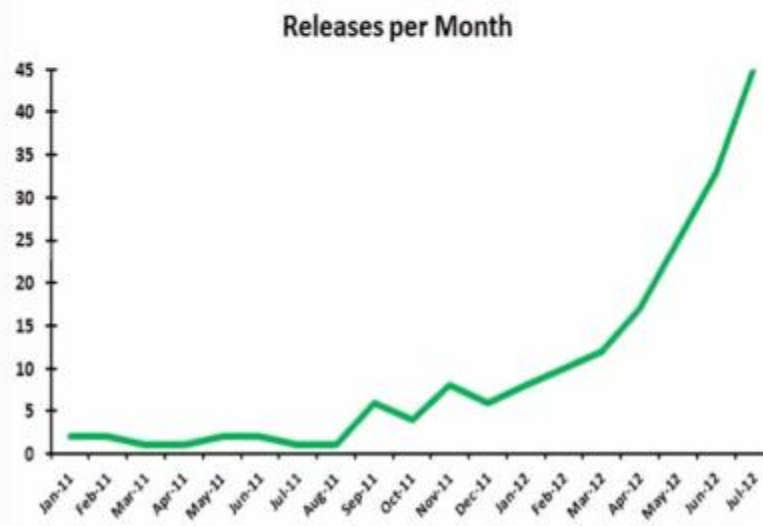
- Continuous Integration test strategies
- Continuous Delivery code management
- Kanban task management
- Continuous “Story Owner” product management

Lean, not Scrum

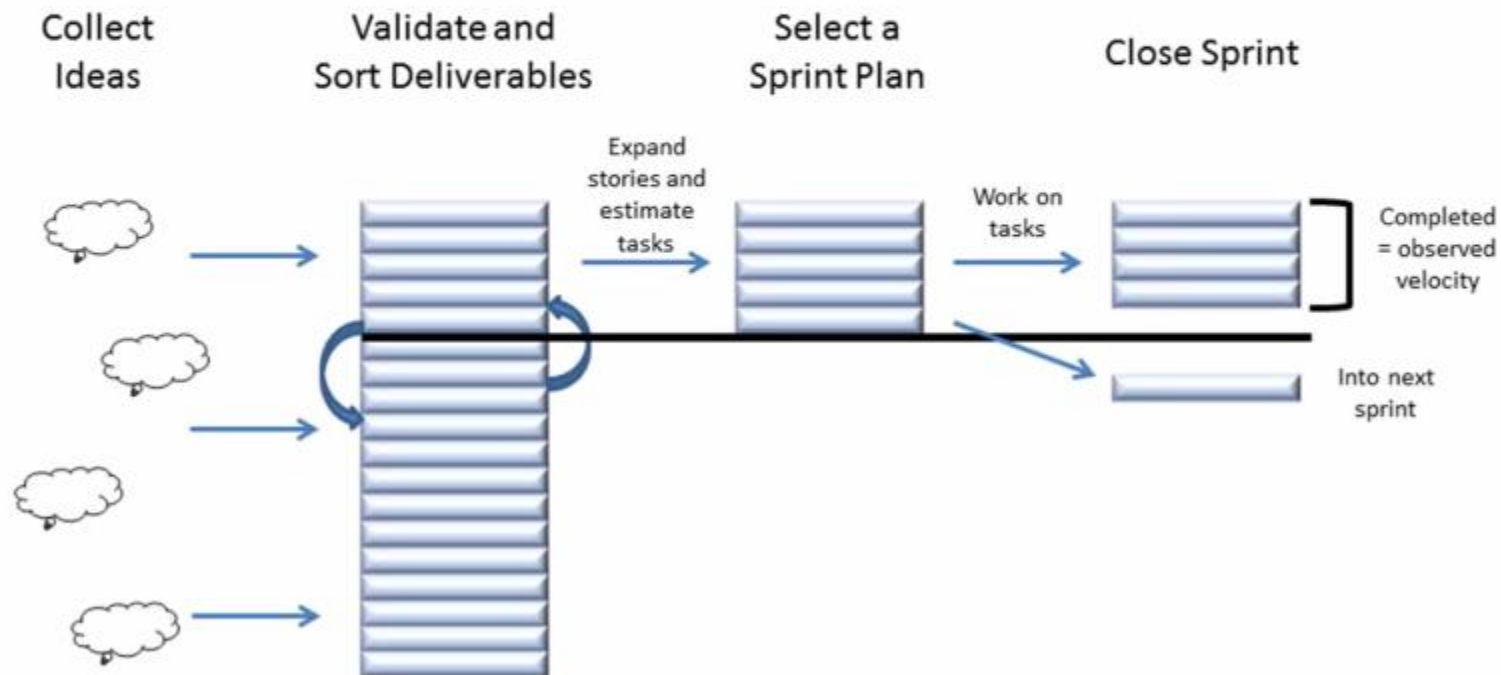
- Works for distributed teams, different sizes, faster releases
- Not team building and coaching. That is indirect. Focus directly on output. Teams will become high performing when they feel success.
- Scrum compatible. Scrum teams are good contributors.

