



# SSE Software Development Project



### The Project is nearing a major milestone

- After Intermediate Presentations: Final Project Presentation
  - □ **Initial release** of software, end of lecture
  - □ Feb 2<sup>nd</sup> 2023
- Teams have gathered experience
  - □ with the technologies
  - □ working together
- ▶ It might be time to shift gears and focus on shorter iterations, responding to issues even faster and on-demand planning!



# Kanban Principles

Software Engineering - Kanban



### **Principles**

- Visualize the Workflow
- Limit work in progress (WIP)
- Measure and manage cycle time
- Make process policies explicit
- Implement feedback loops
- Improve collaboratively, evolve experimentally (using models and the scientific method)



Kanban requires knowledge and personal responsibility

## Kanban in Practice



### **Consider Agile Approaches as Toolboxes**

- Keep what worked well from Scrum, adapt new things to try from Kanban
- Focus shift
  - □ **Scrum: Iteration-based**, nothing disturbs devs during Sprint
  - □ Kanban: Flow-based, nothing disturbs devs during ticket work



#### **Prioritization**

- Which things should be worked on first to enable product delivery?
- Which features have to be cut?
- What's most important for the customer? the devs? for management?

### Kanban in Practice



### **Adapt Workflows**

- POs continue working with customer and managing requirements
  - □ Others should be enabled to contribute bugs & user stories
- PMs continue working with management
- SMs may keep facilitation role → Kanban Master?
- Increased importance of product backlog as central coordination point
  - □ Work item boards for teams, establish process for moving tickets into them
  - □ Establish WIP Limits for board columns
  - □ **Definition of Done & Definition of Ready** are crucial
- Cadences for feedback and planning/sync sessions
- **Establish your process and inform your tutor!**

More on WIP Limits in SWA slides and in next week's lecture