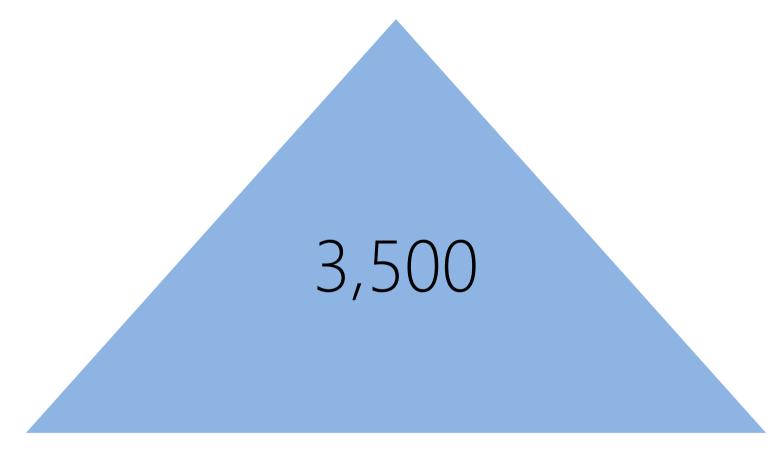
# Agile Transformation

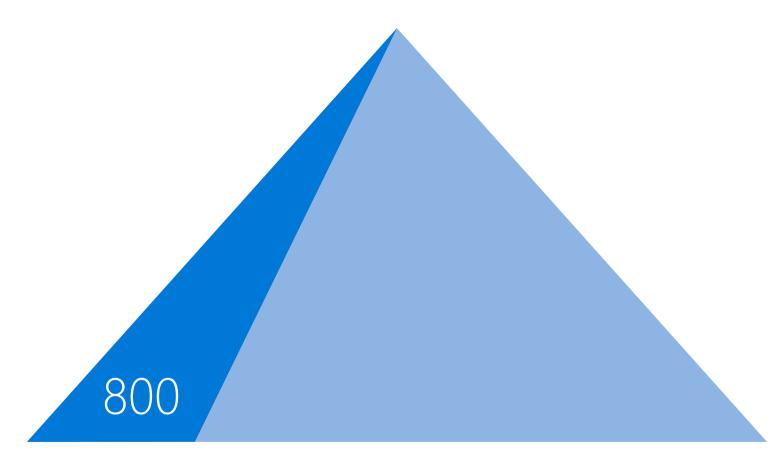
Original slides: Aaron Bjork from Microsoft Presented by Clementino de Mendonça at the Agile Austin SIG: Agile at Scale





The Developer Division at Microsoft





The VSTS team... spread out across 40 feature teams



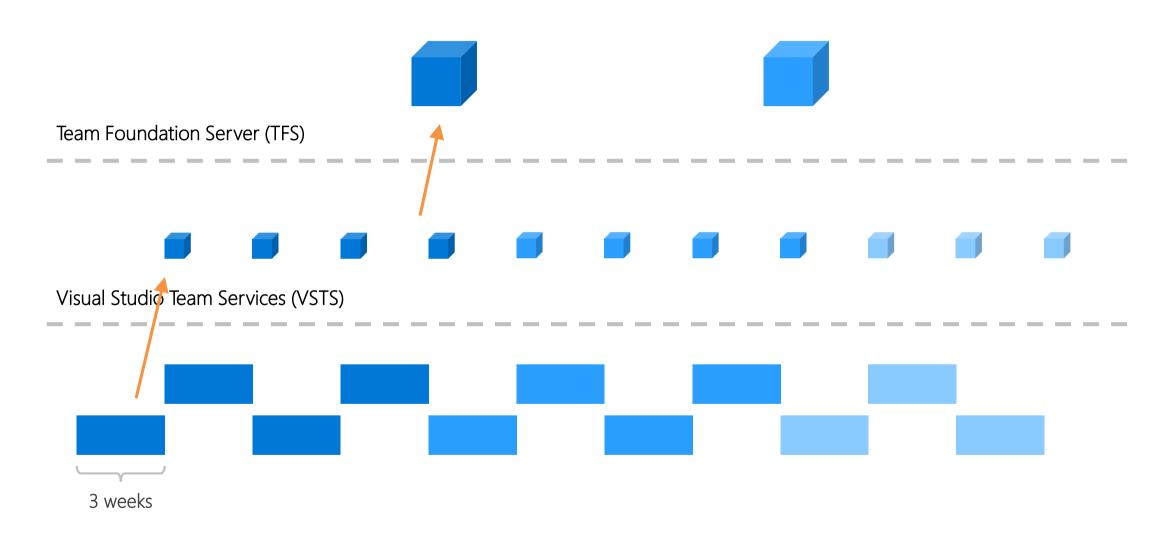


Source control Agile planning **Build automation** Continuous deployment Continuous integration Test case management Release management Package management Analytics and insights Dashboards



