

AGIL KRAVHANTERING

Hitta behoven bakom kraven!

*Thomas Nilsson
Agile Coach & Mentor
CTO, Responsive*

KRAVSTÄLL EN PRODUKT!



☐ Skriv ner tre krav som ni ställer på produkten

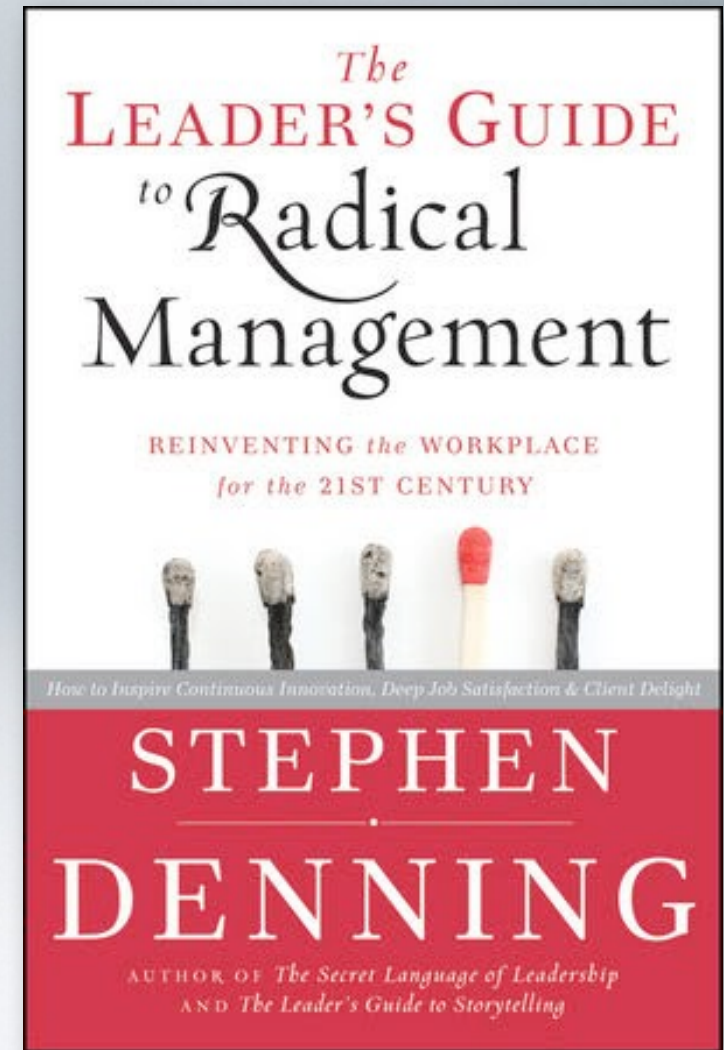
INNOVATIONSDRIVNA PRODUKTER...



Moby
Musician

FÖRTJUSA VÅRA KUNDER

"Our highest priority is to satisfy the customer through early and continuous delivery of valuable software"
(Agile Manifesto, 2001)



AGIL KRAVHANTERING ?!?!?

- ... eller agila krav...
- ... eller bara krav...
- ... eller behov?



Motorcykeln skall
kunna köra i
200km/h

SMARTA KRAV?

- Specifikt
- Mätbart
- Accepterat
- Realistiskt
- Tidssatt



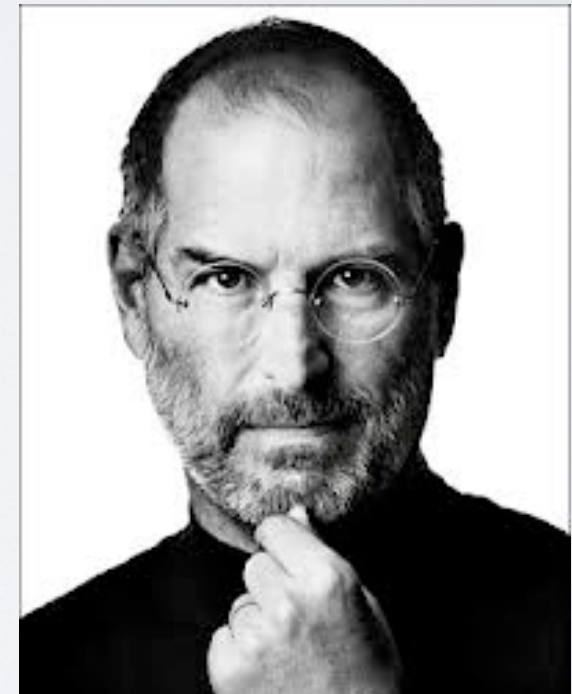
KRAVSTÄLL EN PRODUKT!



- ☒ Skriv ner tre krav som ni ställer på produkten
- ☐ Skrev ni SMARTa krav? Hjälper det?