Our Master Plan

1. Release more frequently
2. Improve



Scrum Sprint



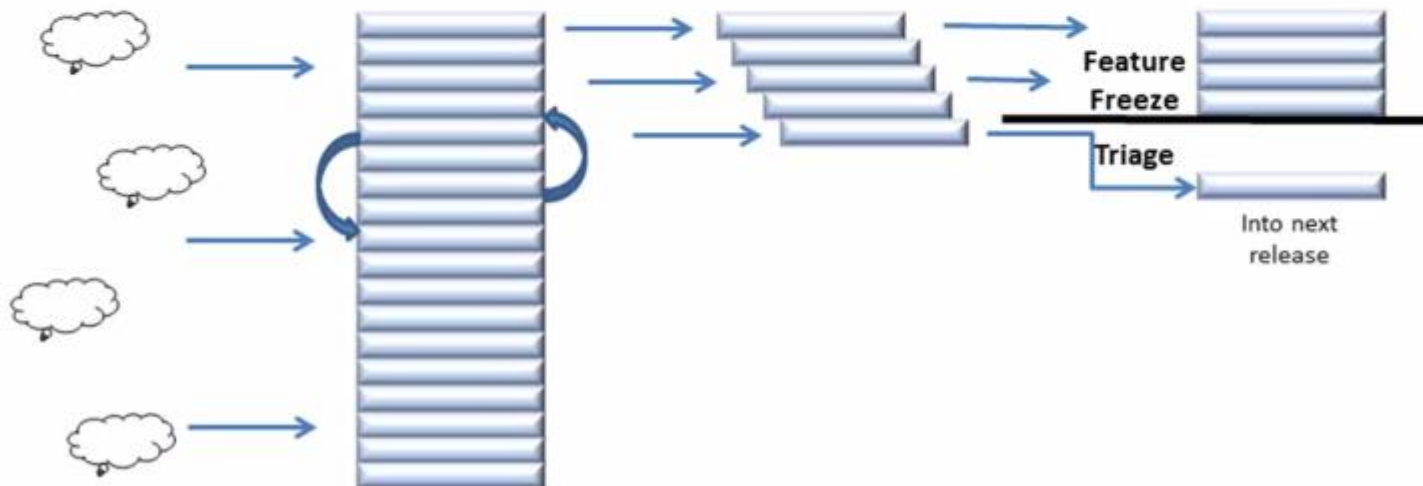
Scrumban Iteration

Collect
Ideas

Validate and
Sort Deliverables

Pull Deliverables
When Ready

Stabilize
Release



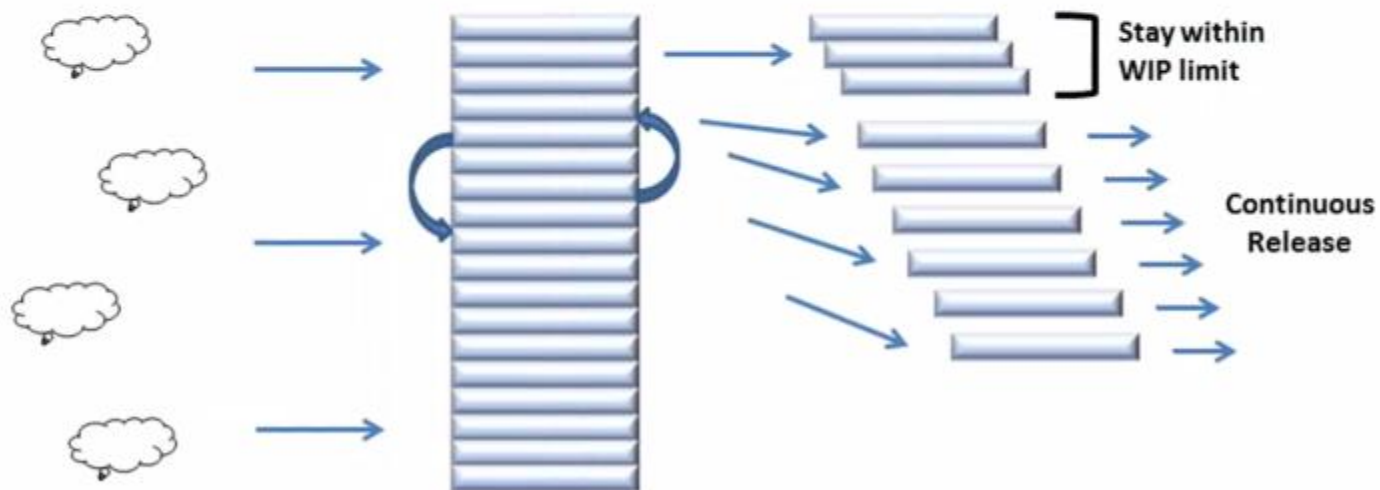
Kanban / Continuous

Collect
Ideas

Validate and
Sort Deliverables

Pull Deliverables
When Ready

Release Features
Continuously



Release & Measure

- You can force yourself or your team to adapt to frequent releases MERELY BY RELEASING
- Who do we release to?
 - Our dev team
 - Our company
 - Our “beta” volunteers
 - Our free or annoying users, or a random sample
- Measure everything possible about usage

Unblock! Roles

- Product Managers / Product Owners
 - Developers (Programmers)
 - QA
 - Senior managers
-
- Ops and the controversy around DevOps

Role: Product Manager/Owner

- Batch to Continuous
- Requirements to User Experience
- Strategy and Market Research to Usage Measurement



Role: Developer

- Developers have more power and responsibility.
- Developers have more responsibility for testing.
- Developers (not QA or PM) decide when to release.
This is a strong finding.
 - Incentives are correct. Developer might have to come back from Friday night beers to fix a problem. This provides a motivation to make good decisions and automate testing.
 - Features can be released but hidden. Product Managers and Marketers will unveil when they are ready. Unblock!

Role: QA

- QA is a consultant.
- QA gets more respect. Developers have to ASK for service.
- Developers do more of the testing work. They should organize reviews and automated tests so that bugs don't go through into the manual test process.
- QA has more time to investigate usability
- QA monitors productivity and quality metrics

Role: Senior Manager

- Experiment – start small, learn before launch
- Fund the team, not specific features
- Measure
- **Prioritize and limit WIP**
- Indulge in a few high priority requests
- Accelerate other parts of the organization

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