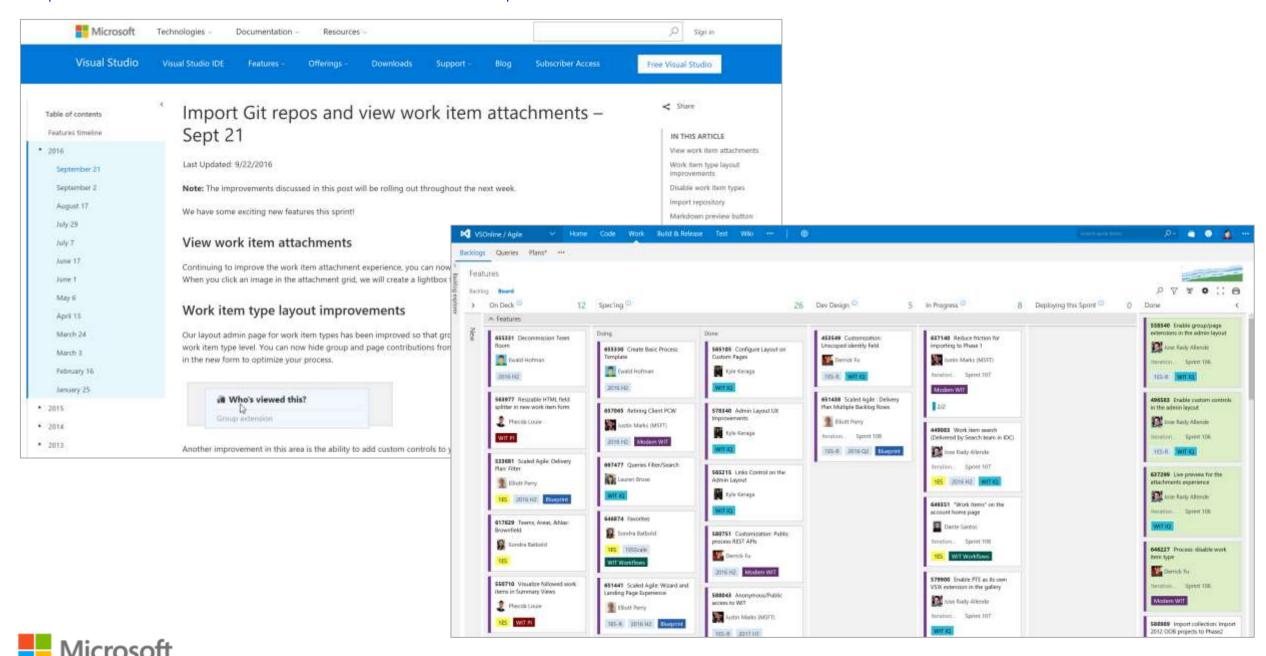


### How do we work?





#### https://www.visualstudio.com/team-services/updates/



### What did it look like before?

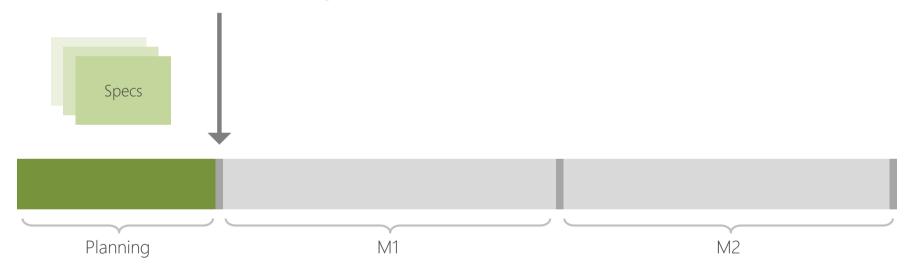
2 years



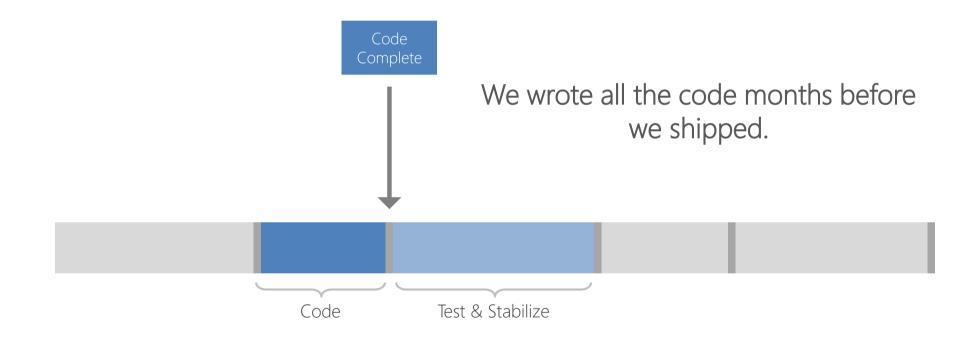




We knew exactly what to build... and we knew it was right!

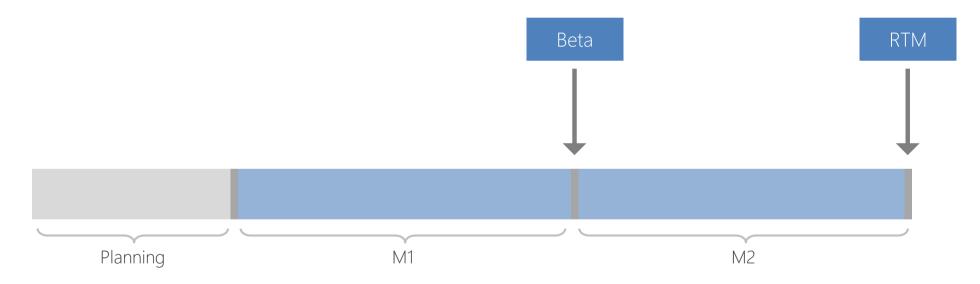








We had a perfect schedule and knew exactly when it would be ready!





Customer feedback – we should change the way a feature works. We didn't get it *quite* right...



... but we're booked solid already.



"Great feedback. Thanks! We'll take a look in planning for the next release. We should get it to you.... in a few years."



Q: How did it work?

A: Very well in the era in which it was born. But...

"Firms today experience a much higher velocity of business change. Market opportunities appear or dissolve in months or weeks instead of years."

Diego Lo Giudice and Dave West, Forrester February 2011 Transforming Application Delivery

# What changed?

4-6 month milestones Horizontal teams Personal offices Long planning cycles PM, Dev, Test Yearly customer engagement Feature branches 20+ person teams Secret roadmap Bug debt 100 page spec documents Private repositories Deep organizational hierarchy Success is a measure of install numbers Features shipped once a year

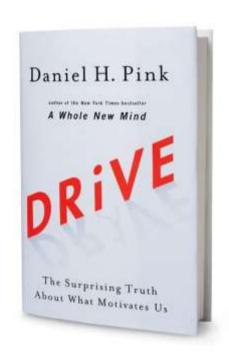
#### After

3-week sprints Vertical teams Team rooms Continual Planning & Learning PM & Engineering Continual customer engagement Everyone in master 8-12 person teams Publicly shared roadmap Zero debt Specs in PPT Open source Flattened organization hierarchy User satisfaction determines success

Features shipped every sprint

# "Culture eats strategy for breakfast."

Peter Drucker





Let's try to give our teams three things.... Autonomy, Mastery, and Purpose.