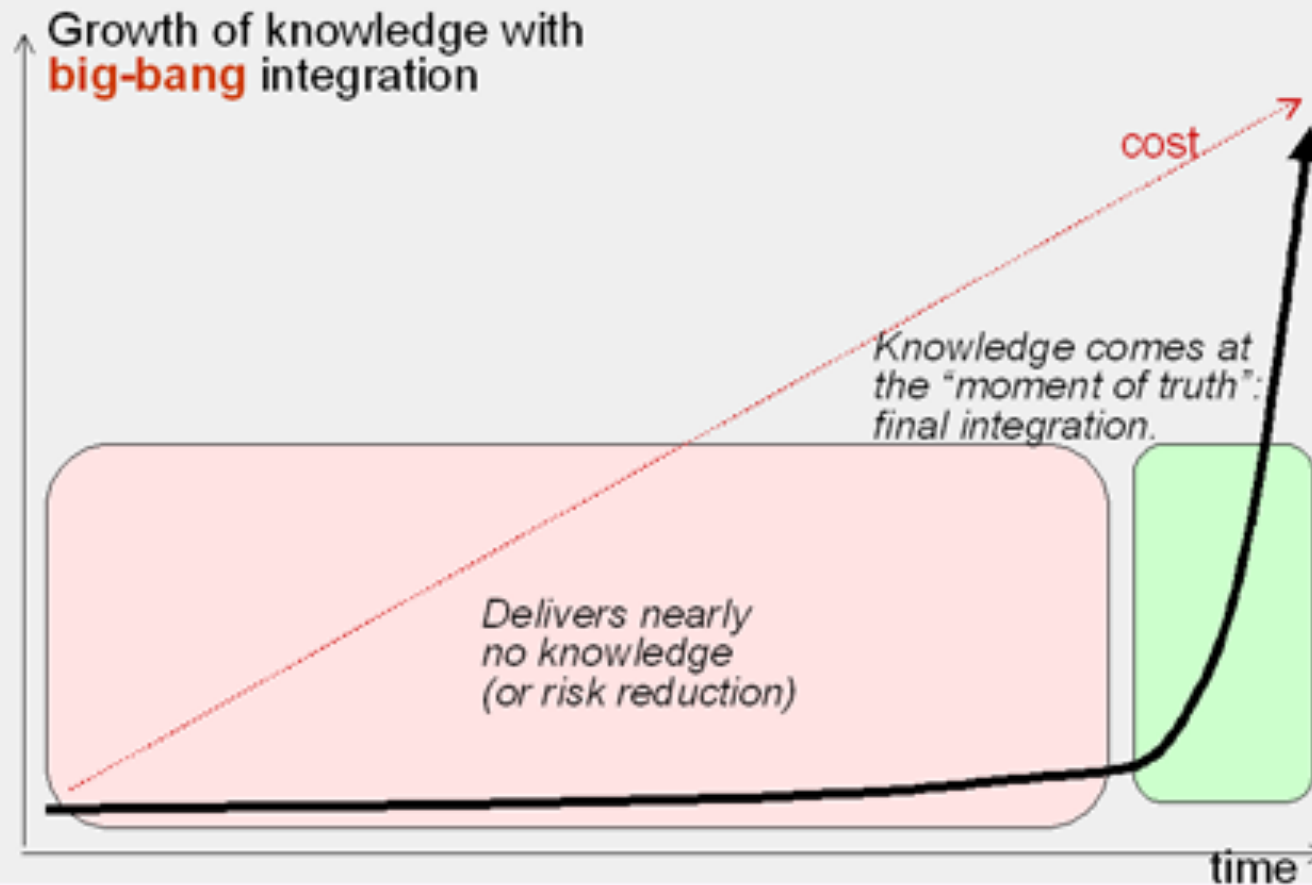
CUSTOMER SATISFACTION

- "You can't just ask customers what they want and then try to give that to them. By the time you get it built, they'll want something new."
- "Customers don't know what they want until you show them. And then that's not it."



"BARA NI FRYSER KRAVEN..."

