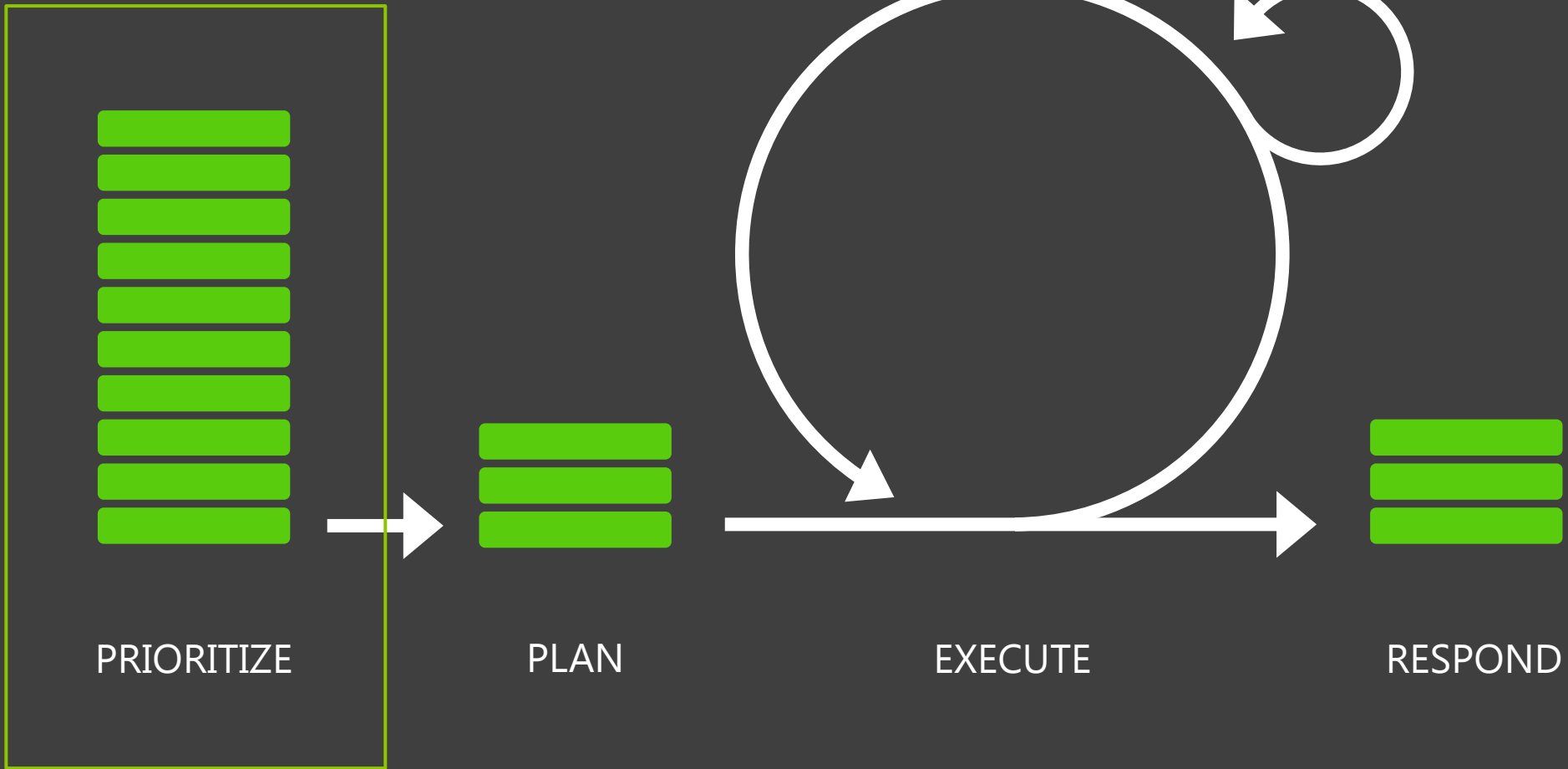


Agile Projects With VS11 and TFS11

Chris Tullier

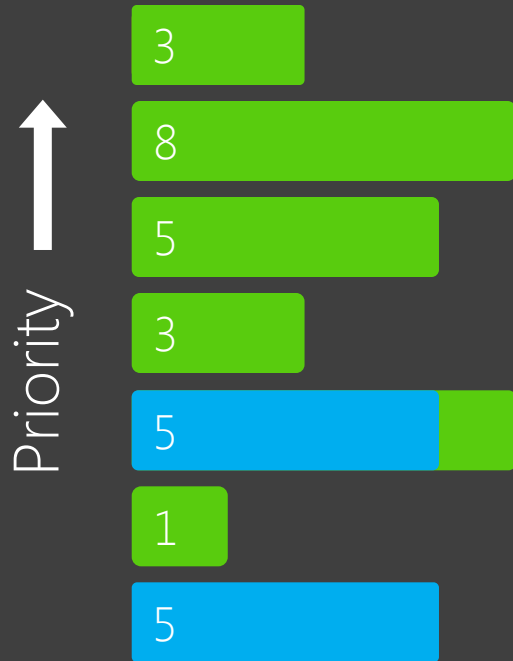
Session Objectives and Takeaways

- Understand the features in VS11 and TFS11 for Agile teams
- Prepare your current environment for the next release



