

Scrum essentials

TCO & DONE

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Agenda

- **Quality & TCO**
- Definition of DONE

ROI of software products

- Traditional software accounting only takes the cost of development into account.
- Three components
 - Value produced
 - Costs expended
 - Time spend
- Take into account the complete lifecycle of your product.



ROI Variables

Value produced

- Valuable functionality that customers really use;
- No low value functionality that must be maintained and sustained.

Time

- Unreliable and unpredictability of schedules;
- Low productivity because of high risk and effort.
- People and resources available to work on it.

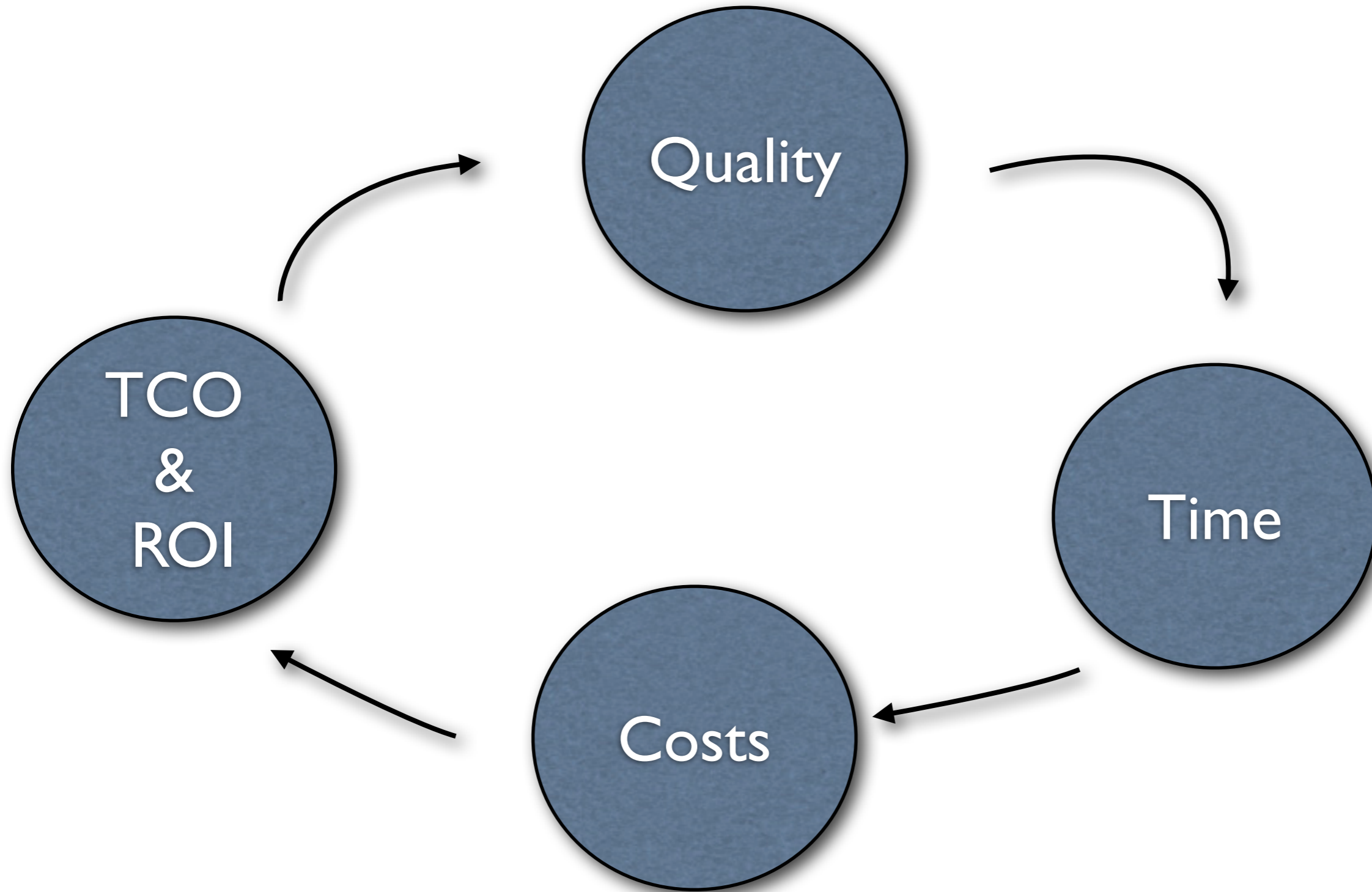
Costs expended

- Expensive maintenance of code thanks to Low Quality;
- Expensive extension of functionality thanks Low Quality;
- Time between making and finding defects;

Optimize ROI, Reduce TCO

1. Create high quality software.
2. Make the most valuable functionality
3. Minimize work on the least valuable functionality
4. Optimize productivity in development.

