
Agile Retrospectives

Agile Manifesto

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.

Agile Principles

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must work together daily throughout the project.
5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity--the art of maximizing the amount of work not done--is essential.
11. The best architectures, requirements, and designs emerge from self-organizing teams.
- 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.**

Scrum

- Scrum is a framework for product development using one or more cross-functional, self-organizing teams.
- Scrum uses fixed-length Sprints which are between 1 and 4 weeks long.
- Scrum teams build a potentially shippable product every Sprint.

Three pillars of Scrum

Transparency

Inspection

Adaptation

Retrospective

Purpose: To inspect the previous sprint and make adjustments to improve the next sprint.

- Attended by the Scrum team
- Focus on “what” and “why” rather than “who”
- Develop action plans to improve

How is a Retrospective different from Lesson’s Learned?

Let's practice!

Retrospective of the Opening Keynote

"The 4 L's"

- Like
- Learned
- Lacked
- Longed for

Resources

[Retrospectivewiki.org](https://retrospectivewiki.org)

[Illustratedagile.com](https://illustratedagile.com)

[Agilemanifesto.org](https://agilemanifesto.org)

[Scrum.org](https://scrum.org)