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#### Encarta

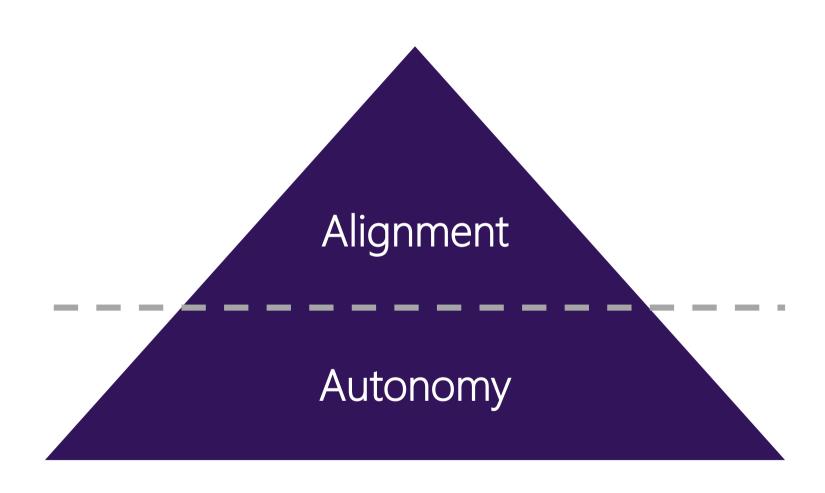
From Wikipedia, the free encyclopedia

Microsoft Encarta was a digital multimedia encyclopedia that was published by Microsoft Corporation from 1993 to 2009. In 2008, the complete English version, *Encarta Premium*, consisted of more than 62,000 articles, <sup>[1]</sup> numerous photos and illustrations, music clips, videos, interactive contents, timelines, maps, atlases and homework tools. It was available on the World Wide Web by annual subscription or by purchase on DVD or multiple CDs. Many articles could also be viewed free online with advertisements.<sup>[2]</sup>

Microsoft published similar encyclopedias under the *Encarta* trademark in various languages, including German, French, Spanish, Dutch, Italian, Portuguese and Japanese. Localized versions contained contents licensed from national sources and more or less content than the full English version. For example, the Dutch version had content from the Dutch *Winkler Prins* encyclopedia.