Quality is essential



What is quality?



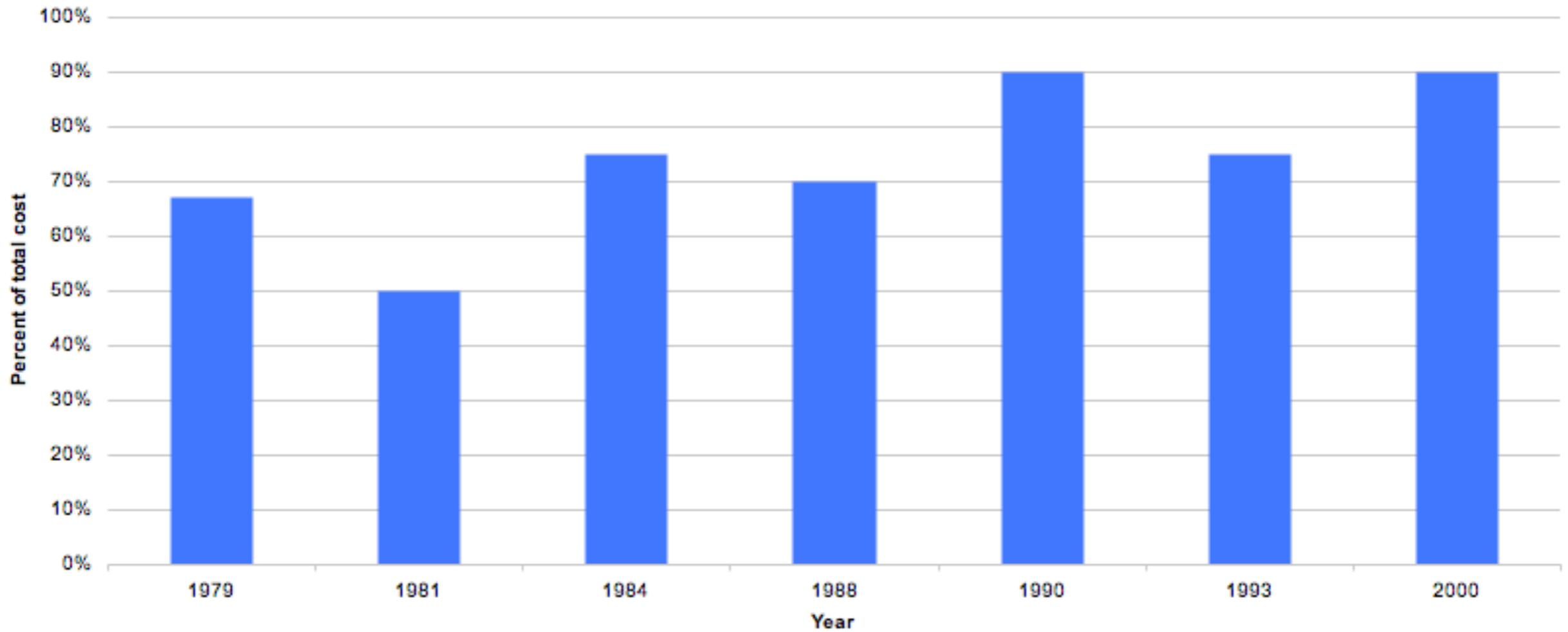
Here we talk about quality that
keeps the change curve flat.