Grooming the Backlog

Product Backlog

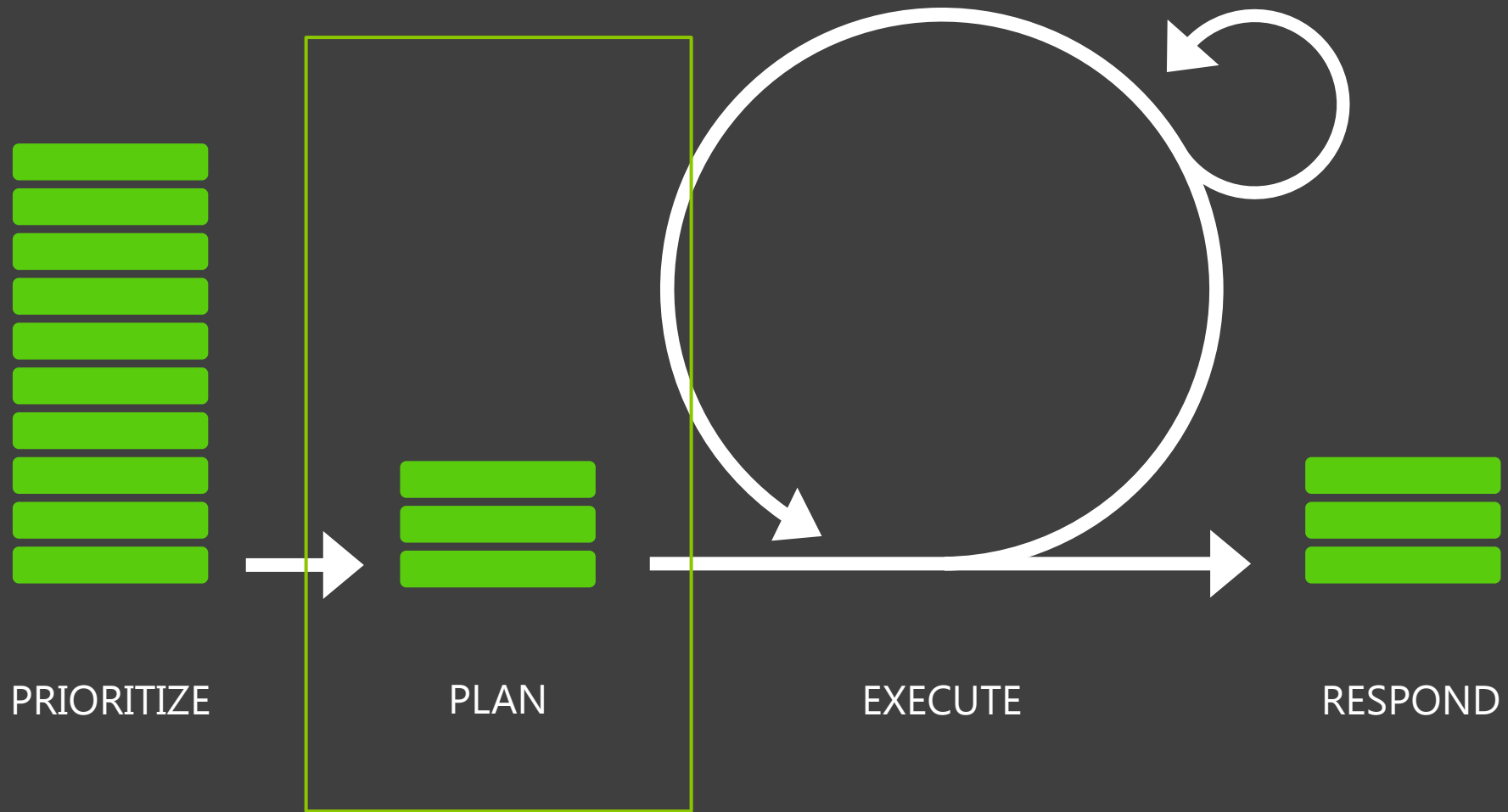


Acceptance Criteria

- I can search for ...
- I can pay with a ...
- I can view and edit ...