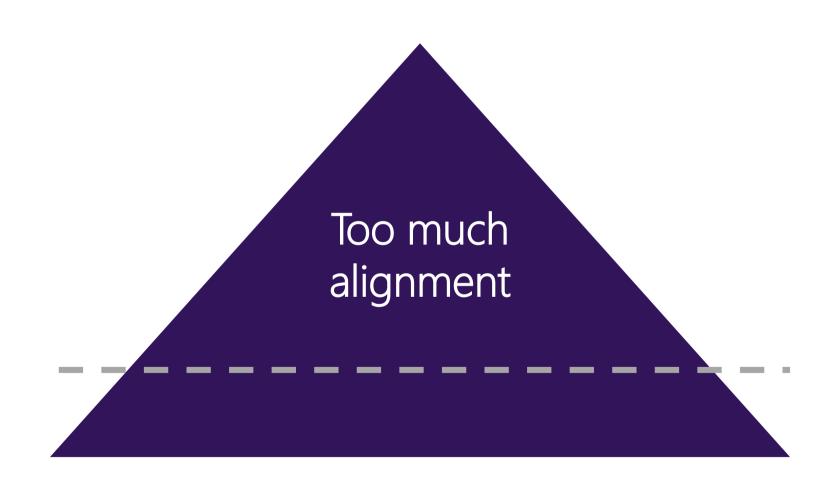
ne ant to

# Aligned Autonomy



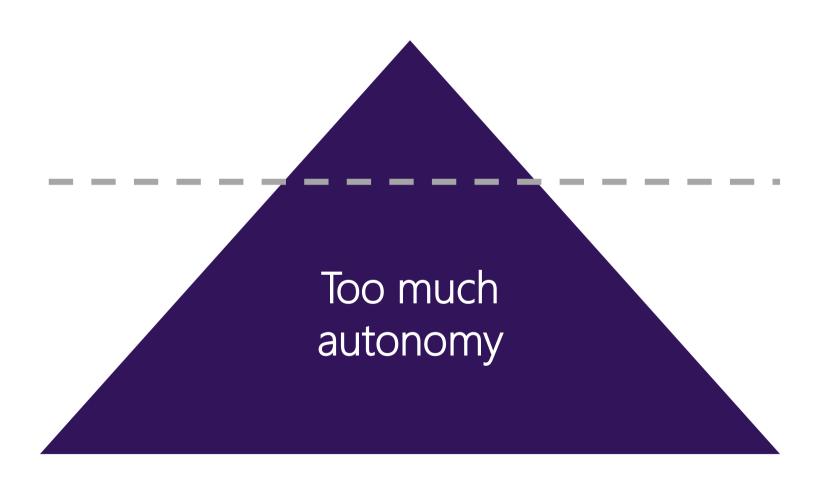


# Aligned Autonomy





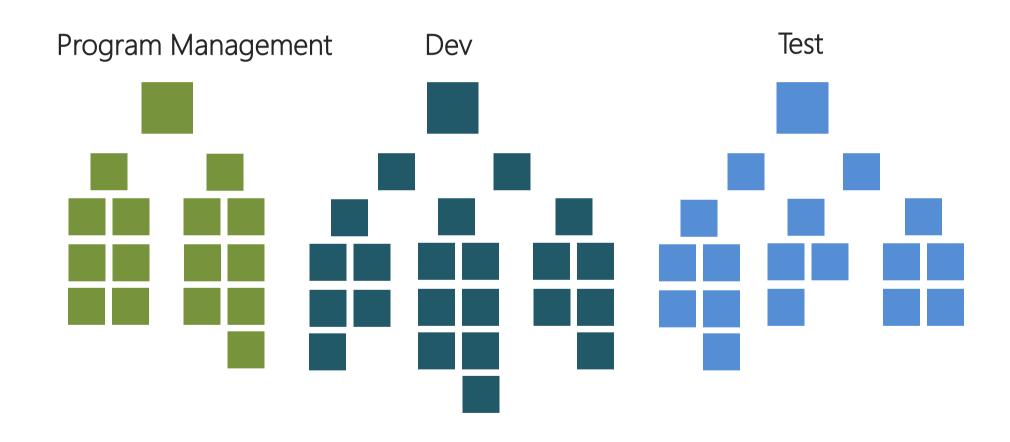
# Aligned Autonomy





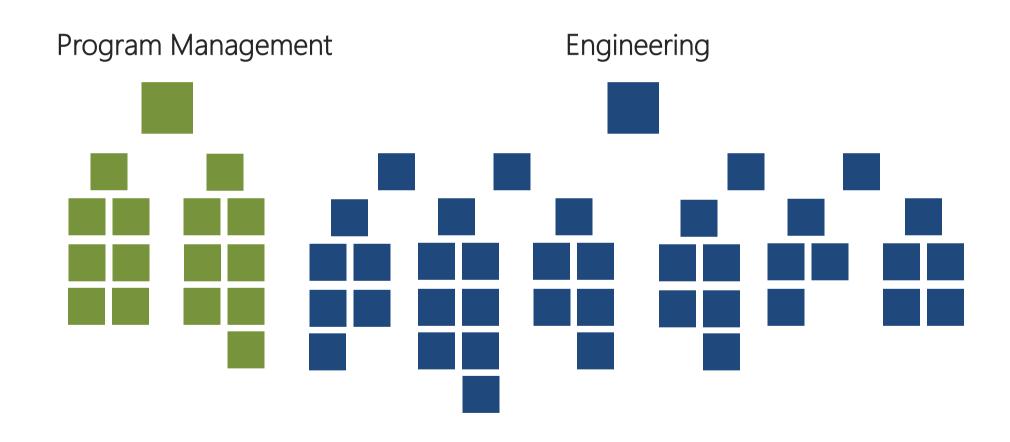
Let's look at some of the notable changes...

### Roles



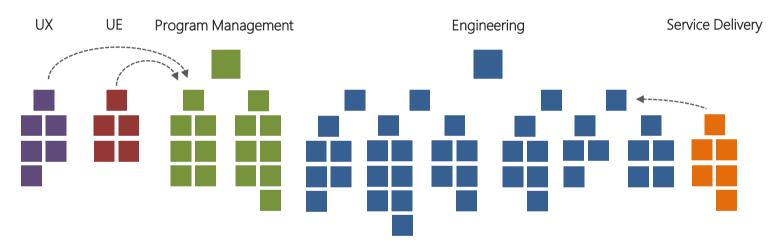


#### Roles





# Yes, there are other roles...



Service Delivery is integrated directly into our organization.



### Teams

Engineering is responsible for Program Management is responsible for: **HOW** we're building it, and that WHAT we're building, and we're building it with QUALITY WHY we're building it



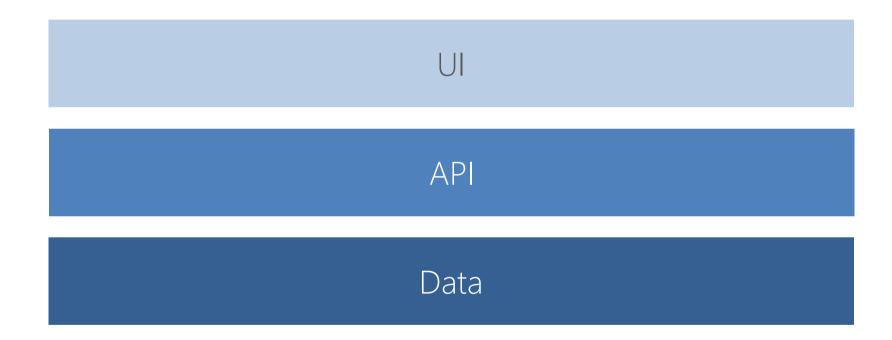
#### Teams

Cross discipline 10-12 people Self managing Clear charter and goals Intact for 12-18 months Physical team rooms Own features in production Own deployment of features