*"The fundamental assumption underlying XP is that it is possible to
flatten the change curve enough to make evolutionary design
work"*

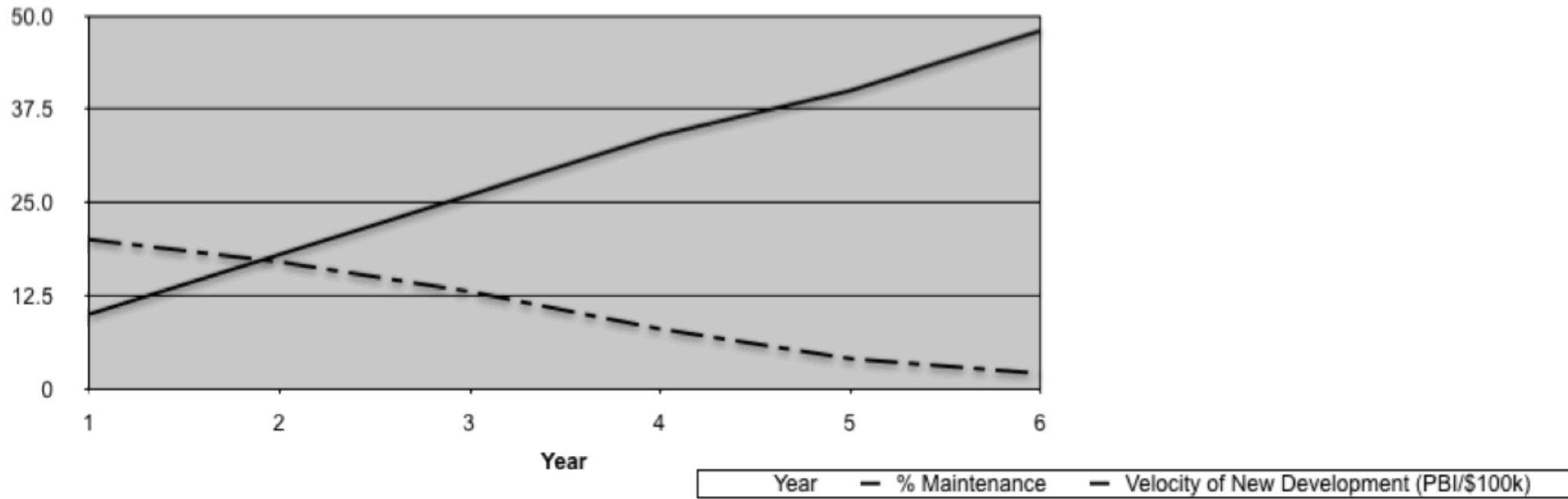
M Fowler.

University of Jyväskylä, Finland

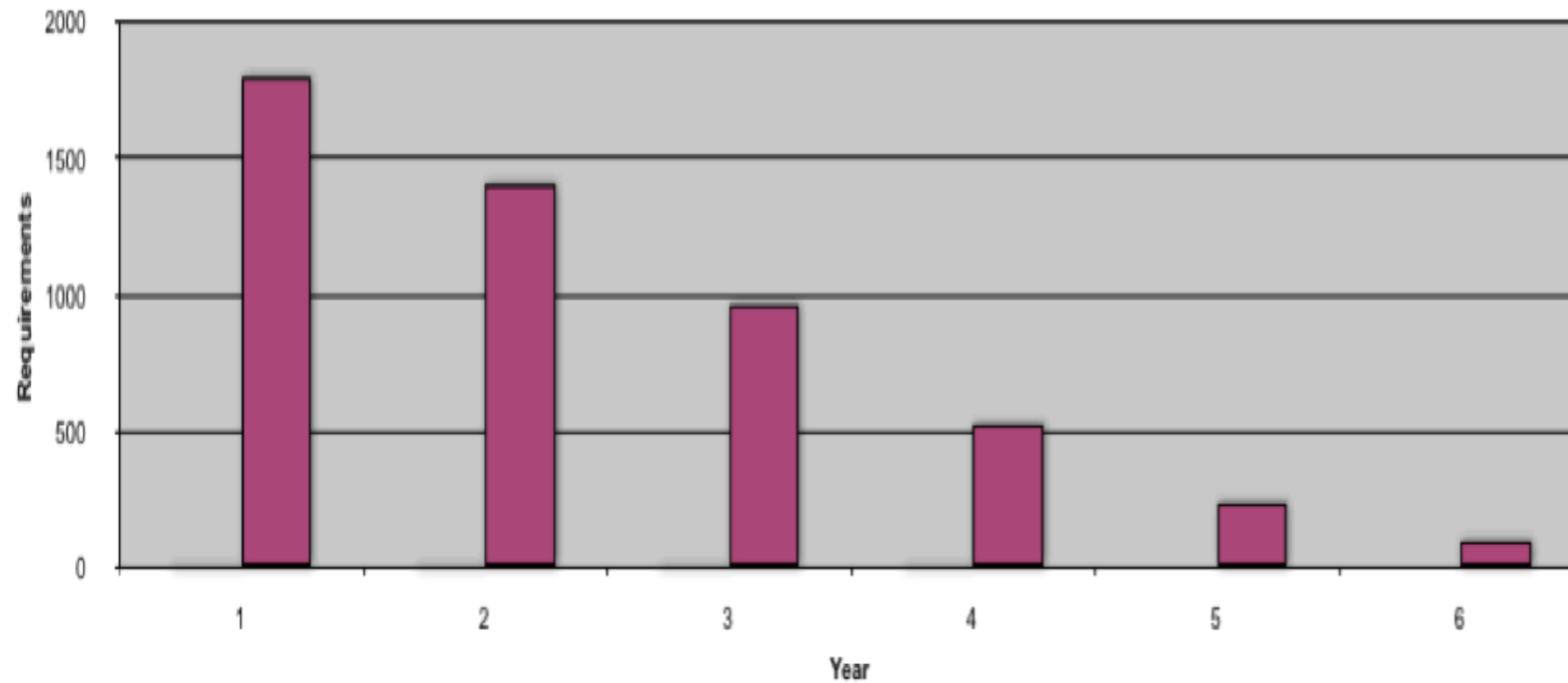
(<http://www.cs.jyu.fi/~koskinen/smcosts.htm>)