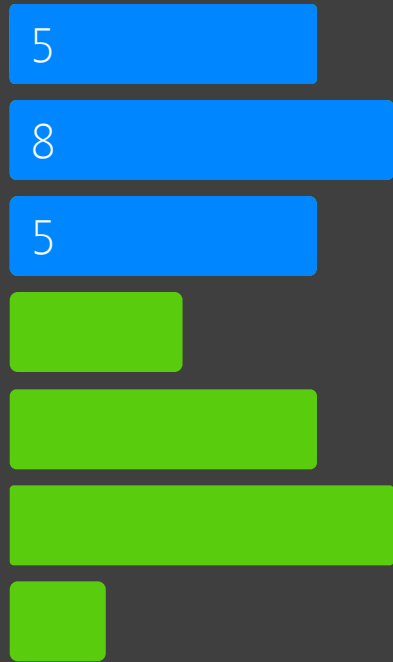
demo

Managing the Product Backlog



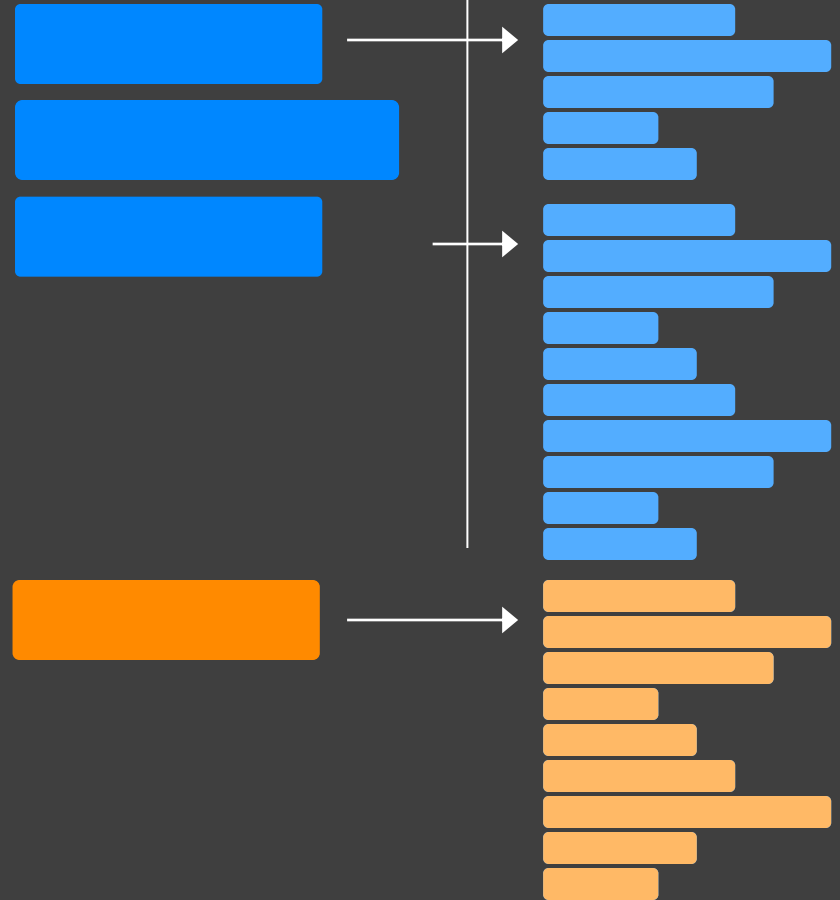