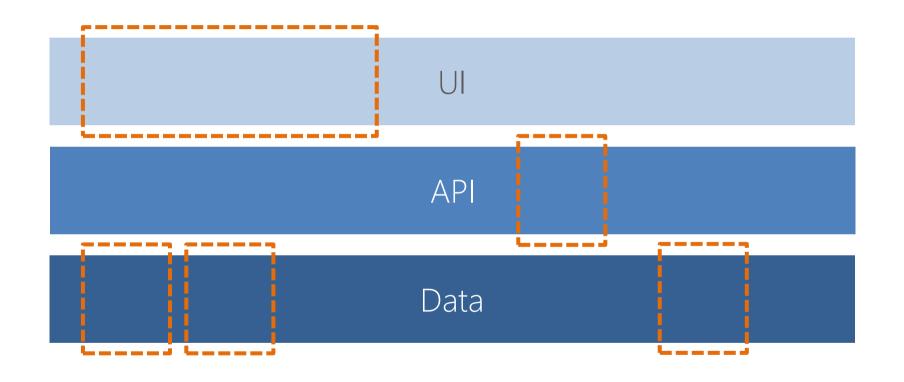


## Teams



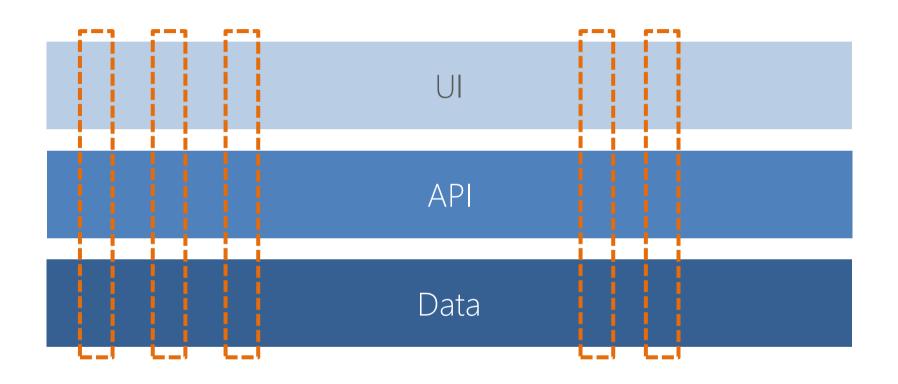


## Instead of Horizontal...





# We strive for Vertical





# Self Forming Teams

We have chosen to re-think the charter and make-up of our teams at strategic checkpoints. This happen every 18 months (or so).

#### The "Yellow Sticky" exercise:

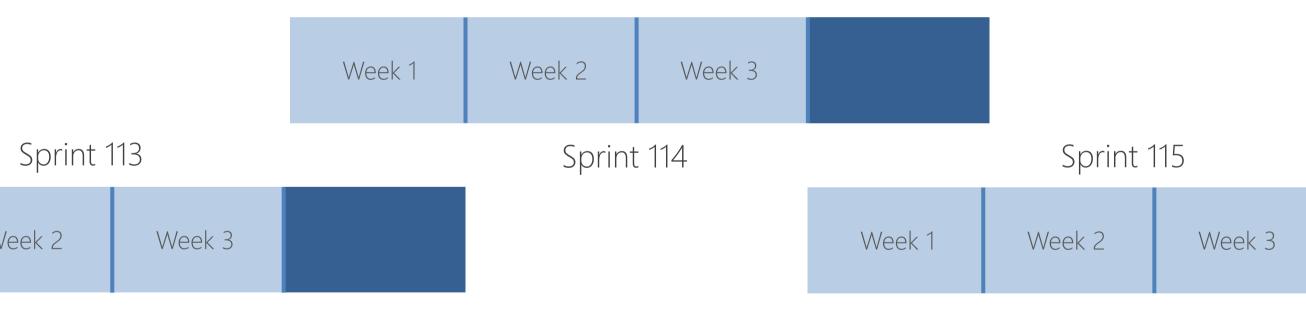
- Autonomy: Let team choose what they want to work on.
- Alignment: Ensure we've got the right balance across teams.





How do teams stay connected?

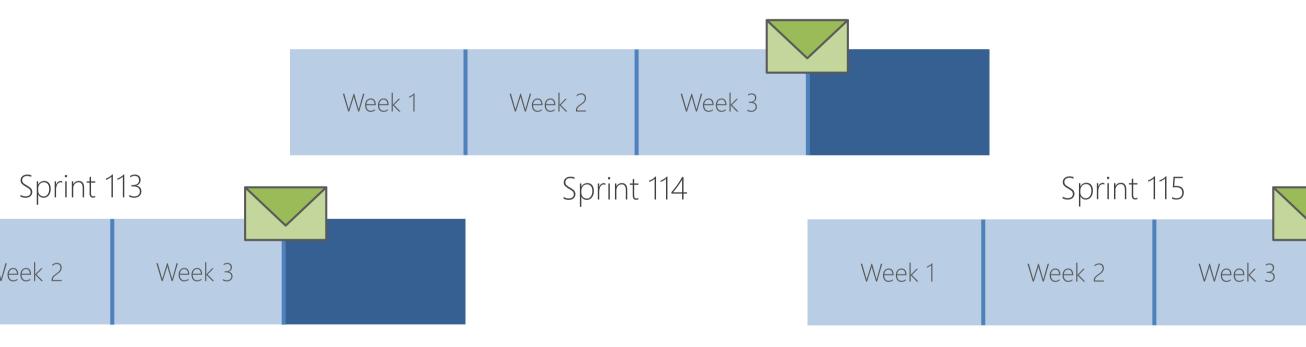
# 3-Week Sprints





## Sprint Mails

At the end of a sprint, all teams send a "sprint mail" ... communicating what they've accomplished in the sprint, and what they're planning to accomplish in the next sprint.