Correlation between declining quality and velocity

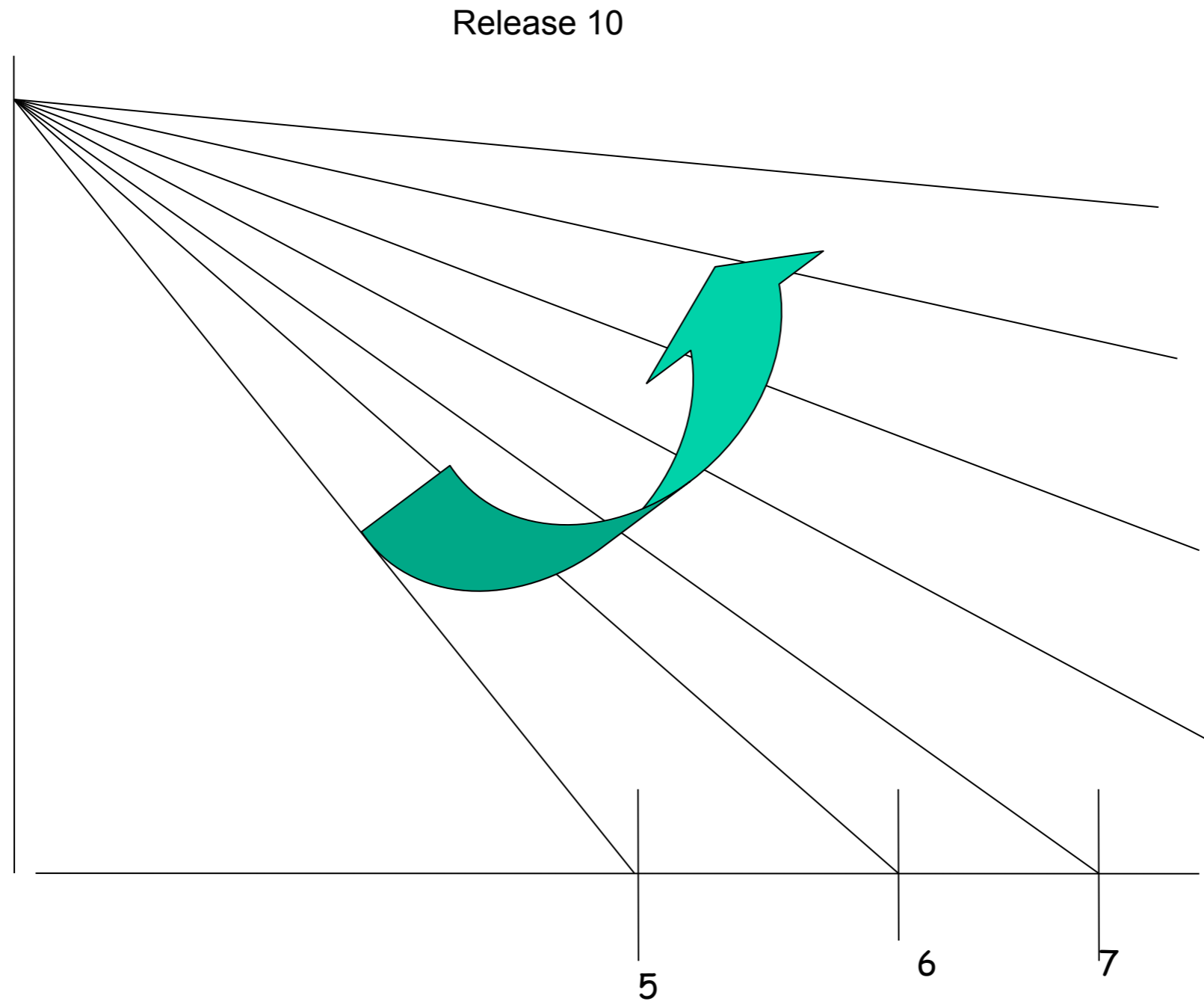


New Requirements Capability



source: Scrum.org

Was it bought from a malicious competitor?