Waterfall is a *late-learning* strategy

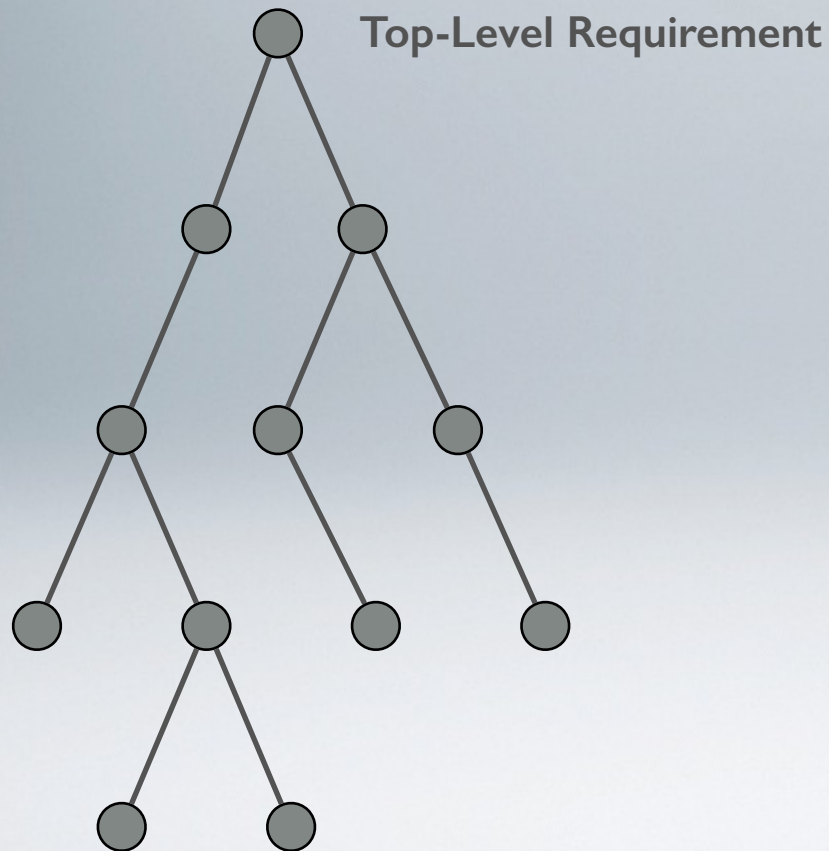


Slide 1

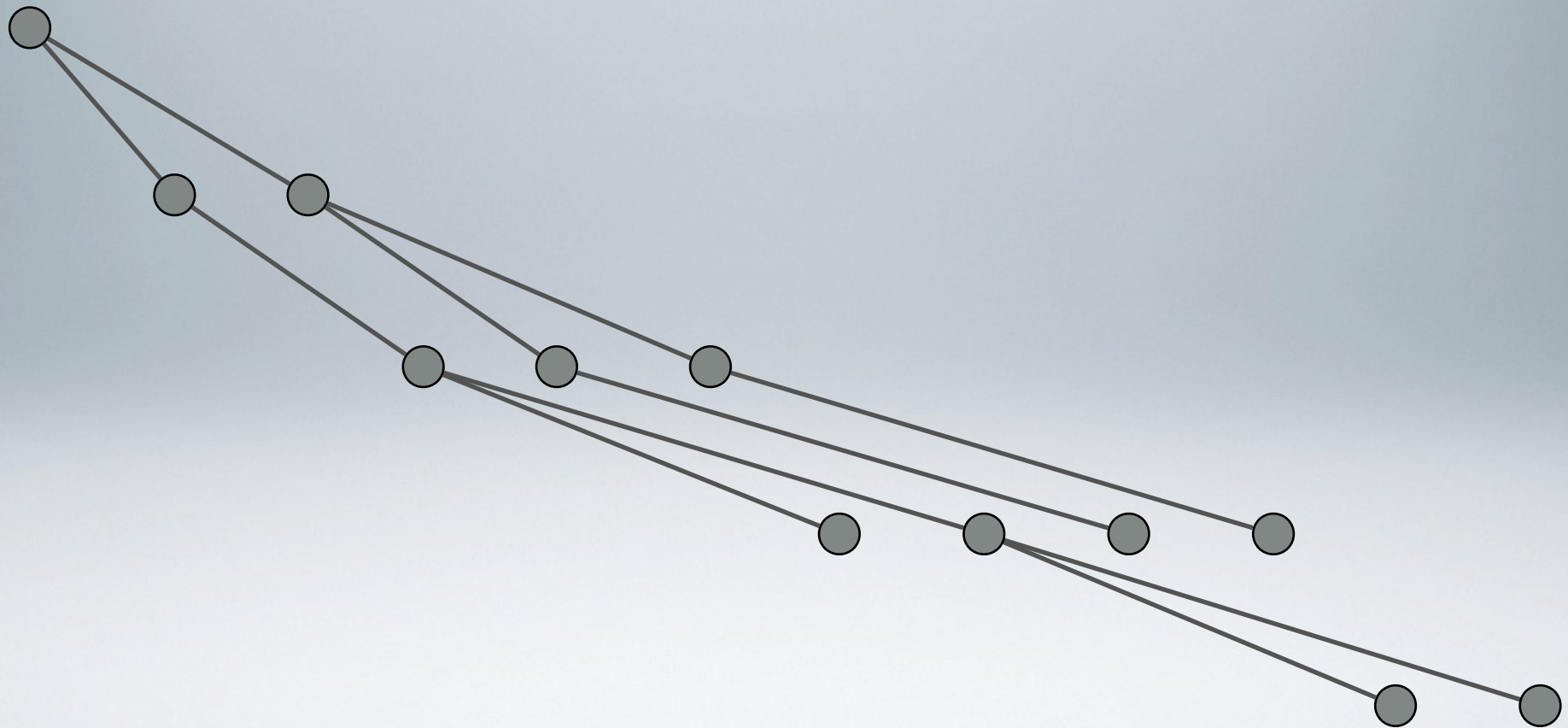
©Alistair Cockburn 2008



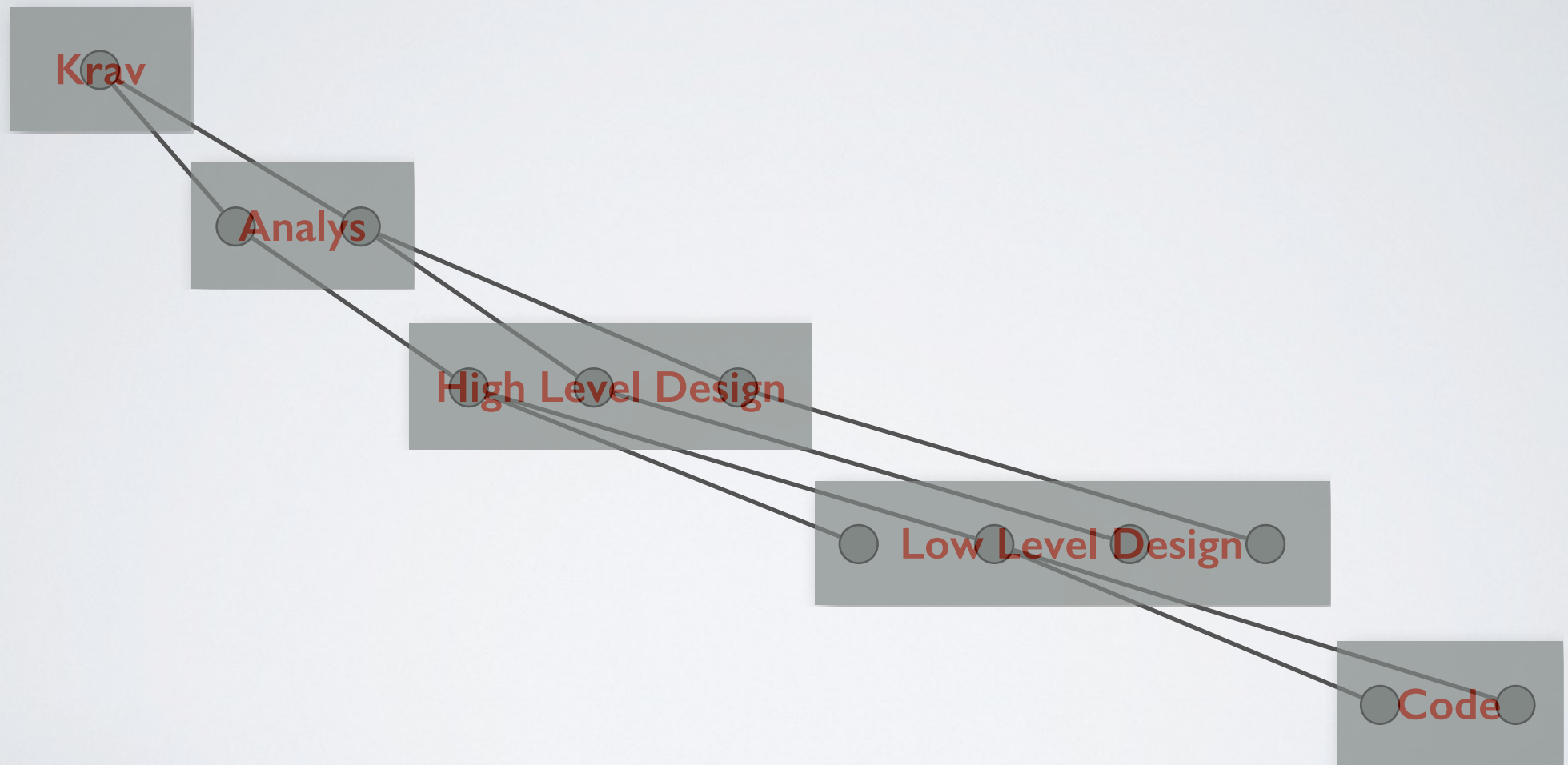
KRAVNEDBRYTNING



KRAVNEDBRYTNING



KRAVNEDBRYTNING