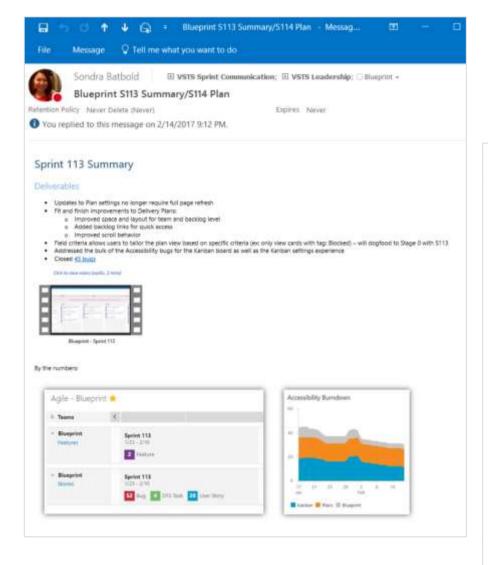


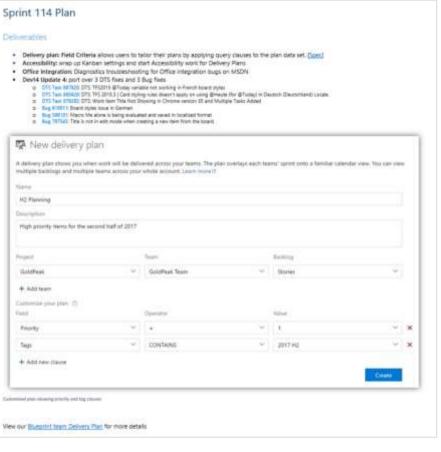
## Sprint Mails

✓ Value delivered during the sprint

✓ Video demonstrating the value

What the team is planning to accomplish in the next sprint







# "Plans are worthless, but planning is everything."

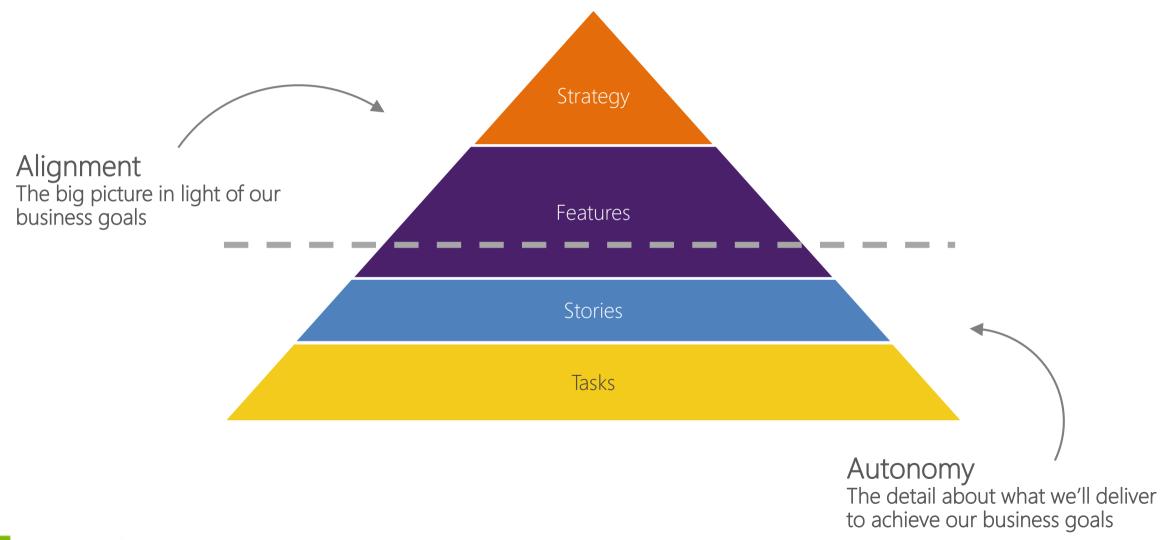
Dwight Eisenhower



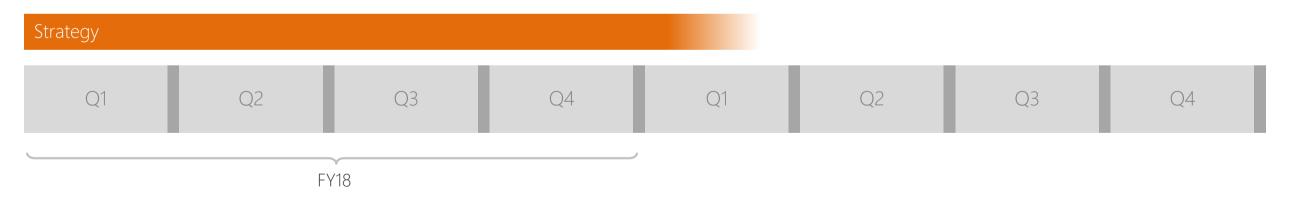
Teams are responsible for the detail



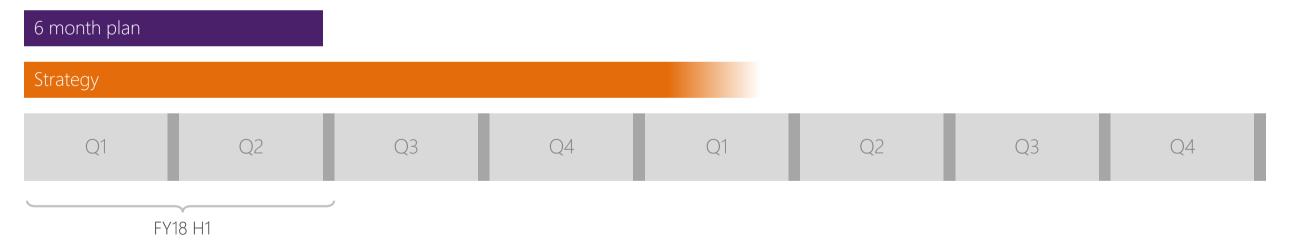