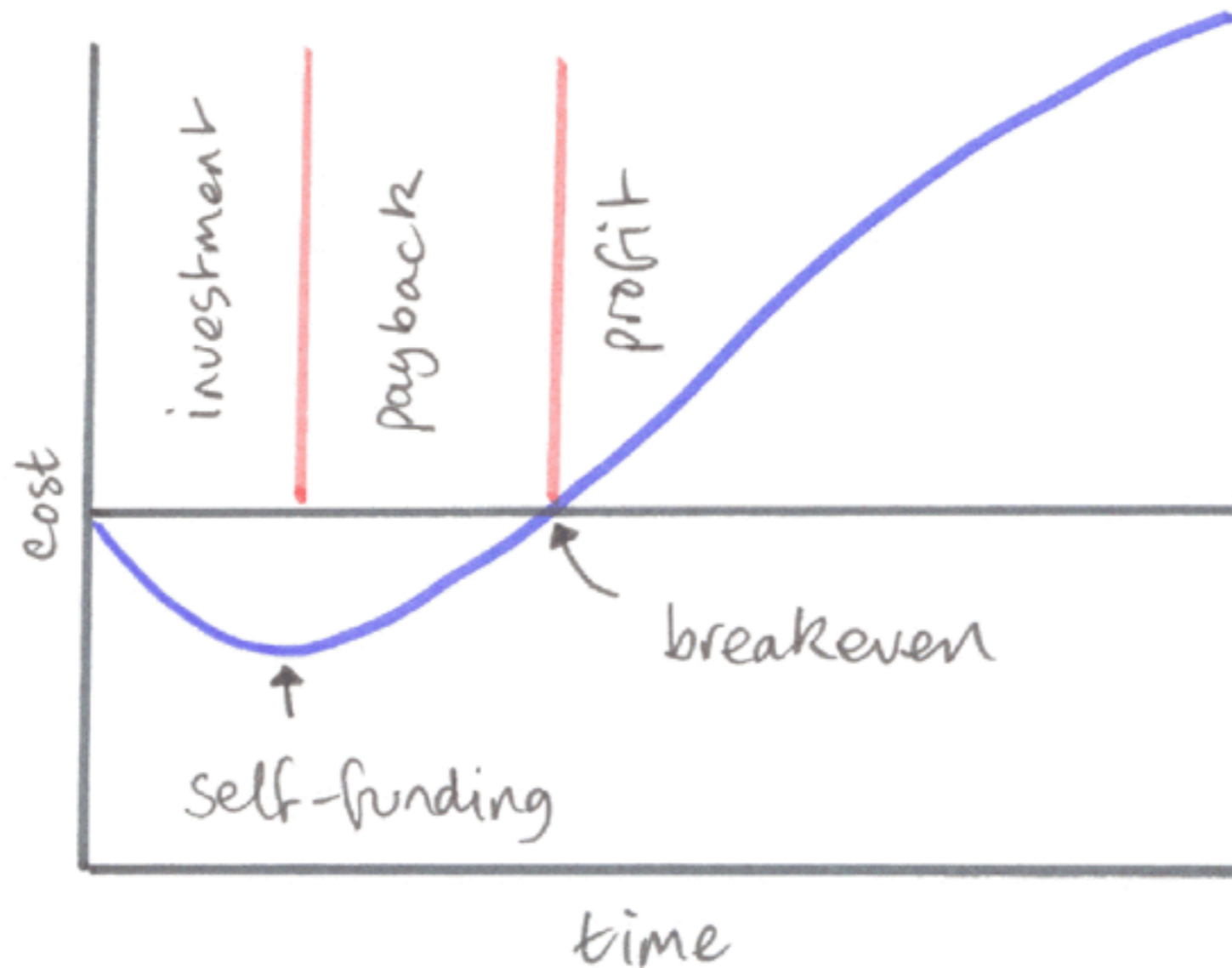
source: Scrum.org

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Minimal Marketable Feature



Lower TCO

- Build only what is needed
- Write Clean Code always
- Automate automate automate
- Refactor continuously
- No Defects mentality
- Co-locate your team
- Minimize WIP