Planning

Product Backlog



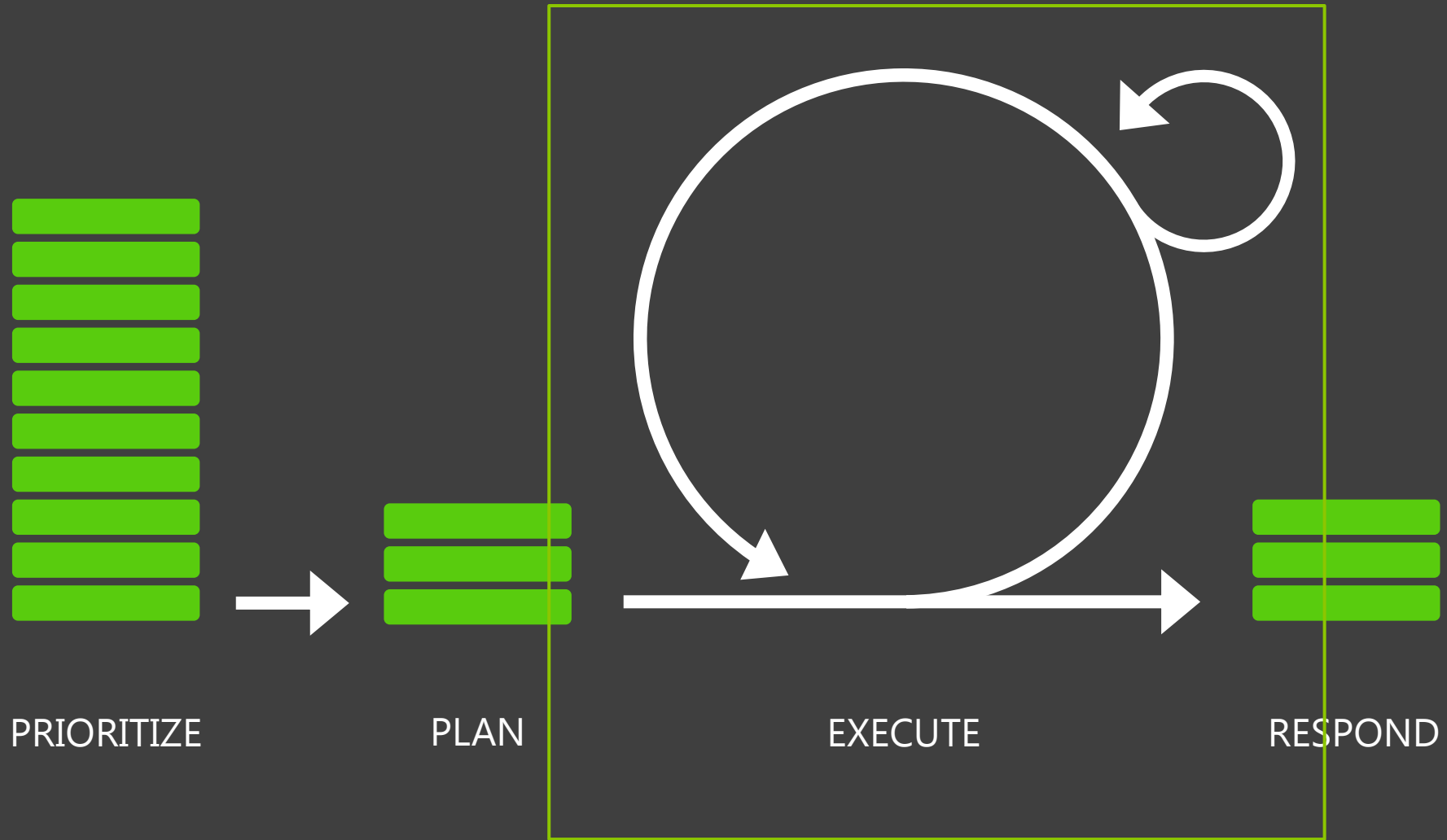
TOO BIG!

