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Key Accenture Learnings on Scaled and Distributed Agile Delivery

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Focus for today



- Many companies struggle to implement Agile at *scale* when they have *distributed* workforces.
- Accenture has a range of experience in implementing large-scale, distributed Agile programs using the Scaled Agile Framework.
- The intention of today's session is to give some insights into Accenture's solutions for implementing *scaled* and *distributed* Agile.

Challenges for distributed and scaled Agile



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Challenges for distributed and scaled Agile

Accenture has been able to leverage *Scaled Agile Framework* and a range of tools to address a number of these challenges

Process

- Solution misalignment between teams
- Timeline misalignment between scrum teams
- Integration of Agile
 with Waterfall
- Status tracking misalignment

Organization

- Different locations
- Different working hours
- Different holidays
- Different customs
- Cross-team activities

Tools

- Different DevOps Tools between teams
- Some tools don't scale well
- Offshore system
 performance
- Poor collaboration technologies

Suggested solutions for these changes



Process – Aligning solutions between teams

Enhanced SAFe processes are key to attaining solution alignment between different scrum teams



Process – Ensuring timeline alignment between teams

SAFe is critical to the alignment of delivery timelines



Synchronize iterations



Group iterations into common Program Increments (PIs)



Aim for synchronized iterations and PIs across enterprise



Process – Integrating Agile and Waterfall

- Upfront identification of features/scope requiring Agile and Waterfall delivery
- Synchronize these activities for impacted features:
 - Discovery (Agile) and Solution Definition (Waterfall)
 - Release Planning
 - Integration Test
 - Release
- Manage any further changes in release via change control process for Waterfall team
- Consistent tooling and common DevOps team



Process – Status tracking alignment

Aligned tracking across scrum teams requires:

- Consistent definition of 'Done'
- Consistent sizing method through the use of:
 - Ideal hours
 - Standardized story points this requires:
 - 1. Creating a catalogue of story types for each team
 - 2. Agree on equivalent stories across teams
 - 3. Using equivalent story types as guides, extrapolate sizes for other story types



Organization – Possible different structures



Selection Criteria

- Business requirements are too critical or confidential to be offshored
- Team has limited knowledge of business functionality
- Limited availability of Business Users/Product Owner
- Adequate budget



Selection Criteria

- · Simple business requirements
- Remote team has good knowledge of business functionality
- High availability of Business Users/Product Owner

Organization – Possible different structures



Selection Criteria

- Business requirements are complex or not very well-defined
- Remote site team has limited knowledge of business functionality
- Limited availability of Business Users/Product Owner



Selection Criteria

- · Business requirements are complex and not well-defined
- Remote team has limited knowledge of business functionality and availability of Business Users/Product Owner
- Development of some application areas cannot be shifted to remote locations

Organization - Example Activity Split

Offshore Team Activities:

- Release Planning input
- Planning Poker and estimation
- Build and unit test stories
- Application test stories
- Test planning, preparation and execution – Integration Test, SVT and ORT
- Application deployment
- Application support



Collaboration in time zone

Onshore - Offshore model provides the ability for the team to work around the clock

СЅТ	8:30 AM		Time	Monday	Tuesday	Wednesday	Thursday	Friday	
23:30 00:30 01:30	9:00 AM 10:00 AM 11:00 AM 12:00 PM		Start of Day Indian Standard Time (IST)	Offshore team	n connects with on:	shore UX Lead rec	eive inputs from SI	MEs	
02:30 03:30 04:30 05:30 06:30 07:30			Offshore Factory Workday	Offshore tea and execute delivery man Peer review Uses Vr cont to park the d	m works on UX p UX delivery and agement activitie of UX deliverable rolled shared loca leliverables.	lanning Use con es. vi es. ation	e virtual collaborat nference, Lync so deo conferencing standup meeting distributed te	tion tools (tele- creen sharing,) to facilitate s between eams.	
10:00 11:00 12:00 T	9:00 AM	*	End of Day IST / Start of Day US	Standing call on project update	Standing call on project update Offshore Factory/US Team Meeting	Standing call on project update	Offshore Factory/ US Team Meeting	Standing call on project update	
13:00 14:00 15:00 16:00	1:00 PM		US Workday	Work on UX delivery planning activities Review user stories and query logs with SME Review session with Business Partners and Stakeholders Work on UX deliverables					
17:00 18:00	5:00 PM 6:00 PM 5:30 PM	Ċ.	End of Day US	Provide next	day instructions	to offshore UX te	am		

Agile & DevOps



Why DevOps – example in an Agile delivery context

Adopting DevOps principles compliments Agile delivery to enable faster delivery and speed to market



DevOps principles

DevOps uses automation techniques to optimize collaboration across development and operations, enabling faster, more predictable and more frequent deployments to market



Key building blocks

Some of the key building blocks in moving to a DevOps model are below



Increase in maturity can be via further improvements within each capability or targeting additional capabilities

Example Reference Architecture



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Early benefits

Quantitative Benefits

Activity	Measured as	% Improvement	Comments
Merge and retrofit	% of the build effort across releases	50%	Based on the actual effort tracked
Software configuration management	Effort to support SCM activities	63%	 Elimination of manual trackers [workflow lists, baselines, objects] Maintenance of two tools [CVS, CC], scorecards and run books not required Unnecessary environment sync-up eliminated
Cost of poor quality	% of defects attributed to SCM, deployment	59%	 Elimination of defects introduced because of previous Inefficient SCM processes Incorrect deployments
Build and deployment	Process and effort to raise deployment requests	90%	 No. of deployment requests (DR) reduced - enterprise build [not incremental or individual builds] Effort per DR reduced because DR not in spreadsheets [now raised on tool – RTC] and elimination of extra step in the flow of DR

Qualitative Benefits

- · Improved demand management and traceability from portfolio through to Agile delivery teams
- · Granular configuration management and traceability
- Integration with agile lifecycle tooling to allow story based configuration management driven from meta data
- · Real-time traceability of status for build and deployment
- Automated build and deployments "one-button deployment"
- Developer efficiencies as a consequence of improved tool interaction times, processes