Agenda

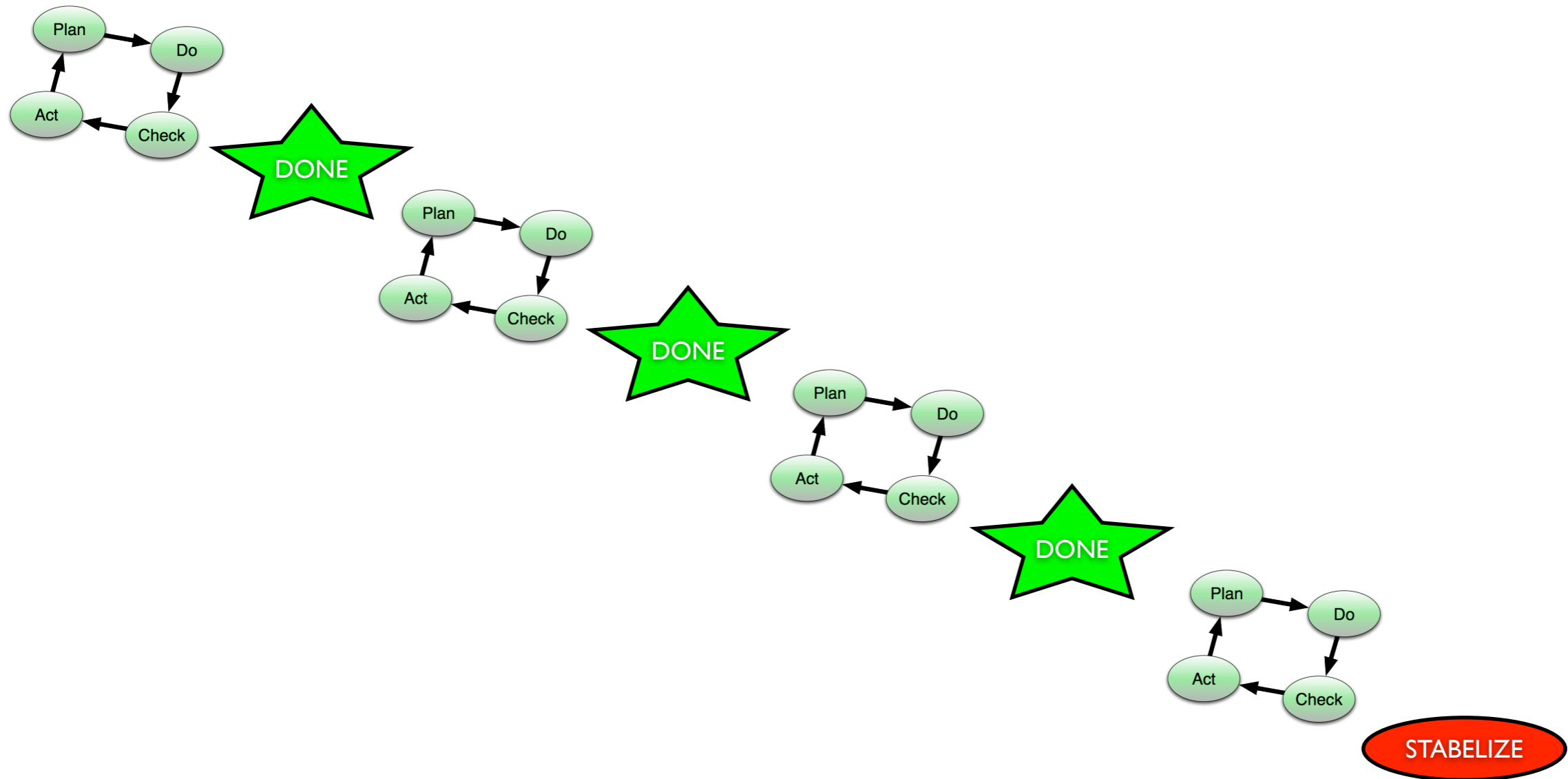
- TCO
- **DONE**

An iteration must be DONE

- Done, done done done
 - No work remaining!