## Aligned Autonomy











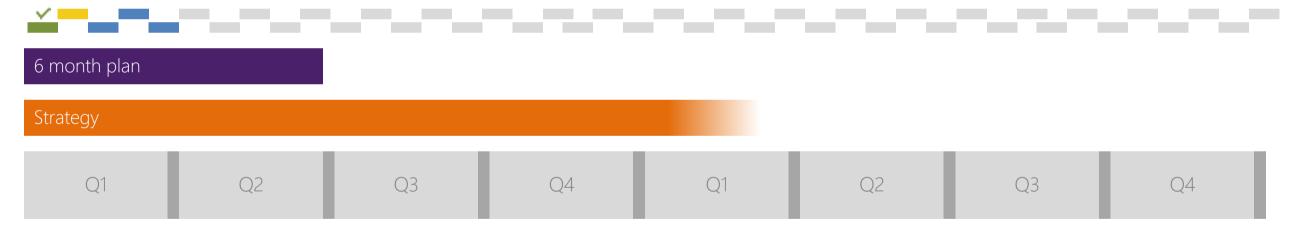




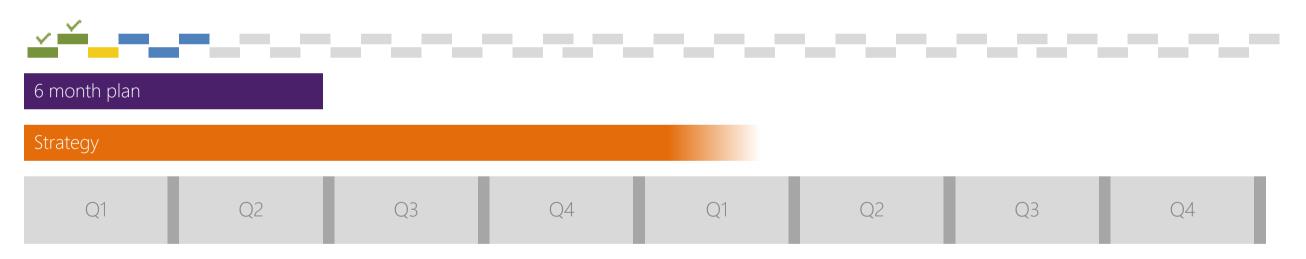




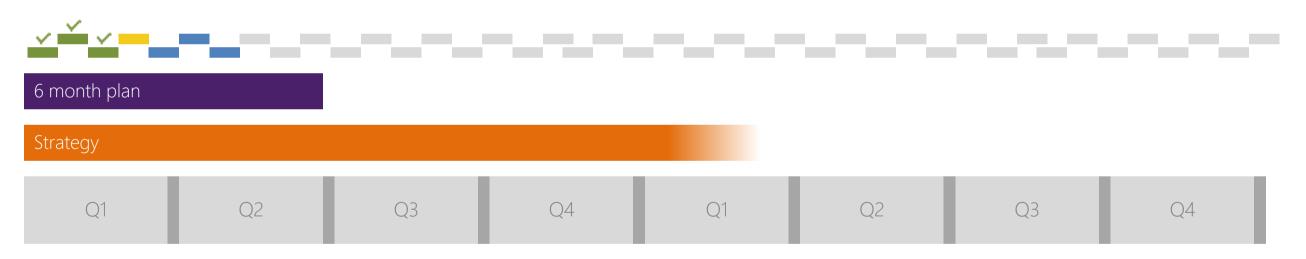




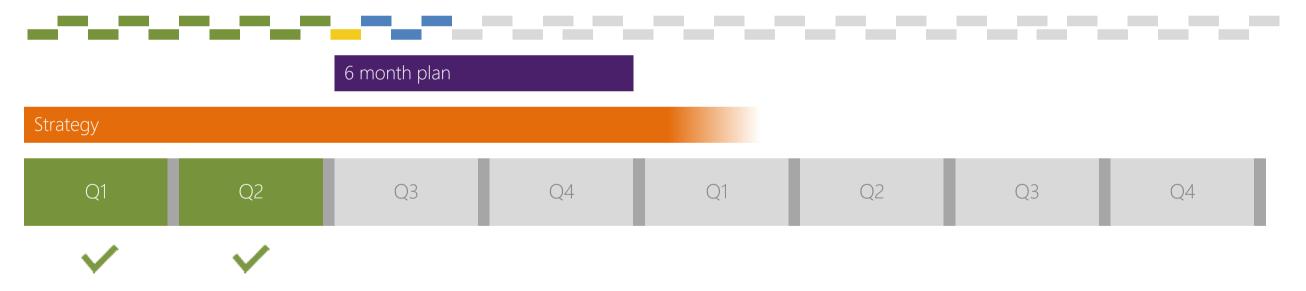






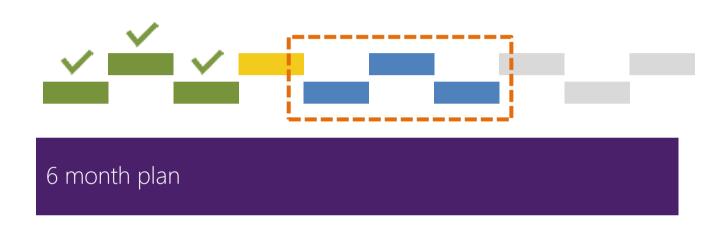








#### Quarterly Feature Team Chats



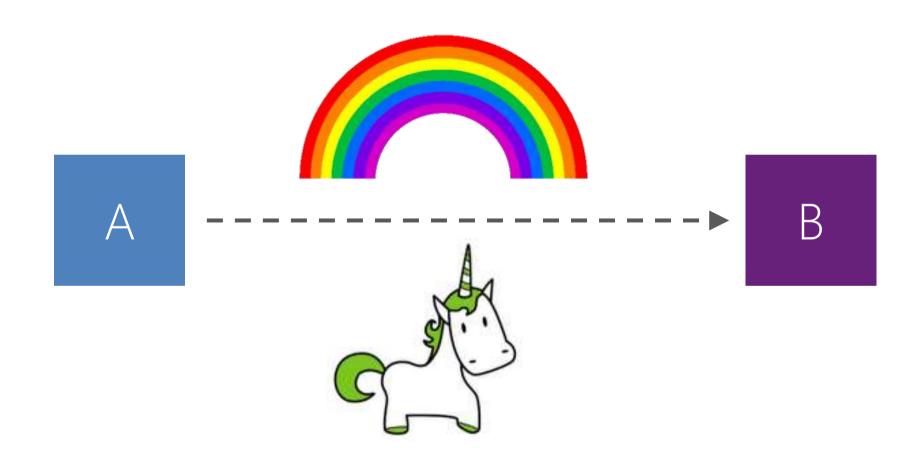
Each team comes in and reviews with leadership three things:

- 1. What is the plan for the next 3-sprints?
- 2. Is the team healthy?
- 3. Any risks or issues to highlight?