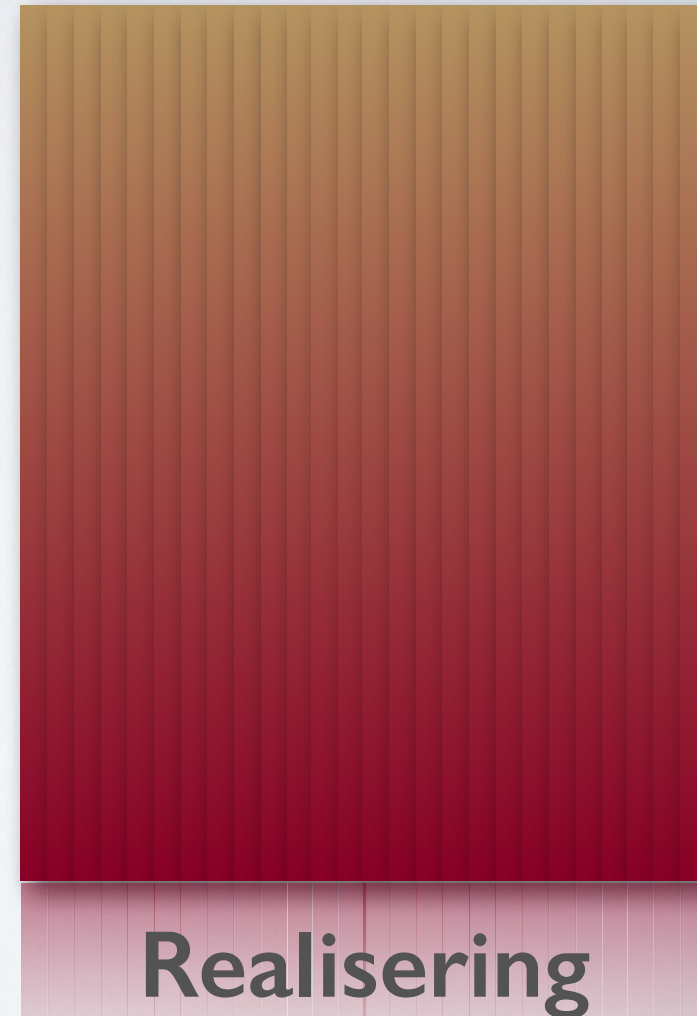
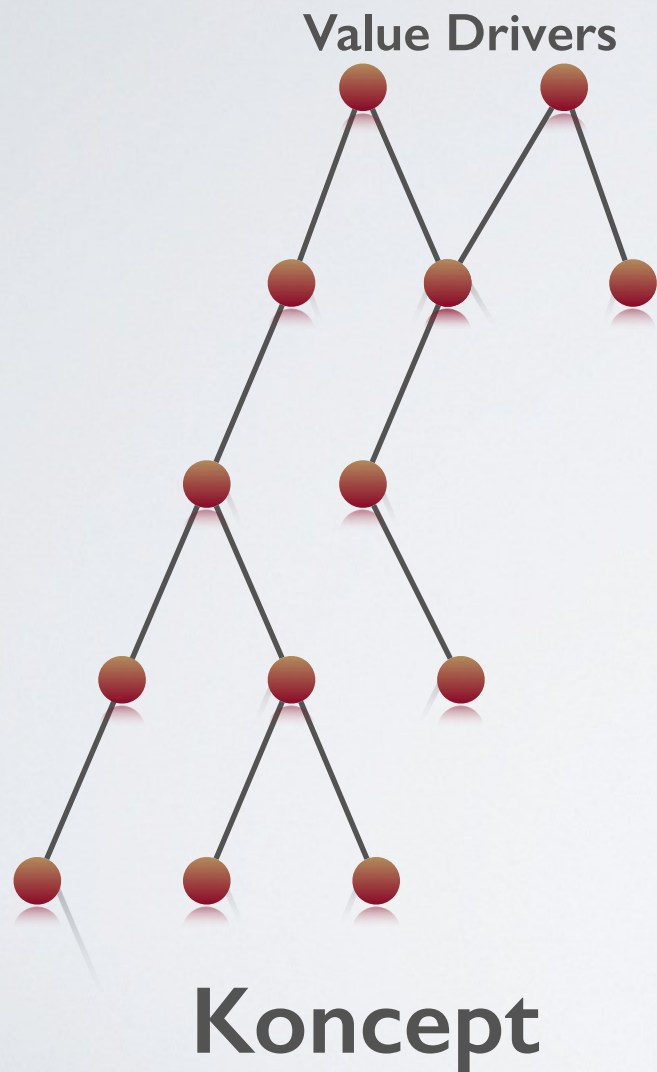


KRAVSTÄLL EN PRODUKT!



- ☒ Skriv ner tre krav som ni ställer på produkten
- ☒ Skrev ni SMARTa krav? Hjälper det?
- ☐ Är de på samma nivå? Vilken? Varför? Varför inte?