- Potentially shippable
 - Customer can use it!

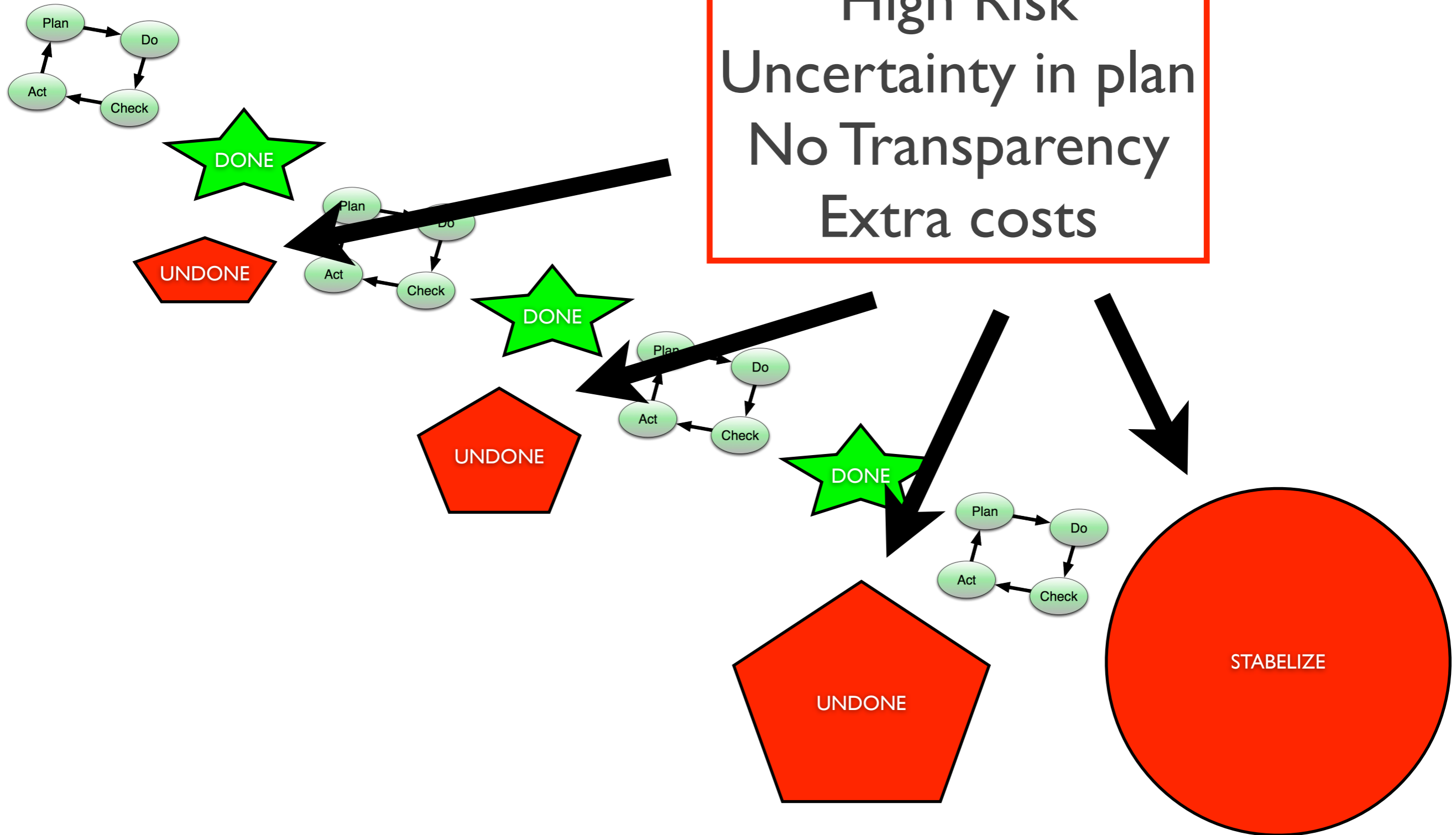
What is the effect of being DONE?

