

# Agile & CMMI

Are They Good Bedfellows?

presented by

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*Agile Coach / Trainer / Chief Consultant*

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Test Engineer

Project Manager

QA Manager

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Aunt to 6

Direct Sales Consultant



# Agenda

- What is Agile?
- Agile Manifesto
- Agile Principles
- Agile Core Tenants
- Agile Methods
- Agile Ceremonies
- Agile Artifacts
- Mapping Agile to CMMI
- Case Study

# Agile Terminology

- Acceptance Criteria
- Capacity
- Continuous Delivery (CD)
- Continuous Integration (CI)
- Cross Functional
- Daily Stand-up
- Definition of Done
- Disciplined Agile Delivery (DAD)
- Extreme Programming (XP)
- Iteration
- Iteration Backlog
- Iteration Planning
- Kanban
- Large-Scale Scrum (LeSS)
- Lean
- Non-Functional Requirements (NFRs)
- Product Backlog
- Product Backlog Refinement
- Retrospective
- Scaled Agile Framework (SAFe)
- Scrum
- SPIKE
- Story/Task Board
- User Story
- Velocity

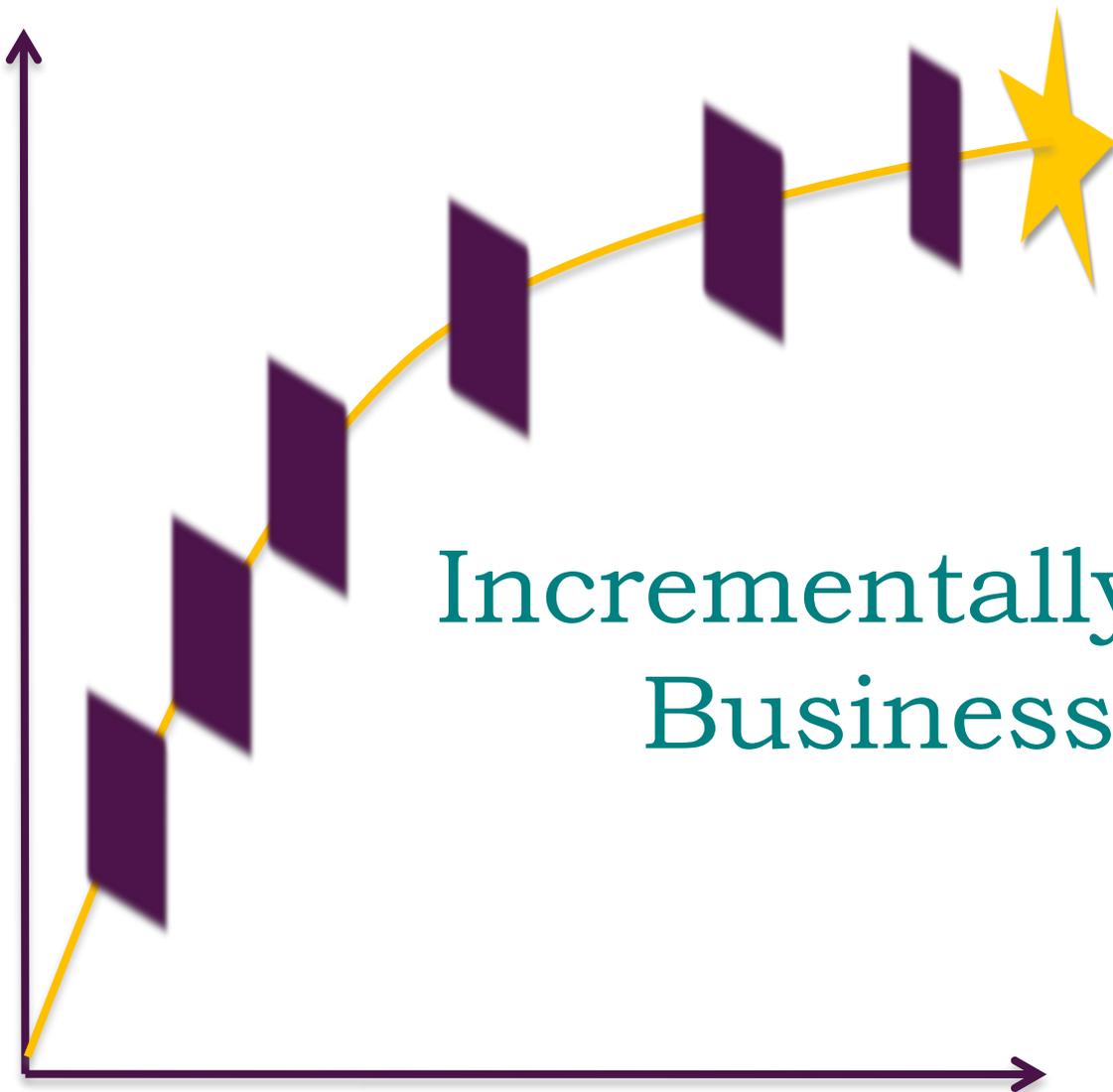
# Agility

is where you have

Predictability

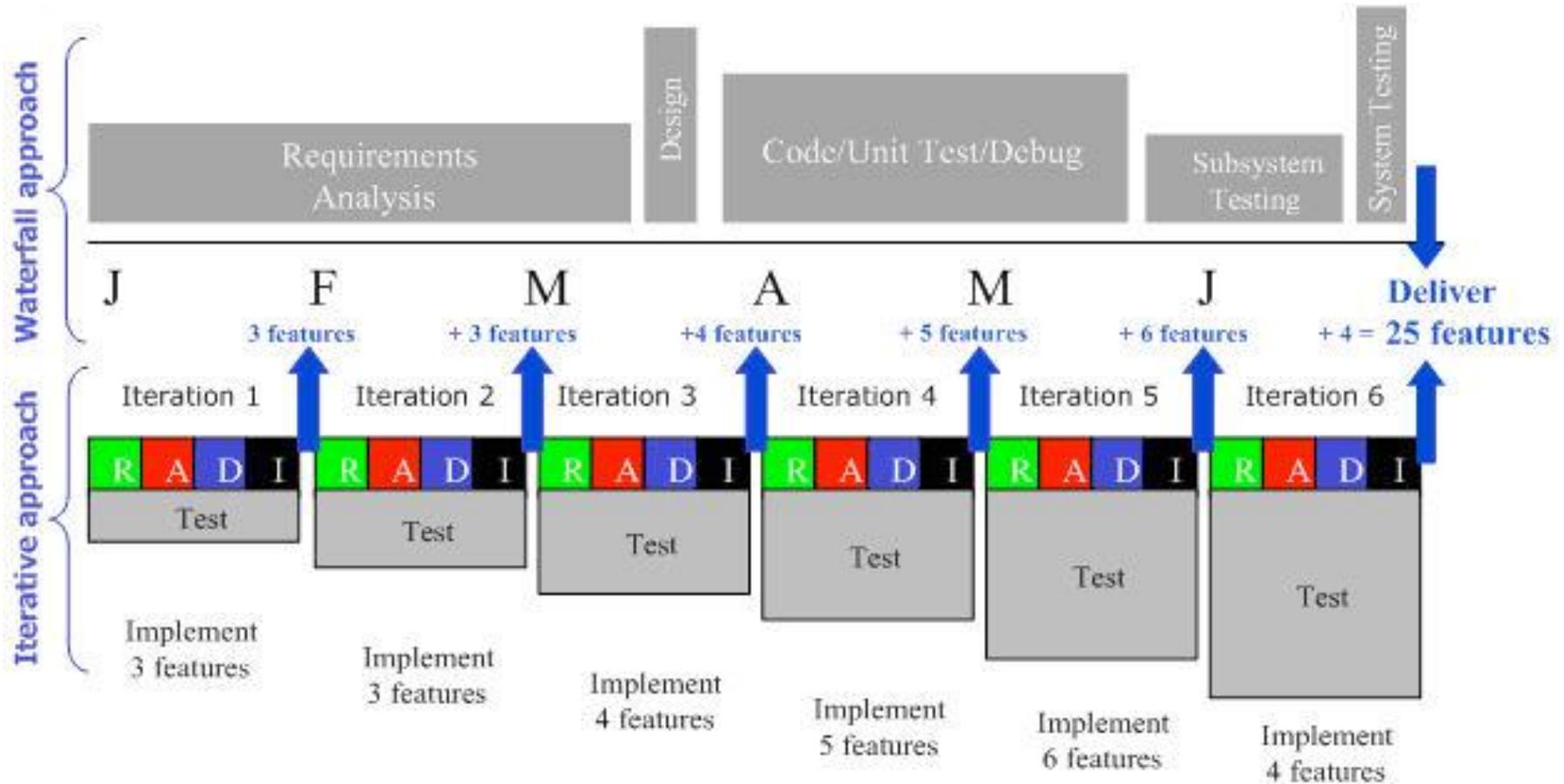
and *faster* realization of

# Business Value



# Incrementally Realizing Business Value

# Agile Incremental Approach

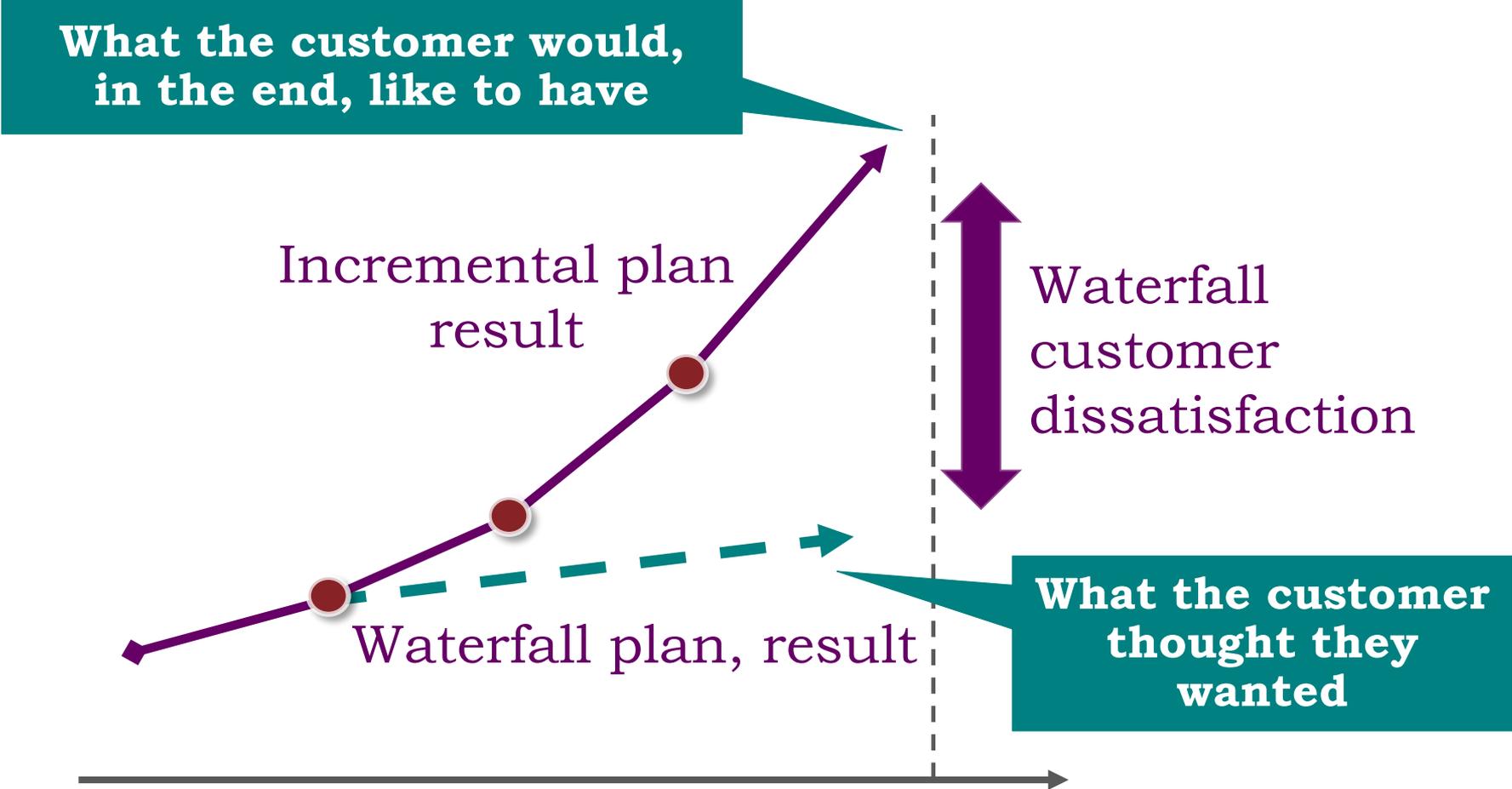


*agile* DAD

# Pros of Agile Development

- Well-defined milestones
- Resolves risks early
- Fosters experimentation to unearth requirements
- Measures progress via actual system development
- Provides for early partial deployment
- Receives customer feedback early and often
- Increases adaptability
- Improves speed to market
- Reduces waste
- Higher productivity
- Greater predictability
- Improves quality

# Delivers Better Fit for Customer



# Agile Manifesto

## Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

- Individuals and interactions** over processes and tools
- Working software** over comprehensive documentation