EMERGENT STRUKTUR AV FUNKTIONALITET

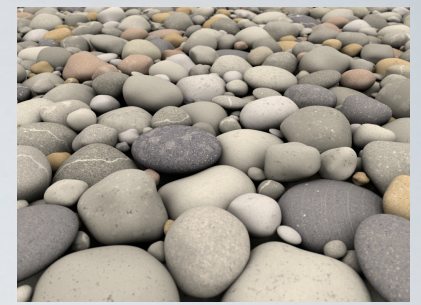


USER STORIES, EPICS, FEATURES & THEMES

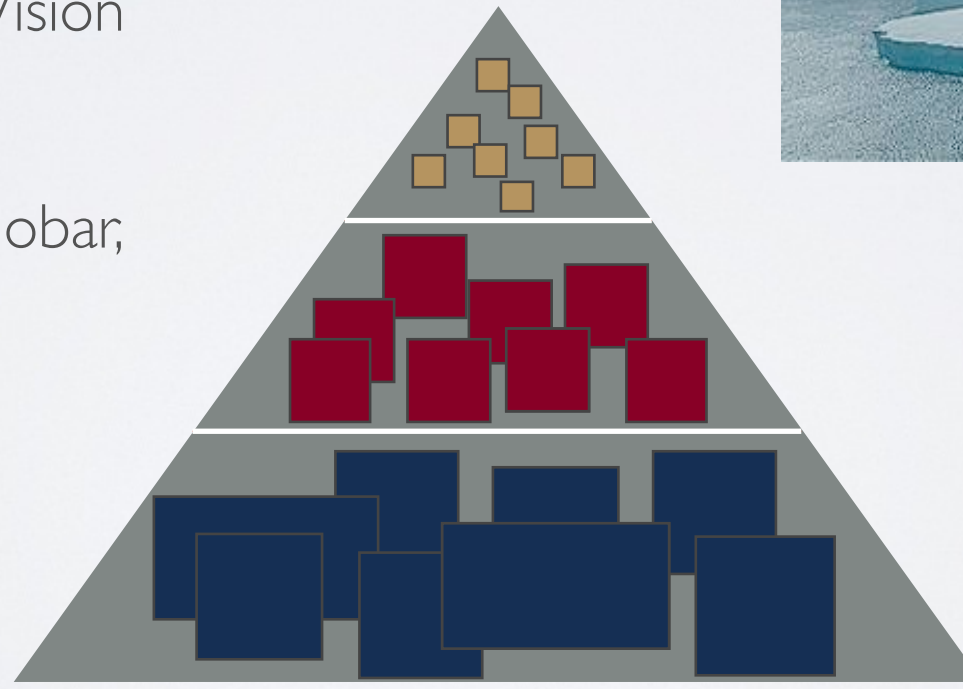


As a <role>
I want to <action>
So that <benefit>

PRODUCT BACKLOG ITEMS, PBI

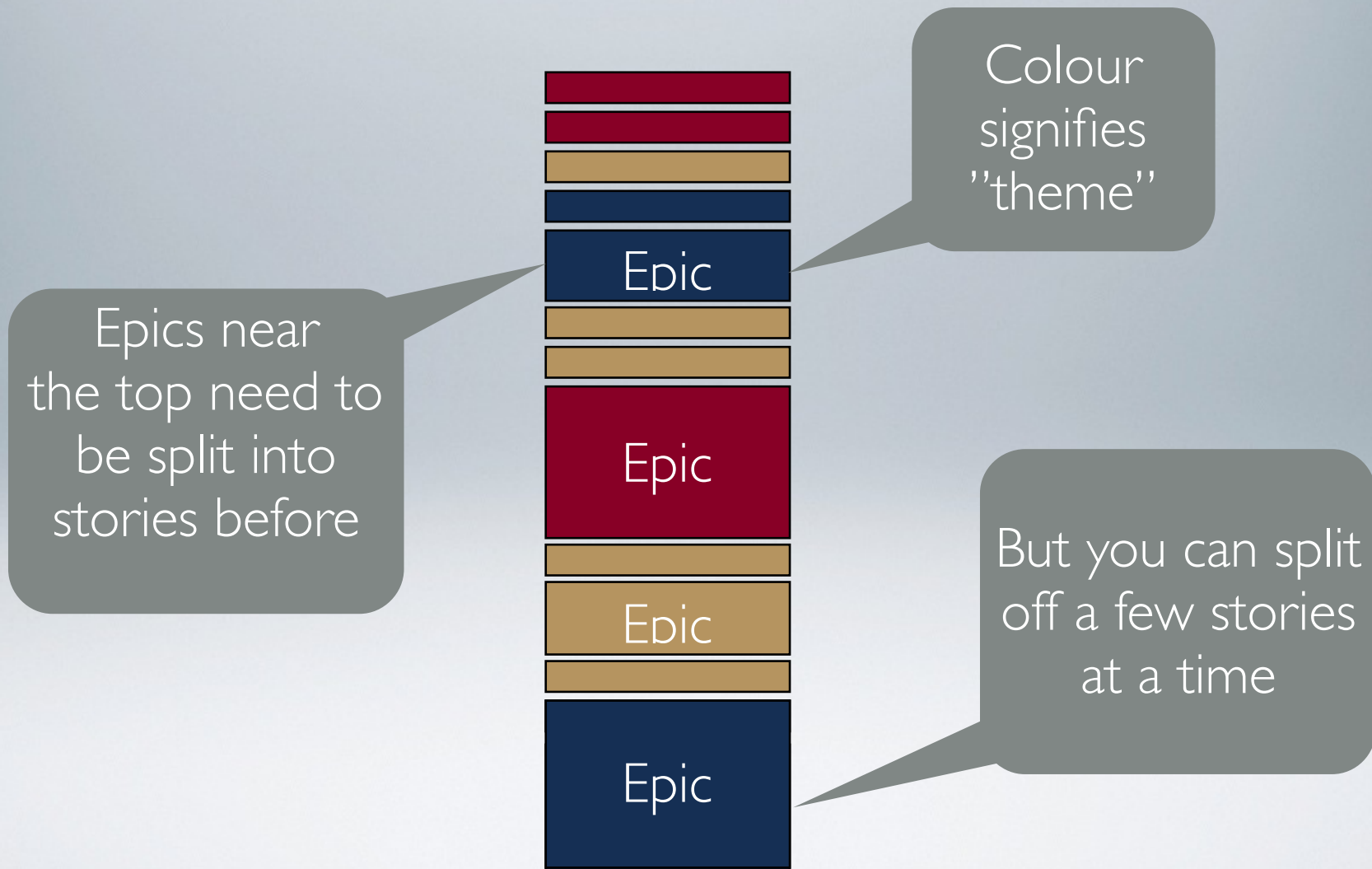


- Olika granularitet:
 - Stories, Themes & Epics, Features
- Olika tidsperspektiv:
 - Sprint, Release, Vision
- Olika exakthet
 - exekverbar, demobar, magkänsla



Higher
Order
PBI:s

THE REAL "BACKLOG"



KRAVSTÄLL EN PRODUKT!