With DoD



With bad DoD

High Risk
Uncertainty in plan
No Transparency
Extra costs



Impact of NO DoD

1. Costs of doing undone work rise non linearly.
2. Customer cannot change direction easy.
3. You have no accurate burndown.
4. Team velocity oscillates.
5. Customer does not now real progress.
6. Customer does not know what he gets at the end of an iteration.
7. Team has difficulty selecting work for a sprint.
8. You are in for a surprise!

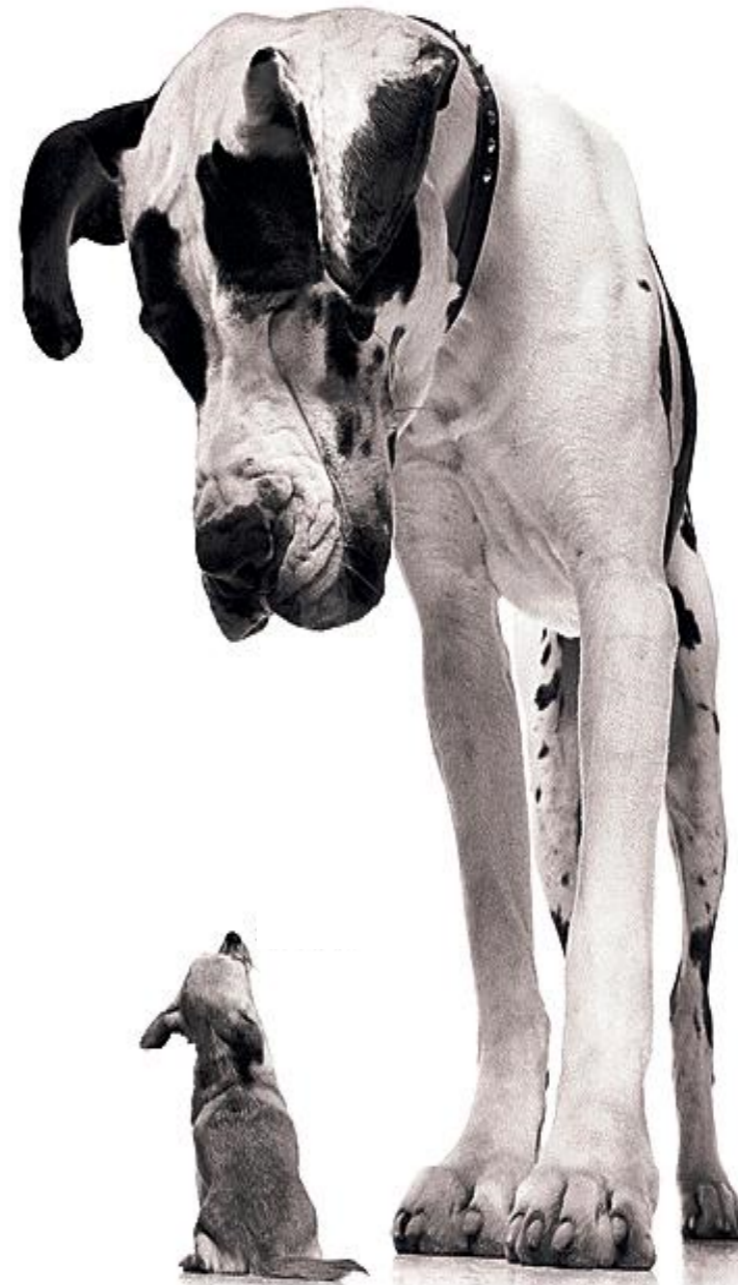
What about coding?

“If I do all this stuff, I will not have time for coding!”

This is our DoD!

“I also need this
and that and
also that.
Please code it
up asap!”

“Our DoD
is NOT negotiable”



What can we do?

- Start with a simple DoD
 - Coded, Unit tested and documented
 - Increase DoD gradually.
- Improve engineering practices to extend DoD.

?



Thanks for your attention!

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