Sprint Backlog



demo

Planning a Sprint

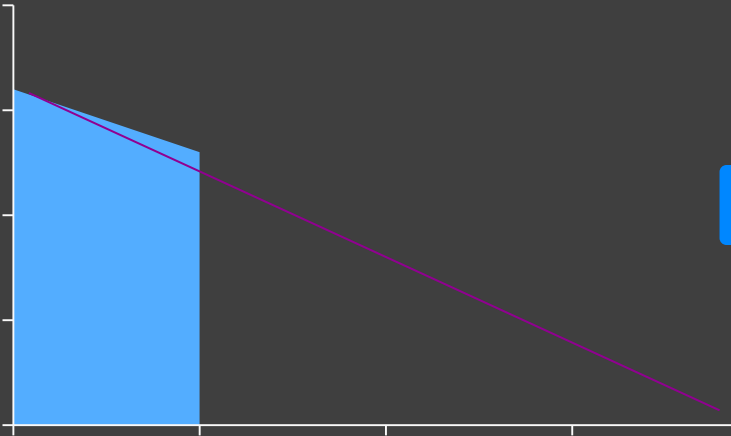
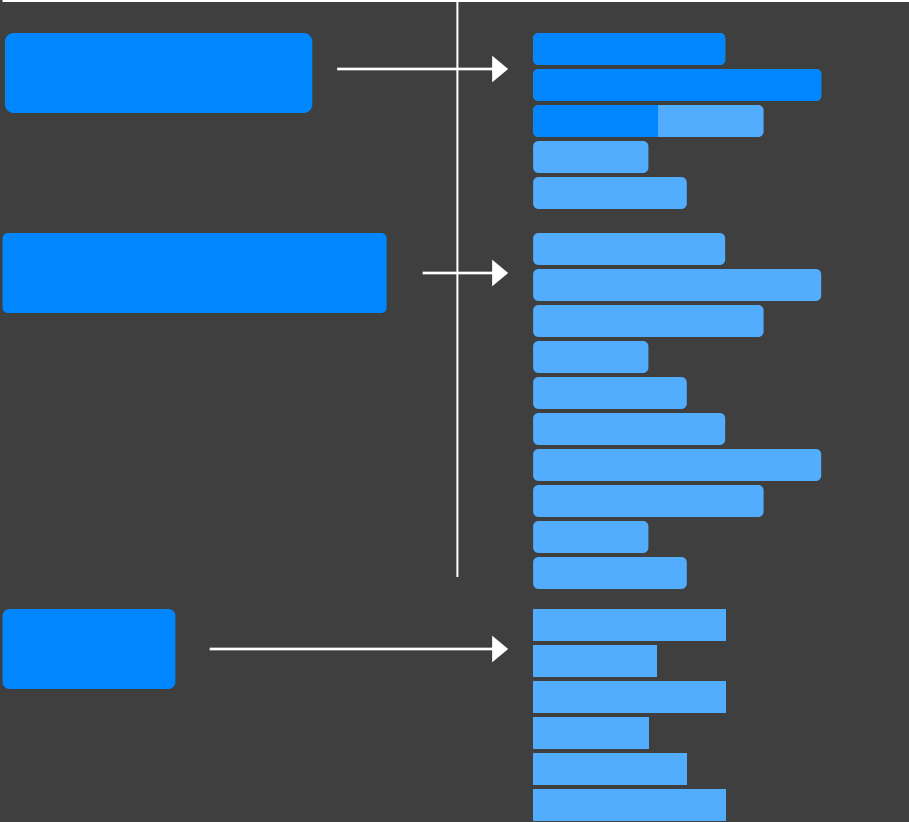


Executing

Product Backlog



Sprint Backlog



Red, Green, Refactor

Tests



Code



Red, Green, Refactor

Tests



Code



Red, Green, Refactor

Tests



Code



Red, Green, Refactor

Tests



Code



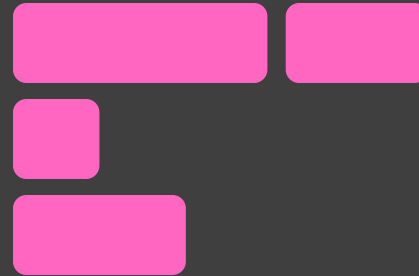
Refactor!