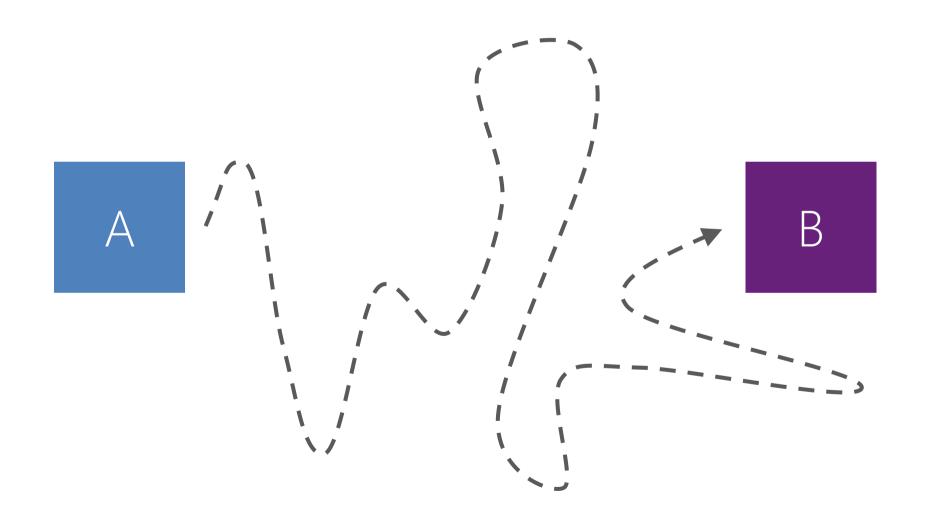
Too good to be true?

## Too good to be true?





#### Ours wasn't a mess ...





#### ... a journey of continued improvement.





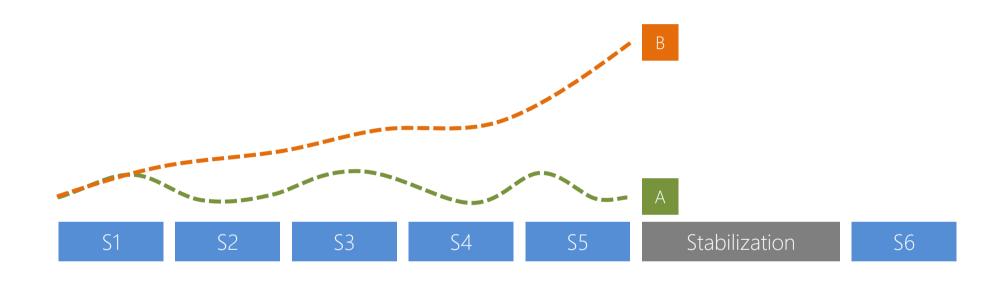
#### This journey does not end.





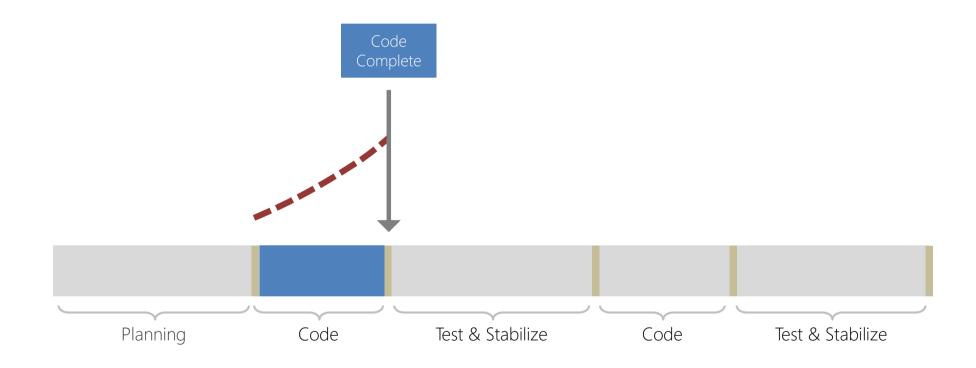
Let's look at a few examples...

## The "Stabilization" Sprint



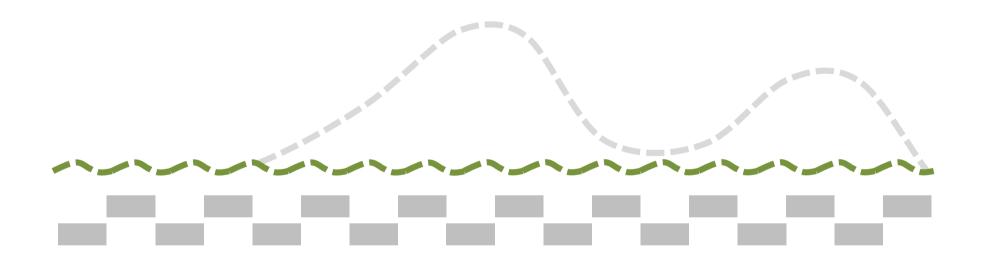
"Let's do this Agile thing... but we should probably reserve some time to stabilize things."







#### After





## Bug Cap

We all follow a simple rule we call the "Bug Cap":

$$\#$$
 engineers on your team  $\times$   $=$  ?



## Bug Cap

We all follow a simple rule we call the "Bug Cap":

$$10 \times 5 = 50$$

Rule: If your bug count exceeds your bug cap... stop working on new features until you're back under the cap.

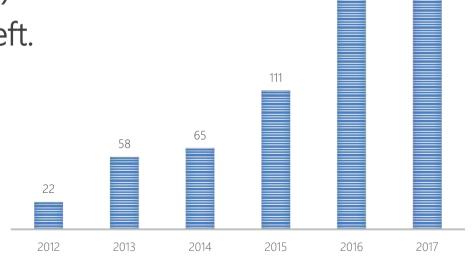


#### How do we know it's working?

#### Features Delivered per Year

We are delivering value to customers and an increased velocity.

- More features in the 2016 calendar year (262 features)...
- Than the previous 4 years combined (256 features).
- 249 features already in 2017... with three months left.





#### Take-a-ways

- Get good at the science... but don't be overly prescriptive.
- 2 Stop celebrating activity... start celebrating results.
- 3 Embrace the new normal.
- 4 You can't cheat shipping.
- 5 Build the culture you want... and you'll get the behavior you're after.