- ☒ Skriv ner tre krav som ni ställer på produkten
- ☒ Skrev ni SMARTa krav? Hjälper det?
- ☒ Är de på samma nivå? Vilken? Varför? Varför inte?
- ☐ Skriv ett par User Stories för er produkt

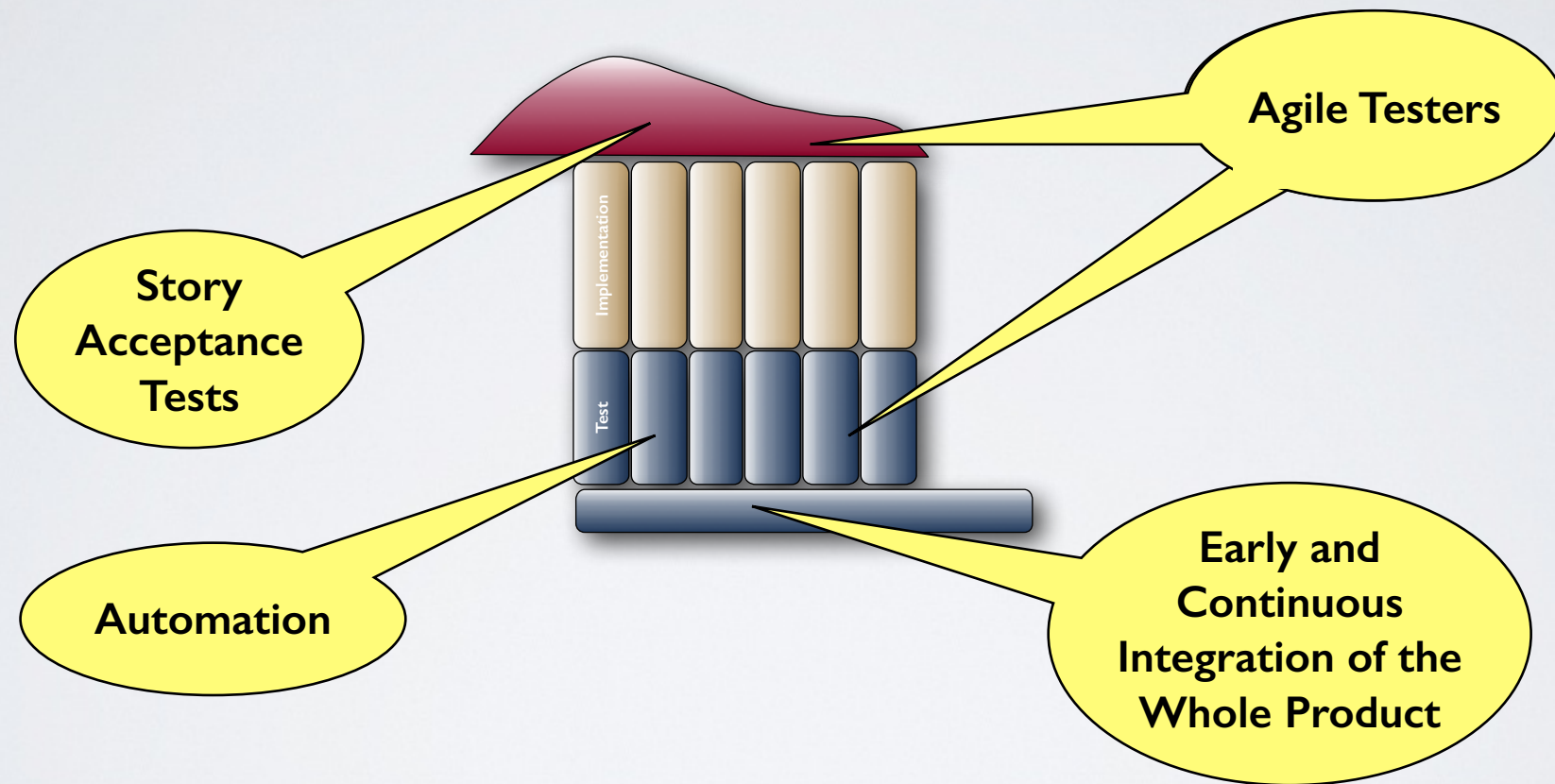
USER STORY MAPPING



FINDING FLEXIBILITY AND VALUE IN REQUIREMENTS

Entry	Summary	...	Payroll	Project
Date	Week		Month	Week
Day	Month		Week	Month
Week			Year	
Month				

AGIL ANALYS, IMPLEMENTATION & TEST



ACCEPTANCE TEST DRIVEN DEVELOPMENT

- "Storytest"
- Flyttar arbete från "efter" till "före"
- Ger automatiskt regressionstester (som TDD)



TEST RESULTS [\[history\]](#)

Assertions: 4 right, 0 wrong, 0 ignored, 0 exceptions

▶ Set Up: [FrontPage.SuiteTestEnv.SuiteFastTests.SetUp \(edit\)](#) [Expand All](#)

Import

com.eplan.domain.loan

Test loan payment amount, settle a loan payment, verify interest, principal and balance.

Loan Processing Fixture									
take loan in the amount of	1000	with interest rate	6.0	frequency	Monthly	and term	1	year with loan origination date	09-30-2005
check	periodic payment is 86.07								
post payment	1	of	86.07	on	10-31-2005				
receive payment	1	of	86.07	on	11-01-2005				
settle and confirm payment	1								
check	interest applied for	1	is	5.26					
check	principal applied for	1	is	80.81					
check	loan balance is	919.19							

STORY - SCENARIO

Story: Account Holder withdraws cash

As an Account Holder

I want to withdraw cash from an ATM

So that I can get money when the bank is closed

Scenario 1: Account has sufficient funds

Given the account balance is \$100

And the card is valid

And the machine contains enough money

When the Account Holder requests \$20

Then the ATM should dispense \$20

And the account balance should be \$80

And the card should be returned

Scenario 2: Account has insufficient funds

Given the account balance is \$10

And the card is valid

And the machine contains enough money

When the Account Holder requests \$20
Then the ATM should not dispense any money

And the ATM should say there are insufficient funds

And the account balance should be \$20

And the card should be returned

Scenario 3: Card has been disabled

Given the card is disabled

When the Account Holder requests \$20

Then the ATM should retain the card

And the ATM should say the card has been retained

Scenario 4: The ATM has insufficient funds

...

BEHAVIOUR DRIVEN DEVELOPMENT

Vision - Vad drömmar vi om?