Red, Green, Refactor

Tests



Code



demo

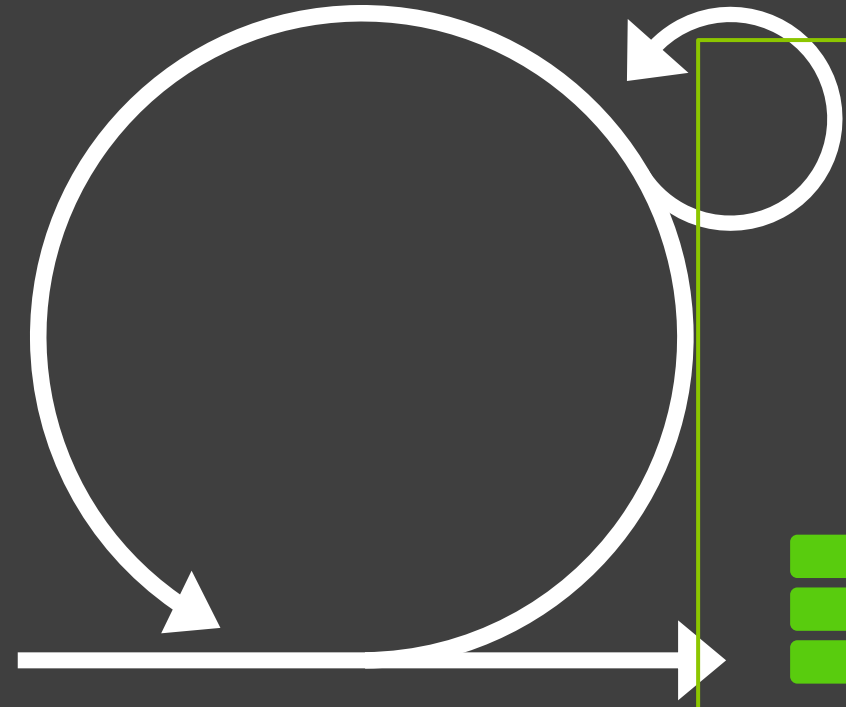
Daily Activities



PRIORITIZE



PLAN



EXECUTE

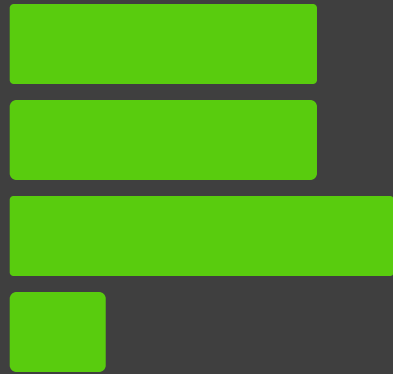


RESPOND

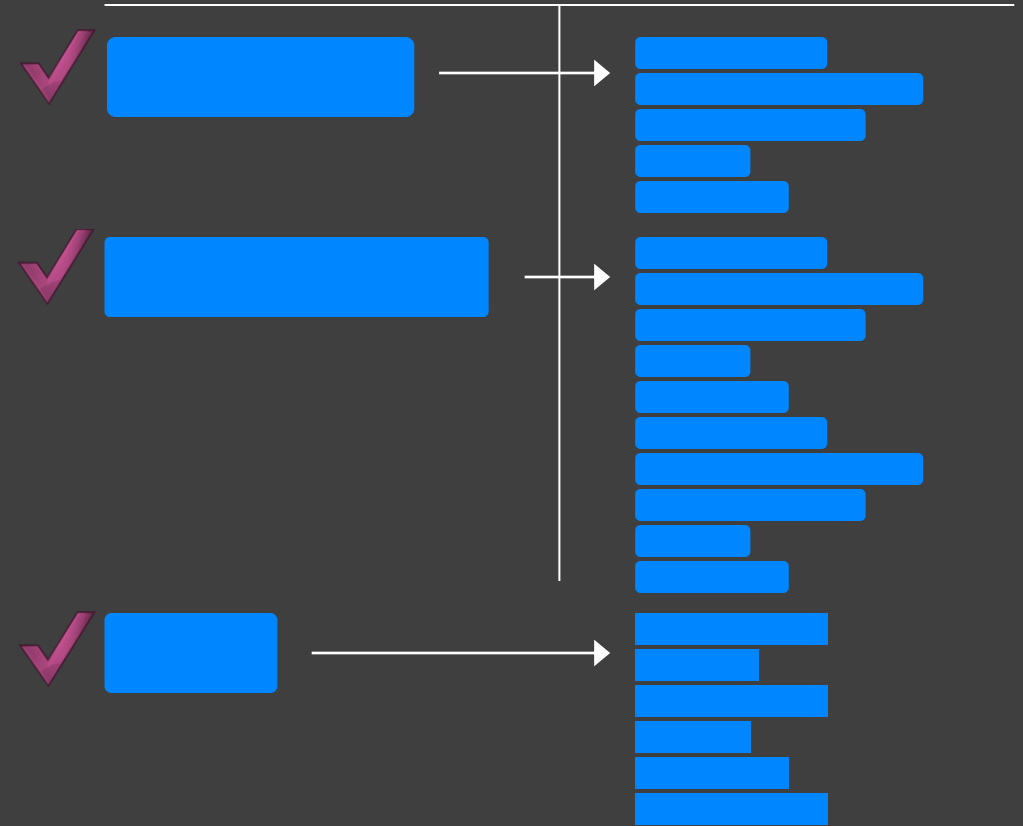


Planning

Product Backlog

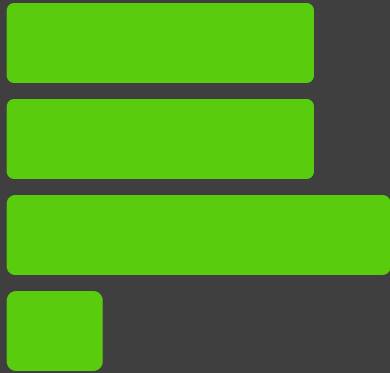


Sprint Backlog



Velocity

Product Backlog



Velocity

Sprint 1:

13

Sprint 2:

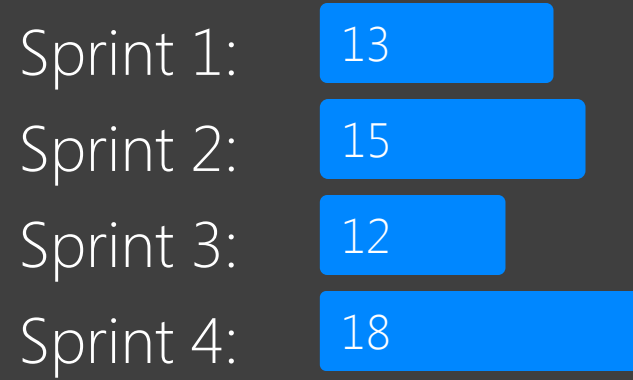
15

Sprint 3:

12

Sprint 4:

18

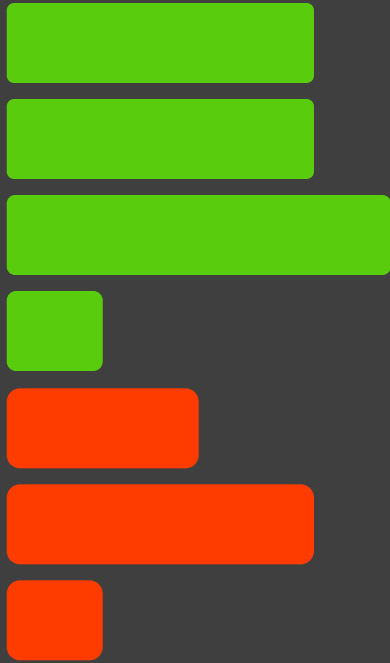


Grooming the Backlog

Product Backlog



Priority

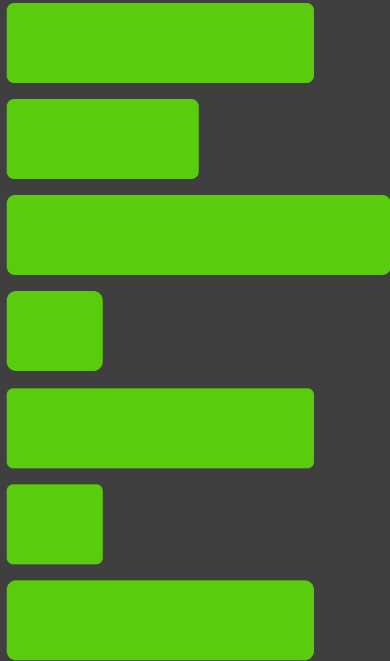


Respond to Change

Product Backlog



Priority



10 Things to Take Away

1. Define done
2. Fail fast
3. Understand your team's velocity
4. Finish what you start
5. Bugs are real work
6. Write unit tests – always
7. Autonomy, mastery, purpose
8. Do the right thing... at the right time
9. Plan until you need to learn
10. Quality is not a variable

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