- Customer collaboration** over contract negotiation
- Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

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# Principles Behind the Agile Manifesto

*We follow these principles:*

Our highest priority is **to satisfy the customer through early and continuous delivery of valuable software.**

Welcome changing requirements, even late in development.

**Agile processes harness change** for the customer's competitive advantage.

**Deliver working software frequently**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

**Business people and developers must work together daily** throughout the project.

Build projects around **motivated individuals**. Give them the environment and support they need, and **trust them to get the job done.**

The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation.**

# Principles Behind the Agile Manifesto

*We follow these principles:*

**Working software is the primary measure of progress.**

**Agile processes promote sustainable development.** The sponsors, developers, and users should be able to **maintain a constant pace indefinitely.**

**Continuous attention to technical excellence** and good design enhances agility.

**Simplicity** – the art of maximizing the amount of work not done – is essential.

The best architectures, requirements, and designs emerge from **self-organizing teams.**

**At regular intervals, the team reflects on how to become more effective, then tunes and adjusts** its behavior accordingly.

# Agile Principles



Visibility &  
Transparency



Inspect and  
Adapt



Self-Organizing  
Teams



Cross Functional  
Teams



Regular  
Deliveries

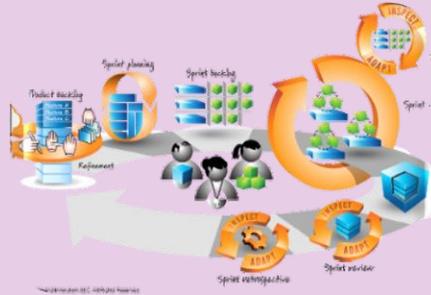
# Core Tenants of Agile

Develop Collaboratively  
Develop Iteratively  
Manage Requirements  
Continuously Verify Quality  
Manage Change  
Promote an Architectural Vision  
Manage Risk