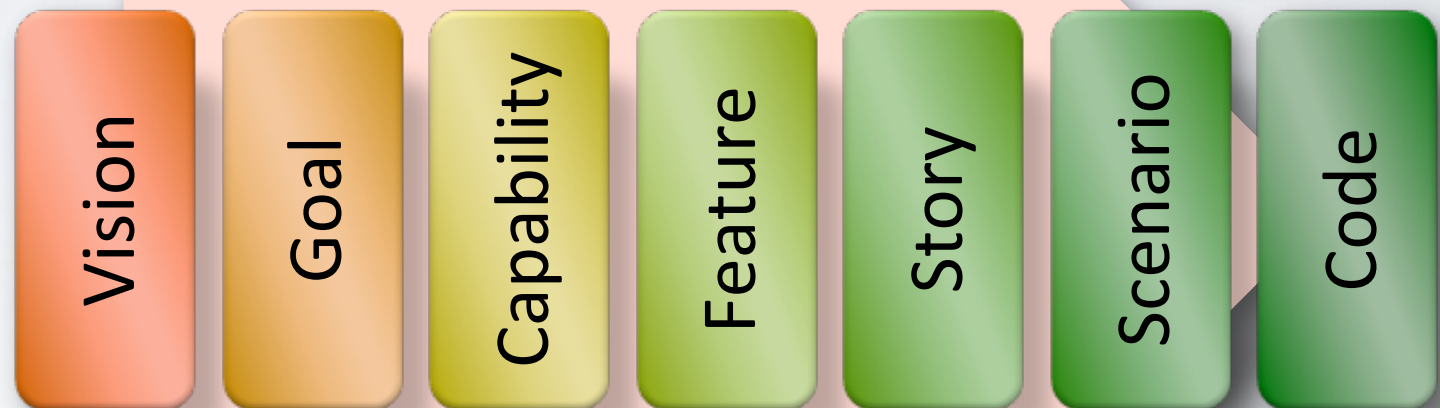
Goal - Vad vill vi uppnå?

Capability - Vad vill vi att systemet skall hjälpa oss att göra?

Feature - Vad gör vi med systemet?

Story - Vilka uppgifter?

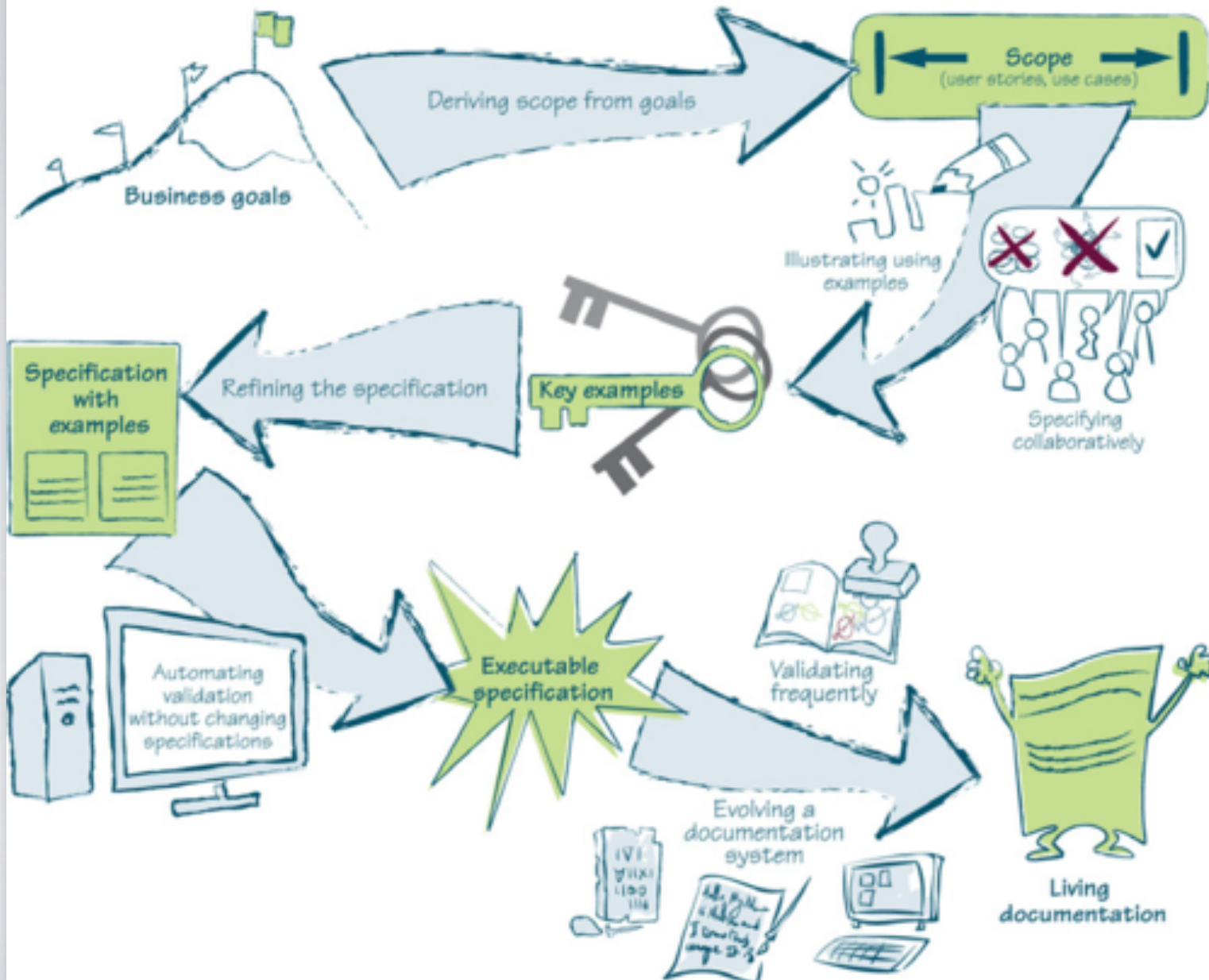
Scenario - Exempel!