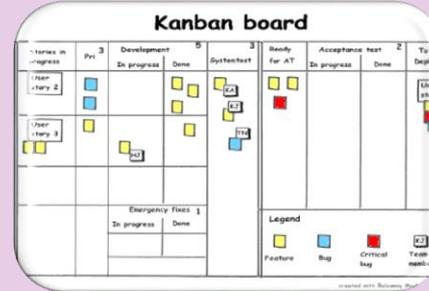
# Agile Methods



Lean



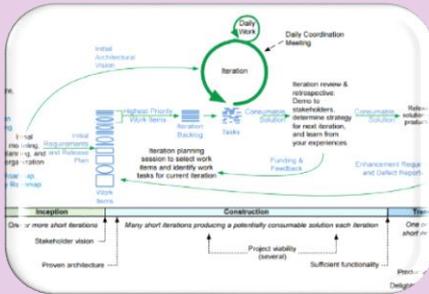
Scrum



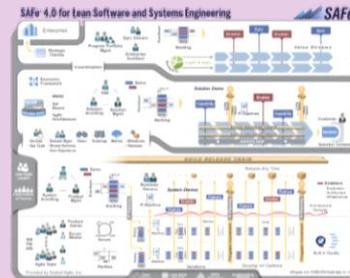
Kanban



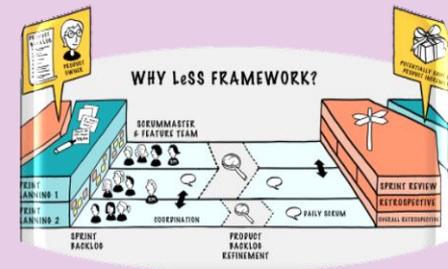
Extreme Programming (XP)



Disciplined Agile Delivery (DAD)



Scaled Agile Framework (SAFe)



Large-Scale Scrum (LeSS)

# Agile Ceremonies

- Product Backlog Refinement
- Release Planning
- Iteration Planning
- Daily Stand-up
- Iteration Demonstration / Review
- Retrospective



# Agile Artifacts

- Product Vision
- Roadmap
- Product & Iteration Backlogs
- User Stories & Acceptance Criteria
- Story / Task Boards
- Progress Tracking Charts
- Definition of Done
- Risk & Impediment List
- Production Ready Working Software
- Automated Test Scripts
- Team Norms/Working Agreements
- Technical Practices (XP) & Standards



# Mapping Agile to CMMI

CMMI Process Area	Agile Artifacts/Ceremonies
Causal Analysis & Resolution (CAR)	Retrospective; Peer & Code Reviews
Configuration Management (CM)	Build Scripts; Build Process; CM Standards; Architecture Diagrams; Code Repository; Environment Structure; Agile Workflow
Decision Analysis & Resolution (DAR)	Backlog Prioritization Criteria; Spikes; Prototypes; Customer Feedback
Integrated Project Management (IPM)	Story/Task Boards; Progress Tracking Charts; Product Vision; Product Backlog; Product Roadmap; Definition of Done; Retrospective; Iteration Planning; Daily Stand-ups; Iteration Demo/Review; Release Planning; Capacity Plan; Velocity
Measurement & Analysis (MA)	Progress Tracking Charts; Story/Task Boards; Retrospective; Velocity; Peer Review; Automated Test Results; Automated Test Scripts; Customer Feedback
Organizational Process Definition (OPD)	Agile Workflow; Coding, Testing, Documentation, & CM Standards; Team Norms/Working Agreements; Agile Training

# Mapping Agile to CMMI

CMMI Process Area	Agile Artifacts/Ceremonies
Organizational Process Focus (OPF)	Retrospective; Customer Feedback
Organizational Performance Management (OPM)	Progress Tracking Charts; Story/Task Boards; Retrospective; Velocity; Peer Review; Automated Test Results; Customer Feedback; Iteration Demo/Review; Roadmap; Release Planning; Iteration Planning
Organizational Process Performance (OPP)	Customer Feedback; Iteration Demo/Review; Progress Tracking Charts; Story/Task Boards; Velocity; Roadmap; Automated Test Results
Organizational Training (OT)	Agile Training; Retrospective; Technical Practices (XP) & Standards
Product Integration (PI)	Iteration Demo/Review; Customer Feedback; Daily Stand-ups; User Stories & Acceptance Criteria; Production Ready Working Software; Progress Tracking Charts; CM Standards – Continuous Integration (CI); Automated Test Scripts & Results

# Mapping Agile to CMMI

CMMI Process Area	Agile Artifacts/Ceremonies
Project Monitoring & Control (PMC)	Customer Feedback; Iteration Demo/Review; Risk & Impediment List; Product Backlog Refinement; Iteration Planning; Daily Stand-ups; Progress Tracking Charts; Story/Task Boards; Retrospective
Project Planning (PP)	Roadmap; Release Planning; Iteration Planning; Product Vision; Team Norms/Working Agreements; Retrospective; Technical Practices (XP) & Standards
Process & Product Quality Assurance (PPQA)	Peer Reviews; Story/Task Boards; Retrospective; Agile Training; CM Standards – Continuous Integration (CI); Risk & Impediment List; Agile Workflow
Quantitative Project Management (QPM)	User Stories & Acceptance Criteria; Non-Functional Requirements (NFRs); Peer Reviews; Automated Test Scripts & Results; Definition of Done; Customer Feedback; Iteration Demo/Review
Requirements Development (RD)	Product Backlog; Product Backlog Refinement; User Stories & Acceptance Criteria; Customer Feedback; Iteration Demo/Review

# Mapping Agile to CMMI

CMMI Process Area	Agile Artifacts/Ceremonies
Requirements Management (REQM)	User Stories & Acceptance Criteria; Product & Iteration Backlogs; Story/Task Boards; Product Backlog Refinement; Iteration Planning; Release Planning; Daily Stand-ups
Risk Management (RSKM)	Risk & Impediments List; Retrospective; Daily Stand-ups
Supplier Agreement Management (SAM)	Release Planning; Daily Stand-ups; Risk & Impediment List; Roadmap
Technical Solutions (TS)	Technical Practices (XP) & Standards; Release Planning; Iteration Planning; Daily Stand-ups; User Stories & Acceptance Criteria; Production Ready Working Software
Validation (VAL)	User Stories & Acceptance Criteria; Iteration Demo/Review; Production Ready Working Software; Automated Test Scripts & Results
Verification (VER)	User Stories & Acceptance Criteria; Iteration Demo/Review; Production Ready Working Software; Automated Test Scripts & Results

# Case Study

- 40-50 person program in the Federal Government
- Application for ~4000 users world wide
- 2006 - Waterfall development appraised at CMMI Level 3
- 2007 – Began transition to Agile
  - Agile Coaches trained & coached the program on their Agile journey
- 2009 – Fully Agile development reassessed & appraised at CMMI Level 3
  - QA team trained CMMI appraisal team on Agile practices





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# Credits

- Alan Chedalawada, Net Objectives
- IBM Disciplined Agile Delivery (DAD), Rational Method Composer
- AgileDAD, V. Lee Henson
- Scaled Agile Framework® (SAFe®), Dean Leffingwell
- CMMI for Development Third Edition, Mary Beth Chrissis, Mike Konrad, & Sandy Shrum
- Agile Project Management with Scrum, Ken Schwaber

# Agile Resources

- Scaled Agile Framework® (SAFe®) Website: [www.scaledagileframework.com](http://www.scaledagileframework.com) – Information about SAFe and how to scale Agile from the team level to the enterprise level for medium to very large organizations.
- Jeff Sutherland's Website: [www.jeffsutherland.com](http://www.jeffsutherland.com) - He provides various content related to software programming and technology and Scrum.
- Mike Cohn's Website on Scrum: [www.mountangoatsoftware.com/scrum](http://www.mountangoatsoftware.com/scrum)
- Scrum Alliance: [www.scrumalliance.org](http://www.scrumalliance.org)
- AgileAlliance: [www.agilealliance.org](http://www.agilealliance.org) - A great library of Agile and Scrum articles.
- Extreme Programming (XP) Website: [www.eXtremeProgramming.org](http://www.eXtremeProgramming.org)
- Ron Jeffries' Website: [www.xprogramming.com](http://www.xprogramming.com) - Information about Scrum's technical brother, Extreme Programming (XP), also has good articles on planning and metrics

# Contact Information



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