STRATEGI FÖR NEDBRYTNING

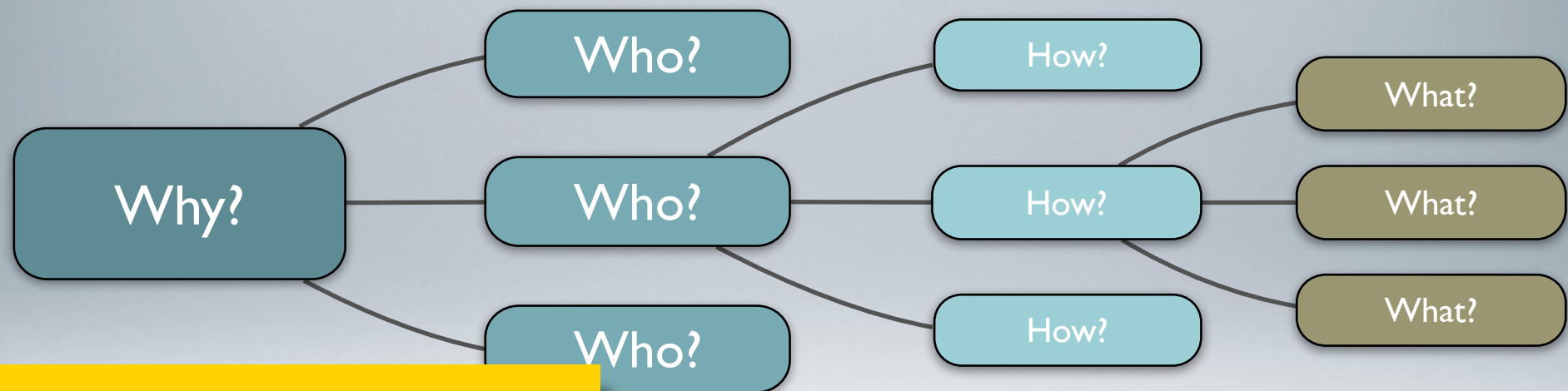


Key process patterns of Specification by Example



IMPACT MAPPING

GOJKO ADZIC



As a game player
I want to score points
for inviting friends
so that I get bonuses



Visualize
Inspect
Adapt
Cooperate
Feedback

Sluta kravhantera!

Börja med kontinuerlig,
inkrementell, evolutionär
exempeldriven behovsutforskning!

Responsive

<http://www.responsive.se>

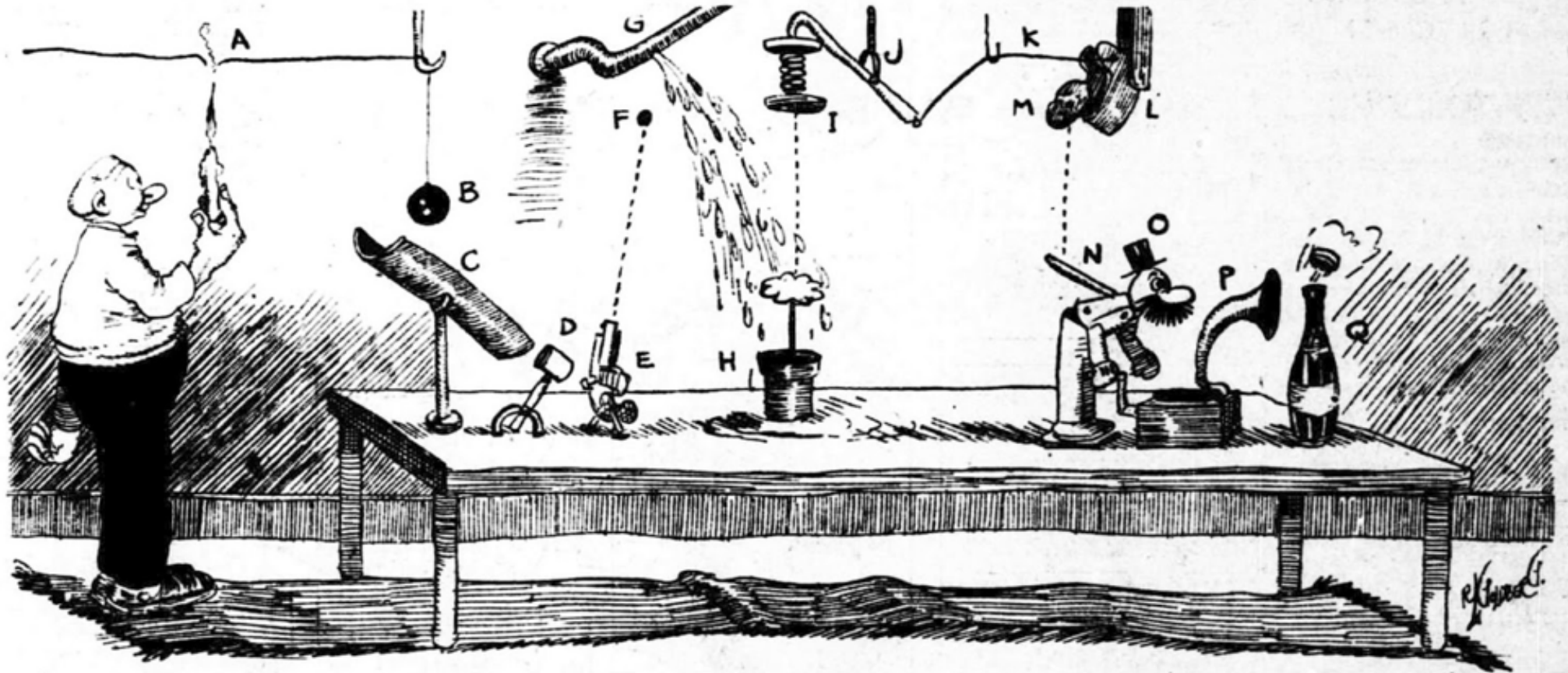
behovsutforskning!

RUBE GOLDBERG MACHINE

GREAT DISCOVERY (

HOW TO OPEN A BOTTLE OF BEER WITHOUT AN OPENER.

) By Goldberg



HOLD LIGHTED CANDLE UNDER STRING (A) - STRING BURNS, RELEASES BALL (B) WHICH ROLLS DOWN TROUGH (C) AND KNOCKS HAMMER (D) AGAINST TRIGGER OF PISTOL (E) - BULLET (F) MAKES HOLE IN PIPE (G) RELEASING STREAM OF WATER WHICH FALLS ON PLANT (H) - PLANT GROWS UNTIL IT PRESSES UPWARD AGAINST SPRING (I) - LEVER (J) PULLS STRING (K) WHICH UPSETS SHELF (L) HOLDING POTATO (M) - POTATO FALLS ON HANDLE (N) WHICH STARTS DOLL (O) WINDING PHONOGRAPH (P) - PHONOGRAPH SAYS, IN A FEMALE VOICE "GOOD EVENING, BEER" - THE BOTTLE OF BEER, BEING POLITE, NATURALLY TAKES OFF ITS HAT - AND THERE YOU ARE!